

The Stolen Crown

The Cracked Jewel Saga VIII

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

**by Dan Cooper
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 encounters and foes are marked throughout the text.

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

Native Procampan PCs

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

Native PCs will know certain things about the nobles, city, and outlying areas of Procampur that PCs from Ravens Bluff would not. This has been incorporated into the module as several Local History (Procampur) non-weapon proficiency checks. Should there be no Procampan PCs present, give those PCs that have the normal Local History non-weapon proficiency a chance to know the information, but success is determined at ½ the PC's current proficiency 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 Procampan. The difference is that honors, knighthoods, governmental positions, and so forth which Ravens Bluff PCs have carry no weight at all in Procampur. Procampan 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 Procampan 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.

Type of Crime	Conspicuousness of 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 Procampan 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, 2) are working for a noble (have a Grimm shield, etc.), 3) have 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 PC is known to the Guard as a noble, they will treat them with the respect they deserve (they will recognize the PC once the Noble Certificate is presented to the Judge).

DM's Note: Unless noted otherwise, any use of the *ring of truth* or *detect lie* spell will show that the NPCs are telling the truth.

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 Grimm bested Lord Consul Allison 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. However, shortly after the announcement of the engagement, Rendeth was stricken during an assassination attempt. With Rendeth incapacitated, Alamondh took over the Thultyrlship until Rendeth recovered. Once in office, Alamondh took up an effort to "clean up" the city. The Society of Entertainers and Providers and the Fraternity of Venturers were disbanded as hotbeds of criminal activity, and the Diamond Legion was disbanded for its inability to deter the criminal activity in the city and in these two organizations. Many were arrested as the Star Guard took over all Diamond Legion activities and proceeded to make mass arrests. Some of these were true criminals, but others were on Alamondh's command to eliminate any opposition to his rule.

Module Summary

The PCs are invited to the headquarters of the Star Guard for a meeting with Lord Alaric Grimm. In this meeting, the PCs will learn that the Thultyrl, Rendeth, was kidnapped by Alissa Wyndsong. Lord Grimm will ask the PCs to find Alissa and rescue Rendeth, as many do not trust the Star Guard. If the PCs do not accept, he will let them go. If the PCs accept, he will take them to the scene of the crime.

If the PCs do not accept Lord Grimm's proposal, Torstann Ulzimmer will approach them. He will ask them to listen to a proposal he has in his office. If they follow, he will ask them to find Alissa so she can escape the city. He will deny that Alissa would do anything so dumb as kidnapping Rendeth. If this offer is refused, then he will let the PCs go. The PCs will then be stopped by the Star Guard and escorted to Lord Alaric Grimm's office. There, they will be given another chance to help in the investigation. If they refuse, they will be threatened but will eventually be released. Torstann Ulzimmer will contact the PCs again and encourage them to help put a stop to Lord Grimm's excesses.

From there, the PCs will investigate to find out where Alissa is hiding. Some clues are red herrings, while others will give information. Hopefully, the PCs will eventually discover that Alissa is at the Sahdein estate in the Nobles' District. There they will find both Alissa and Rendeth, along with the fact that Alissa did not kidnap Rendeth, but that he went with her willingly. From there, the PCs have to decide whether to help Alissa and Rendeth escape or to take them back. Either

way, they will run into some Star Guard members dressed up as bandits, who were ordered to tail the PCs and to take custody of Alissa and Rendeth by any means possible once the PCs get them.

If the PCs try to use any divination or detection magic to try to find Alissa, the attempt will automatically fail. (Alissa wears an *amulet of proof vs detection and location*.)

Fire Curse Background

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

The message was innocent enough - a letter from a priest of Kossuth, Pergamea, requesting a shrine to be built to his god within Procampur's Temple District. As with all other requests of this nature, the request was denied pending proper submission through the Quorum of Temples. And even then, there was no guarantee that the proposal would be voted through. There was only limited space within the Temple District, and the Quorum was being very selective in its choices. Needless to say, the negative response received was unacceptable to the priest of Kossuth, especially since a shrine to his most-hated rival, Istishia, is already supported within the city. The Quorum had met and decided to reject the proposal when Pergamea stormed out of the meeting stating, "You may have only one, so you decide whether you wish for the Blessings of the Water Lord for your ships, or the cursed raging flames of Kossuth." The Quorum recommended that the shrine not be allowed - a recommendation that was supported by the government, with only a few exceptions.

So a curse was placed upon the city: All those who venerate the name of Istishia will lose the privilege of fire. The curse extends to a 50-foot radius from the afflicted person. As a result, fires cannot be started, lit fires will be snuffed out, and fire-based spells will fizzle and have no effect.

Fire Curse Effect

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

Roll Result

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

Encounter 1: Your Services Are Requested

The City of Procampur has changed greatly since Alamondh has assumed temporary control of the city. Daily arrests by the new police force of the city, the Guardians of the Star Sapphire, are announced in the Procampur Shining Jewel. Some of the city's most influential organizations have been closed due to their connections to criminal activities. Alamondh's popularity has grown with his ability to bring greater lawfulness and order to the city, and some people have even started talking about the Hamayarch being the successor to the Thultyrlship if Rendeth does not recover.

All this causes you to wonder why you were summoned to the offices of the Commander of the Star Guard, Lord Alaric Grimm. You ponder this as you sit in the waiting room.

Give the PCs a few minutes to introduce themselves. Give them no more than five minutes. After they are finished, continue.

A few minutes later, the door opens and Lord Grimm looks at you. "Please enter," he firmly requests of you as he holds the door open. Just past the door is a very spartan office, consisting of a file cabinet, a desk and four chairs. As Lord Grimm sits behind the desk, he addresses you. "The city has a problem that needs to be handled discretely. Can Procampur depend on you?"

If the PCs agree to help, Alaric will continue. If the PCs do not agree, they will be dismissed from the office. Go to Encounter 2.

"Sometime during the late evening or early morning hours, Rendeth of the Royal Blood was kidnapped from his royal chambers, where he has been recovering from the effects of his illness. The two guards at his door and the nurse taking care of him

were murdered in the commission of the kidnapping. The villainess was sloppy in committing her crime, and Alamondh was easily able to deduce whom the culprit was. The kidnapper is Alissa Wyndsong. Apparently, she was frustrated in her attempts to gain power when Alamondh denied her request to marry Rendeth, so she has taken it upon herself to take the Thultyrl to a foreign city, with help from the Society of Entertainers and Providers, and force him to marry her. We need your help to apprehend her and return Rendeth to Alamondh's care."

If asked why the Diamond Legion is not being used, Alaric will reply that the Diamond Legion was stripped of all law enforcement responsibilities due to its incompetence. He will point out its inability to discover the illegal activities of the Society of Entertainers and Providers and the Fraternity of Venturers as examples.

If asked if the Society has been disbanded, or how the Society was able to help in the kidnapping even though it was disbanded, Alaric will say that even though the Society has been disbanded, the members are still able to keep in touch to continue their nefarious plans.

If asked why the Star Guard is not on the case, Lord Grimm will reply that they are, but many people believe the lies about the Star Guard that equate them to a bunch of vicious, corrupted, vigilante thugs and will not cooperate with the Guardians of the Star Sapphire. Therefore, the PCs are needed as "independent investigators."

If the PCs ask what will be their reward, or at the end of the meeting, Lord Grimm will offer as a reward 500 gp and acceptance into the Star Guard. If the PCs accept the assignment, Alaric will give them passes that will identify them as investigators in service of the Star Guard.

If the PCs ask for any ideas where Alissa might be hiding or where they could get some clues, Lord Grimm will tell them that good starting places are the Gilded Cage and the Society of Entertainers and Providers buildings. Other good places that rumors link Alissa to include the Drinks O' Toril, the Weary Prince, and the Shrine to Glasya. If asked what the Drinks O' Toril is, he will tell them it is a small shop that serves exotic non-alcoholic drinks and snacks. If asked what the Weary Prince is, he will tell them it is an inn in the Service District.

If the PCs ask, Alaric will lead them to Thultyrl's bedroom. If they do not ask, at the end of the interview, Lord Grimm will offer to lead them to the Thultyrl's bedroom. If the PCs decide to go, go to Encounter 4. If the PCs do not go to the scene of the crime, go to Encounter 7 if they go to the Gilded Cage, Encounter 8 if they go to the Drinks O' Toril, Encounter 5 if they go to the Shrine of Glasya, or Encounter 6 if they go to the

Weary Prince. After the PCs have visited two of these places, go to Encounter 10. No other place in the city will have information of any relevance. If the PCs change their minds and do not accept Alaric's offer, then go to Encounter 2.

Encounter 2: The Refusal

You walk out of offices of the Star Guard and are escorted to the gates of the Nobles' District, where you are allowed to go as you please, except back into the Nobles' District. A short line of people awaits entrance to the district as the Star Guard carefully and not too gently search and question those wanting to gain access. After you walk a few blocks away from the gates to the Nobles' District, you are approached by a tall man with dark brown hair and dark eyes. "Excuse me, can I speak with you for a moment, preferably in my office?"

If the characters ask, let them roll against their Local History (Procampur). If they make it, they will recognize the man as Torstann Ulzimmer. If asked, he will identify himself. If the players ask why he will not speak there, Torstann will explain there are too many ears around, especially of the evil groups like the Society of Entertainers and Providers and the Fraternity of Venturers. If the PCs do not go with Torstann, he will thank the PCs for their time and leave. Go to Encounter 3. If they agree, continue this encounter.

Torstann leads you through a couple of district gates on the way to the Sea District. As he walks with you, he discusses the events that are occurring in the city. Talking to you, he takes a glance at each of you quickly, "So, how do you feel about Alamondh's handling of the criminal organizations like the Society?"

Torstann will listen if any PC decides to respond. He will not respond to anything that the PCs say, though. He will continue to make small talk until the group gets to his office.

If the PCs respond in favor of Alamondh's handling of the current situation, read this paragraph.

Torstann brings you to his private office, where he sits down behind his desk. Sizing you up, Torstann speaks. "I hope your answers to my questions on the street reflected your wisdom and insight. Right now, it is not wise to speak in public against the current ruler. Things have been happening to those who oppose Alamondh's reign. Fortunately, we are safe here. I have a mission I would like to hire you to perform. There is a person in this city whose life is in danger -

someone who will surely die if she remains in this city. Her name is Alissa Wyndsong. I want you to take a message to her. It will tell her that I have a ship leaving the city at high tide tonight, and suggest that she take it to Ravens Bluff. She will be safer there. Will you accept the mission?"

If the PCs respond against Alamondh's handling of the current situation, read this paragraph.

Torstann brings you to his private office, where he sits down behind his desk. Sizing you up, Torstann speaks. "I am glad to see I am not the only one who has seen through Alamondh's propaganda, although it is not wise to speak in public against the current ruler. Things have been happening to those who oppose Alamondh's reign. Fortunately, we are safe here. I have a mission I would like to hire you to perform. There is a person in this city whose life is in danger - someone who will surely die if she remains in this city. Her name is Alissa Wyndsong. I want you to take a message to her. It will tell her that I have a ship leaving the city at high tide tonight, and suggest that she take it to Ravens Bluff. She will be safer there. Will you accept the mission?"

If the PCs respond in a non-committal way to Torstann's questioning, read this paragraph.

Torstann brings you to his private office, where he sits down behind his desk. Sizing you up, Torstann speaks. "I can understand your reluctance to discuss these issues. It is not wise to speak in public against the current ruler. Things have been happening to those who oppose Alamondh's reign. Yet you never know where the groups like the Society have friends. Fortunately, we are safe here. I have a mission I would like to hire you to perform. There is a person in this city whose life is in danger - someone who will surely die if she remains in this city. Her name is Alissa Wyndsong. I want you to take a message to her. It will tell her that I have a ship leaving the city at high tide tonight, and suggest that she take it to Ravens Bluff. She will be safer there. Will you accept the mission?"

If the PCs ask why Alissa's life is in danger, Torstann will explain that Alissa has made at least as many enemies as she has friends in Procampur, and now her enemies are in power. Her enemies would love to have her disgraced, and some would even like to see her dead.

If the PCs tell Torstann about Alissa being accused of kidnapping Rendeth, he will shake his head, and tell the PCs that he really doubts if Alissa would do such a thing. He will tell them that she had almost convinced

Rendeth to repeal all the laws preventing their marriage, and that he doubts Alissa would be stupid enough to pull a stunt like that when she had her goal within her hands.

If the PCs ask where Alissa might be found, Torstann will suggest her favorite businesses that she owns, the Gilded Cage and the Drinks O' Toril. If asked what the Drinks O' Toril is, he will tell them that it is a shop where Procampans can get many forms of exotic non-alcoholic drinks and light snacks. Rumor has it that she occasionally hires cooks from the Proeskampalar Gardens, Jade Palace, and even from House Sahdein to make snacks. He will mention that most people do not know that the Drinks O' Toril is owned by Alissa, which is the reason it is still open. Torstann suggests that the secret of its ownership be kept. If Torstann is asked the name of the ship that will be waiting, he will tell them it is the Silver Sealion.

Torstann will offer the PCs 500 gp for their assistance. If asked why he is offering so much, he will reply that he knows it sounds like an easy mission, but there are many dangers, as Alissa's enemies are hunting for her. He will stress the importance of keeping a low profile, for Alissa's safety, as well as the PCs. If the PCs ask for it, he will give them a pass to the Nobles' District, saying he has a few to spare, as he does a lot of business there. If the PCs accept the mission, he will hand them a scroll sealed with wax, telling the PCs that this should explain to Alissa his plans. If the PCs check, they will find no impression on the wax seal.

If the PCs accept the mission, go to the Encounter 7 if they go to the Gilded Cage, Encounter 8 if they go to the Drinks O' Toril, Encounter 5 if they go to the Shrine of Glasya, or Encounter 6 if they go to the Weary Prince. After the PCs have visited two of these places, go to Encounter 10. No other place in the city will have information of any relevance. If they do not accept the mission, go to Encounter 3.

Encounter 3: Two Strikes and You're In

You walk the streets, wondering what is going on and who is telling the truth. Looking ahead of you, you see people moving to the side, and it does not take long to see why. Ahead of you are four members of the Guardians of the Star Sapphire, lead by a tall, large woman with blonde hair. The squad seems to be marching directly for you. As you look around, you see more members of the Star Guard approaching from each side, and from the back. People nearby trip over themselves trying to get out of the way. The squad leader of those in front of you points at you and in a loud, demanding voice, commands you, "HALT!"

If the PCs look around, they will find that they are surrounded by the Star Guard. If any of the PCs ask, they will notice all the Guards are in armor. If the PCs do a *detect invisibility* or a *detect magic* or a *true seeing*, they will see two invisible guards with each group. If the PCs try to escape, the Star Guard will try to prevent that. Refer to stats below. If the PCs try to recognize the squad leader of the Star Guard, let them roll against their Local History (Procampur). If they make their roll, or they guess from playing an earlier Procampur tournament, they will recognize the squad leader as Lt. Mercaila Detrich. If asked, she will give her name.

The squad leader approaches you. "You are to come with us. Resist at your own peril."

If asked, she will tell the PCs that she has been sent by Lord Alaric Grimm to bring them to him.

If the PCs come willingly, they will be escorted to Lord Grimm's office, where he will again outline his offer (use information in Encounter 1 for the offer and how to proceed). He will tell the PCs that the mission is vital to Procampur. If the PCs again decline, he will suggest that he could have them arrested if they do not comply. However, if the PCs do not wish to undertake the mission, they will be allowed to leave. Torstann Ulzimmer will contact them again to tell them he heard of what happened and to suggest that they should help him just to spite Lord Grimm (use information in Encounter 2 for the details of his offer and how to proceed). If the PCs continue to decline both offers, the adventure is over for them.

If the PCs do not come willingly, Lt. Detrich will threaten to place them under arrest. If they do not comply, she will arrest them. The PCs will be relieved of any property that can be used to resist and then will be escorted to a prison cell. If asked under what charges they are being arrested, Lt. Detrich will tell them for Trespassing, Disturbing the Peace, Sedition, and any other charges she can think of on the way to prison. If asked about evidence, she will laugh, telling them she does not need evidence anymore, the Star Guard is the law. If the PCs attempt to bribe her, she will tell them that her price is 1000 gp per PC per tier. She will be willing to accept a magic item per PC also. If the PCs do not resist, the Star Guard will take all weapons, bracers, rings, cloaks, boots, belts, pouches, packs and jewelry from the PCs and lead them to the jail. If the PCs decide to resist, the Star Guard will not hesitate to fight them.

DM's NOTE: Pre-cast spells are underlined. The Squad members of the Star Guard will fight to subdue, and will use any and all spell abilities to subdue the party as well. Every 3 rounds, another squad will join

into the fight until the PCs are subdued. Do not roll morale checks, even if Lt. Detrich dies.

Tier 1:

Lt. Mercaila Detrich, hf, F7: AL LE; AC 2 (field plate); MV 6; hp 62; THAC0 14 (13); #AT 3/2; Dmg 1d10+1 (two-handed sword, Str); SA nil; SD nil; Str 17, Dex 14, Con 15, Int 12, Wis 10, Chr 15; MR nil; SZ M; ML 16.

Mercaila is a large, blonde-haired female warrior who many people would call an amazon. In physical stature, this is quite true as she is nearly six feet tall and almost two hundred pounds, all of it muscle. Her blond hair falls down to the middle of her shoulders and her blue eyes are piercing in their gaze. She is large boned, but her size belies a quickness of movement that often is the last surprise of her opponent's life. Her face is remarkably unscarred, and would be quite attractive if she did not have a constant sneer on her lips. Her voice is strong and many people think she is yelling all the time, which is untrue. This gives real terror when she actually does start screaming, especially when it is orders to the troops under her command.

Personality: Mercaila is a bully with a badge. She likes the power she holds and loves to throw it around. She is verbally abusive, and if attacked, has no problems attacking back.

4 Squads, each squad consisting of the following:

Guards (2), F2: Int Below Average; AL LE; AC 4 (chainmail and shield); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; Size M; ML 12

Priest (1), SP2 (Iyachtu Xvim): Int High; AL LE; AC 5 (chainmail); MV 12; hp 16; THAC0 20; #AT 1; Dmg 1d6+1 (footman's mace); SA spells; SD spells; MR nil; Size M; ML 12

Spells: 1st level - *command, bless*

Scout (1), T2: Int Average; AL LE; AC 8 (leather); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d8 (longsword); SA backstab (x2 dmg); SD move silently 21%, hide in shadows 15%; MR nil; Size M; ML 12

Squad Mage (1), W3: Int Genius; AL LE; AC 10 (none); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6 (quarterstaff); SA spells, *invisibility*; SD spells, *invisibility*; MR nil; Size M; ML 12

Spells: 1st level - *color spray, charm person*; 2nd level - *invisibility* (on self).

Tier 2:

Lt. Mercaila Detrich, hf, F7: AL LE; AC 0 (field plate, Dex); MV 6; hp 62; THAC0 14 (12); #AT 2; Dmg 1d10+3 (two-handed sword, Str, specialization); SA nil; SD nil; Str 17, Dex 16, Con 15, Int 12, Wis 10, Chr 15; MR nil; SZ M; ML 16.

Mercaila is a large, blonde-haired female warrior who many people would call an amazon. In physical stature, this is quite true as she is nearly six feet tall and almost two hundred pounds, all of it muscle. Her blond hair falls down to the middle of her shoulders and her blue eyes are piercing in their gaze. She is large boned, but her size belies a quickness of movement that often is the last surprise of her opponent's life. Her face is remarkably unscarred, and would be quite attractive if she did not have a constant sneer on her lips. Her voice is strong and many people think she is yelling all the time, which is untrue. This gives real terror when she actually does start screaming, especially when it is orders to the troops under her command.

Personality: Mercaila is a bully with a badge. She likes the power she holds and loves to throw it around. She is verbally abusive, and if attacked, has not problems attacking back.

4 Squads, each squad consisting of the following:

Guards (2), F4: Int Below Average; AL LE; AC 2 (plate mail and shield); MV 12; hp 30; #AT 3/2; THAC0 17 (16); Dmg 1d8+2 (longsword, specialization); SA nil; SD nil; MR nil; Size M; ML 12

Priest (1), SP5 (Iyachtu Xvim): Int High; AL LE; AC 5 (chainmail); MV 12; hp 30; THAC0 18 (15); #AT 1; Dmg 1d12+2 (*mace of Xvim*); SA spells; SD spells; MR nil; Size M; ML 12

Spells: 1st level - *command, bless, cause light wounds*; 2nd level - *hold person, mace of Xvim*; 3rd level - *cause blindness*

Scout (1), T5: Int Average; AL LE; AC 8 (leather); MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d8 (longsword); SA backstab (x3 dmg), *invisibility*; SD move silently 40%, hide in shadows 31%, *invisibility*; MR nil; Size M; ML 12

Squad Mage (1), W5: Int Genius; AL LE; AC 10 (none); MV 12; hp 14; #AT 1; THAC0 20; Dmg 1d6 (quarterstaff); SA spells, *invisibility*; SD spells, *invisibility*; MR nil; Size M; ML 12

Spells: 1st level - 2x *color spray, charm person, phantasmal force*; 2nd level - *detect invisibility, Tasha's uncontrollable hideous laughter*; 3rd level - *invisibility 10' radius* (on Mage and Scout)

Tier 3:

Lt. Mercaila Detrich, hf, F7: AL LE; AC -2 (field plate, Dex, *ring of protection +2*); MV 6; hp 62; THAC0 14 (12); #AT 2; Dmg 1d10+5 (two-handed sword, Str, specialization); SA nil; SD nil; Str 18/01, Dex 16, Con 15, Int 12, Wis 10, Chr 15; MR nil; SZ M; ML 16.

Mercaila is a large, blonde-haired female warrior who many people would call an amazon. In physical stature, this is quite true as she is nearly six feet tall and almost two hundred pounds, all of it muscle. Her blond hair falls down to the middle of her shoulders and her blue eyes are piercing in their gaze. She is large boned, but her size belies a quickness of movement that often is the last surprise of her opponent's life. Her face is remarkably unscarred, and would be quite attractive if she did not have a constant sneer on her lips. Her voice is strong and many people think she is yelling all the time, which is untrue. This gives real terror when she actually does start screaming, especially when it is orders to the troops under her command.

Personality: Mercaila is a bully with a badge. She likes the power she holds and loves to throw it around. She is verbally abusive, and if attacked, has not problems attacking back.

4 Squads, each squad consisting of the following:

Guards (2), F6: Int Below Average; AL LE; AC 0 (field plate and shield, Dex 15); MV 12; hp 40; THAC0 15 (14); #AT 3/2; Dmg 1d8+3 (longsword, specialization, Str 16); SA nil; SD nil; MR nil; Size M; ML 12

Priest (1), SP7 (Iyachtu Xvim): Int High; AL LE; AC 5 (chainmail); MV 12; hp 36; THAC0 16 (13); #AT 1; Dmg 1d12+2 (*mace of Xvim*); SA spells; SD spells; MR nil; Size M; ML 12

Spells: 1st level - *command, bless, cause light wounds*; 2nd level - 2x *hold person, mace of Xvim*; 3rd level - *cause blindness, dispel magic*; 4th level - *spell immunity(fireball)*

Scout (1), T7: Int Average; AL LE; AC 8 (leather); MV 12; hp 27; THAC0 17; #AT 1; Dmg 1d8 (longsword); SA backstab (x3 dmg), *invisibility*; SD move silently 55%, hide in shadows 43%, *invisibility*; MR Nil; Size M; ML 12

Squad Mage (1), W7: Int Genius; AL LE; AC 10 (none); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d6 (quarterstaff); SA spells, *invisibility*; SD spells, *invisibility*; MR nil; Size M; ML 12

Spells: 1st level - 2x *color spray, charm person, phantasmal force*; 2nd level - *hypnotic pattern, detect*

invisibility, Tasha's uncontrollable hideous laughter; 3rd level - *invisibility 10' radius* (on Mage and Scout), *hold person*; 4th level - *confusion*

Tier 4:

Lt. Mercaila Detrich, hf, F7: AL LE; AC -4 (field plate, Dex, *ring of protection* +2); MV 6; hp 62; THAC0 14 (10); #AT 2; Dmg 1d10+7 (*two handed sword* +2, str, specialization); SA nil; SD nil; Str 18/01, Dex 18, Con 17, Int 12, Wis 10, Chr 15; MR nil; SZ M; ML 16.

Mercaila is a large, blonde-haired female warrior who many people would call an amazon. In physical stature, this is quite true as she is nearly six feet tall and almost two hundred pounds, all of it muscle. Her blond hair falls down to the middle of her shoulders and her blue eyes are piercing in their gaze. She is large boned, but her size belies a quickness of movement that often is the last surprise of her opponent's life. Her face is remarkably unscarred, and would be quite attractive if she did not have a constant sneer on her lips. Her voice is strong and many people think she is yelling all the time, which is untrue. This gives real terror when she actually does start screaming, especially when it is orders to the troops under her command.

Personality: Mercaila is a bully with a badge. She likes the power she holds and loves to throw it around. She is verbally abusive, and if attacked, has not problems attacking back.

4 Squads, each squad consisting of the following:

Guards (2), F8: Int Below Average; AL LE; AC 0 (field plate and shield, Dex 15); MV 12; hp 50; THAC0 14 (12); #AT 2; Dmg 1d8+5 (*longsword*, specialization); SA nil; SD nil; MR nil; Size M; ML 12

Priest (1), SP9 (Iyachtu Xvim): Int High; AL LE; AC 5 (chainmail); MV 12; hp 54; THAC0 16 (13); #AT 1; Dmg 1d12+2 (*mace of Xvim*); SA spells; SD spells; MR nil; Size M; ML 12

Spells: 1st level - *command, bless, 2x cause light wounds*; 2nd level - *2x hold person, mace of Xvim, charm person*; 3rd level - *cause blindness, dispel magic, cause disease*; 4th level - *spell immunity(fireball), free action* (on Mage); 5th level - *cause critical wounds*

Scout (1), T9: Int Average; AL LE; AC 8 (leather); MV 12; hp 33; THAC0 16; #AT 1; Dmg 1d8 (*longsword*); SA backstab (x4 dmg), *invisibility*; SD move silently 70%, hide in shadows 56%, *invisibility*; MR nil; Size M; ML 12

Squad Mage (1), W9 Int Genius; AL LE; AC 10 (none); MV 12; hp 32; THAC0 20; #AT 1; Dmg 1d6 (*quarterstaff*); SA spells, *invisibility*; SD spells, *invisibility, free action*; MR nil; Size M; ML 12

Spells: 1st level - *2x color spray, charm person, phantasmal force*; 2nd level - *hypnotic pattern, detect invisibility, Tasha's uncontrollable hideous laughter*; 3rd level - *invisibility 10' radius* (on Mage and Scout), *2x hold person*; 4th level - *charm person, confusion*; 5th level - *chaos*

Encounter 4: The Scene of the Crime

You are escorted through the Nobles' District and allowed into the Castle District. The grim architecture of the Procampur Prison and the Barracks of the Diamond Legion only enhance the grandeur of the Thultyrl's palace. With Lord Alaric Grimm beside you, the guards allow you quick entrance into the Palace. Walking through the carpeted hallways whose walls are covered with expensive and extensive paintings and tapestries, you can see the prosperity and history of the Thultyrl family. You can tell you are approaching Rendeth's bedroom by the number of Star Guard members around the door. Near the door are two outlines, with dark red puddles in them.

If the PCs ask about the two outlines or the blood stains, Alaric will explain that they are from the two guards who died in the kidnapping. The guards' names were Delek Starwild and Tidacki Taiba. If asked if there were any more deaths, Alaric will tell them that the nurse on duty was killed as well. If asked about the guardsmen, Alaric will tell them he did not know them, as they had just transferred from the Diamond Legion.

Lord Alaric Grimm leads you into the bedroom, as several members of the Star Guard shift through the mess. On the floor is another puddle of dark red liquid and chalk outline. The large bed in the middle of the room is in a shamble, the covers and sheets strewn on the mattress. Drawers from the cabinets are thrown about, and the doors of the dressers are wide open, the clothes thrown about. A jewelry box stands on one of the cabinets, and a door leading to a private bathroom stands open on a far wall. Lord Alaric turns to you, "You may look around, but do not touch anything in here. If there are any questions, you may ask those who are here. After you are done here, it would be best to investigate some of the places that Alissa was known to frequent or are linked to her by rumors. I expect the return of Rendeth and the arrest of Alissa to occur soon, so do not disappoint me."

If the PCs ask, there are three Star Guard soldiers in the room.

If the PCs ask for any ideas where Alissa might be hiding or where they could get some clues, Lord Grimm will tell them that good starting places are the Gilded Cage and the Society of Entertainers and Providers buildings. Other good places that rumors link Alissa to include the Drinks O' Toril, the Weary Prince, and the Shrine to Glasya.

If the PCs ask what the nurse's name is, Alaric will tell them it is Merion Osker.

The Guards will allow the PCs to look around, but will prevent any attempt to move anything, claiming the PCs are not experienced investigators and do not know how to move evidence without ruining its value. A PC thief or bard can use his pickpocket skill to try to move anything without the guards noticing it. The guards can also be easily distracted by any party member, allowing the others to check into items. Let any reasonable attempt to distract the guards succeed. If the guards are asked about the dead guardsmen, they will laugh, saying they did not expect the two "rookies" to live long, as they did not adapt well to the Star Guard life style. They will talk about the dead guards and the rest of the Diamond Legion in a degrading way.

If the PCs check the bathroom, they will find a deep tub with a showerhead over it, with a control for a fire elemental that is bound to the tub. There is also a sink, with a large mirror over it. If the PCs check, they will find soap and shampoo, but will find no combs, toothbrushes or other personal hygiene accessories. If Alaric is asked about this, he will pull over one of the guards, who says the rest were taken as evidence.

If the PCs look at the clothes, they will see many of the clothes are the regal clothes, and not much in the way of leisure clothing.

If the PCs look in the jewelry box, they will see about half the rings missing, but in no recognizable pattern, such as the left half of the box being empty. If anyone with the Appraising proficiency inspects the jewelry, allow a roll against the non-weapon proficiency. If they succeed, they will notice that there are some very high value pieces left in there, and if the PC who makes the roll is a thief, the PC will notice that several pieces of the remaining jewelry could not be easily be identified as belonging to the Thultyrl. If anyone with the Religion non-weapon proficiency makes a roll they will notice that there are also no religious symbols in the jewelry box.

If the PCs use a spell such as *thought capture* or other spell that shows prior events on either of the chalk outlines, they will see a large woman in armor with a tabard that shows the heraldry of the Star Guard yelling at them for allowing Rendeth to leave with Alissa Wyndsong. The last thing the scene will show is the

large woman nodding her head. If this is brought to Alaric's attention, he will tell the PCs he will discuss this with Alamondh, but that they should continue their investigation. If any of the PCs ask SPECIFICALLY if the woman in armor looks like Lt. Detrich, they will be able to recognize her. If the PCs ask to see the bodies or to cast a *speak with dead* spell on the dead bodies, they will be told that Alamondh is examining the bodies, and they will be unavailable. Lord Alaric Grimm does not know that Lt. Detrich ordered the death of the guards or the nurse.

DM's Note: The next several encounters may or may not be run, depending on where the PCs go during their investigation. Some of the encounters are red herrings; however, do not inform the PCs about this unless they are totally lost. Go to Encounter 7 if they go to the Gilded Cage, Encounter 8 if they go to the Drinks O' Toril, Encounter 5 if they go to the Shrine of Glasya, or Encounter 6 if they go to the Weary Prince. No other place in the city will have information of any relevance. After the PCs have visited two of these places, go to Encounter 10.

Encounter 5: Shrine of Glasya

The temples and shrines of Procampur seem busier than ever, as many people come to offer their thanks for the current prosperity and lack of crime in the streets. The priests are busy helping spread the donations to those who are in need, though some has gone to the city treasury in the form of a tax that allows Alamondh to spend the money on projects to help the poor district. Each temple and shrine is distinctive in its decoration, reflecting the areas of their Deity's patronage. You find the Shrine of Glasya easily, with its luxuriant decorations in soft colors inside and out. As you enter, a beautiful woman in close fitting clothes approaches you. "What dreams may we help you achieve?" she asks, a playful smile on her face and a twinkle in her eye.

If she is asked her name, she will tell them she is Hisnea Dreamweaver, initiate of the Shrine of Glasya. She has a charisma of 19. (I know someone will ask.) If asked if she knows anything about Alissa Wyndsong, she will say that Alissa has stopped by one or two times to give offerings, but is not a regular worshiper here. Neither she nor anyone else in the shrine will have any idea of where she went.

Encounter 6: The Weary Prince

DM's Note: This encounter is a red herring.

The streets of the Port District are quiet as the streets are patrolled by members of the Star Guard. Groups of people walk down the street, busy in quiet conversation, keeping to themselves. Quite a change from what was, by all accounts, the wildest district of Procampur.

The sign in front of the inn shows a wealthy man with a crown on his bowed head leaning on a bedpost. Entering the inn, you come into a place of opulence, with red carpet on the floor and several couches. The walls are covered with paintings of various rulers from around the vast. The man at the desk bows to you. "And how may this humble servant help you this day?"

The man at the desk is an employee of the Weary Prince. He also works for Alamondh, as an informant and in any other way he can help. He will continue to play the part of a staff member of the Weary Prince, bowing and scrapping as if a servant to a noble. If asked about Alissa, he would say that he had a message for her, and that she had picked up a scroll from him. He will tell them he made a copy of it, and he will be willing to sell it to them for 100 gp. If the PCs mention that they are working for the Star Guard, the man will give them the scroll. On the scroll is a list of numbers. Give the PCs Players Handout #1

23-22-26-9 26-15-18-8-8-26
8-19-18-11-8 8-26-18-15-8 7-12-14-12-9-9-12-4
13-18-20-19-7. 8-26-21-22 19-12-6-8-22 26-9-9-26-13-
20-22-23 18-13 8-22-14-25-18-26. 11-9-18-22-8-7 4-
18-15-15 14-22-22-7 2-12-6 7-19-22-9-22.
8-11-26-9-9-12-4.

The Coded Message says:

Dear Alissa

Ships sails tomorrow night. Safe house arranged in Sembia. Priest will meet you there.

Sparrow

If asked about Alissa, the man will say that he does not like her (the only truthful thing he will say) but she paid him well. If he is asked what Alissa did after receiving the scroll, he will say she smiled and left at a quick pace.

If a *ring of truth* or a *detect lie* spell is used, it will be detected that the man is lying. If confronted, he will first swear his truth, but quickly change his story,

especially if bribed or threatened, telling them how he was told by a messenger that if anyone asked about Alissa, to tell them this story and give them that scroll. He will not say who the messenger is from, but will say the messenger was a little girl. If asked, he will tell them he was given 1,000 gp. If any PC makes a Local History (Procampur) non-weapon proficiency roll, they will remember that Alissa was part of the adventuring group *The Blades of Song* who were instrumental in defeating the Sembian Siege in 1367, and would probably be most unwelcome in Sembia.

Encounter 7: The Gilded Cage

The Gilded Cage is a well-kept establishment that provides companionship and escorts for the men and women of Procampur. Elaborate bas-relief designs depicting elegant ballroom settings cover the wall, in stark contrast with the windows that are boarded up. The chime wood doors are open as members of the Star Guard enter empty handed and come out with expensive jewelry and furniture, laughing and joking about the current reign of peace.

If the PCs ask any of the guards what is going on, they will reply in a cheerful voice that they are confiscating any item in this building that could possibly be considered evidence against Alissa Wyndsong, which is everything. They will laughingly say that the items are being transported to a warehouse, where they will be kept. If asked what crimes these items will be used for, the PCs will be told blackmail and extortion. If asked, they will tell the PCs they can search around the outside of the building, but they are not allowed entrance. Nothing can change this, the front doorway has a constant stream of traffic that will prevent the PCs from entering and any attempt to enter through the boarded windows will be intercepted by the Star Guard and prevented from success.

The PCs may check the outside. If they do so, have them make a roll versus Observation non-weapon proficiency or at ½ their intelligence. If they succeed, they will notice a figure in the shadows, who takes a few steps away from them then stops and waits. If no one succeeds they will hear a voice as quiet as a whisper in the wind, "***If you wish to know some truth, then follow me.***" As they look around, they will see a woman in the shadow of a near building, who looks at them, then turns and walks down a street. If the PCs do not follow her, they will find nothing of interest at the Gilded Cage.

If the PCs follow the figure, they will be led down several blocks to an empty warehouse. None of the Star

Guard soldiers will pay them any attention. The figure will stay just far enough ahead to prevent the PCs from identifying her, but close enough for the PCs to follow. If the PCs check for any traps before entering the warehouse, they will find none. Once the PCs are in the warehouse, the figure will reveal herself to them.

When you enter the warehouse, the figure comes out of the shadows. He hair is long, and braided in a ponytail, and she is dressed in a silk blouse and a pair of trousers that are of fine leather. "I am glad you came. My name is Marissa, and I am Alissa's assistant. You could say I am her majordomo. Let me say that this situation, like most things presently in Procampur, is not what it appears."

If the PCs ask what Marissa means by that, she will say that everything in Procampur has a public face and a private more truthful face. If asked how it applies to Alissa, she will tell them that Alissa is with Rendeth, but that Rendeth went willingly. There was no kidnapping. If Marissa is asked why Rendeth went with Alissa and fled the castle, Marissa will tell them that she is not sure why, but that Rendeth's condition after the attack on Alissa had never improved, and that according to her sources in the Castle, it had actually gotten worse. If asked why she should be believed, she will reply that a picture is worth a thousand words, and show the PCs a ring with the symbol of the Harpers on it. If she is asked about the Harper's interest in the events going on, Marissa will say that while Alissa is not an angel, Alamondh is a lot greedier and more evil. Besides Alissa is easier to "guide" in the right direction.

If the PCs ask Marissa where Alissa is, she will reply,

"I do now know. She was most secretive about that. She was saying something about putting herself in the hands of fate. That made no sense, though, for she was never one to give up or to allow anyone or anything to control her."

If any of the PCs ask to make a Religion non-weapon proficiency roll, allow them. If they make under ½ their score, tell the PC that in Zakhara they believe in fate. If the PCs ask if Marissa knows what other businesses Alissa owned, she will tell them that another one of her businesses is the Drinks O' Toril. She will also mention several other taverns, inns, and shops, but they are all known to be closed down. Marissa will also tell the PCs that when she left, she was carrying quite a few pieces of clothes, including some veils. If Marissa is asked to help, she will shake her head and say that it is not the time or place for her to get involved.

Encounter 8: Drinks O' Toril

You head to the Drinks O' Toril restaurant, a large high yellow-roofed wooden building in the Service District. A small sign out front announces its location, with a picture of a globe inside a glass. There are a few tables outside, and as you enter the building, you can see that there are about ten tables on the inside. There are a couple of display cases that show pastries of many kinds and on the walls are lists of available drinks, including such rarities as cocoa from Maztica and green tea from Kara Tur. A woman stands behind a counter and smiles at you. "What may I get you today? May I suggest one of our prune danishes?"

The prices in this shop will be of medium range. A cup of coffee will go from 5 cp to 2 gp, a pastry from between 1 sp and 1 gp. Special drinks such as cocoa and fancy teas or coffee will start at 3 sp.

If asked about Alissa, she will ask why the PCs want to know. The only thing that will convince her to talk is to for the PCs either to show her that they are trying to help Alissa or that they are acting in an official City capacity. If they are able to do that, she will tell them that he has not seen her in two days. If asked what Alissa was doing there, she will tell them that Alissa came by to pick up some pastries and some spices. If he is asked about the spices, he will tell them they were cinnamon, saffron, cumin, and paprika. If a PC makes a roll against a Cooking non-weapon proficiency or ½ of an Herbalism non-weapon proficiency, he or she will recognize that the combination of herbs is used in Zakharan cooking. If the PCs ask the woman behind the counter about the herbs, she will tell them the same thing. If asked about any Zakharan places in Procampur, she will mention House Sahdein being from Zakhara.

Encounter 9: Temple of Tymora

DM's Note: This encounter is here just in case the PCs assume the comment in Encounter 7 about Alissa putting herself in the hands of fate. (I know this will happen as well.)

Sharing a building with the Hall of Joyous Success, the Lady's Happy Hall's normal colorful appearance is greatly subdued. Inside the temple, the games continue to run, but they are not as noisy as before as the numbers of those who wish to test their fates has fallen. A priest in blue silk robes, flipping a silver coin as he walks, comes up to you. "What chance are you here to take today?"

If told about the hint from Encounter 7, the priest will think about it for a minute, then admit that while it could apply to Tymora, that they had not seen Alissa since she made a donation two days after her engagement was announced. If the PCs ask about worshipping fate, the priest will mention the only ones he has heard talk about anything like that are those from Zakhara. He will suggest going to talk to House Sahdein about this.

Encounter 10: And Now for Something Completely Different

DMs Note: Run this encounter after the PCs have visited two places looking for hints about Alissa (Encounters 5-9)

You are walking down the street, going to your next destination when you see a man in fine billowing silk clothes. His gray hair is styled in the latest fashion, but his eyes look a little vacant, like he is lost. He sees you and walks over to you. In a calm voice, he asks you, "Good day gentle people. I am lost, I am wondering if you can help me?"

Allow PCs who have played any other Procampa tournaments to roll versus their intelligence. If they succeed, they will recognize the old man as the crazy old man from the previous tournaments. If the Players ask if that is he, give them the information as if their PCs remembered. If the PCs ask who he is, he will introduce himself as "Lord Sellwin Wagglebottom, Deputy Assistant Commander in charge of Perishable Supply Requisition for the Armies of Ravens Bluff." If there are any PCs from the Ravens Bluff military, they will know there is no such person. If asked what he is doing, he will say that he is investigating how the Diamond Legion is able to provide such foods as duck livers and champagne to their soldiers on campaign and roasted stuffed dragon and Evermead on holidays. (DMs can add any other extravagant items to the list.) Any PC with any knowledge of the Diamond Legion will know this is not the case, and any PC with any knowledge of the military will find it extremely hard to believe. If asked what he wants, he will ask for directions to Ahlmer's General Store. If he is asked where he was given the clothes, he will give the following information.

"I visited the home of the Noble Sahdein family. They were very kind to me. They gave me these clothes, fitting for my station, and had their barber groom me.

I asked them what I owed them, but they said I owed nothing, for one should always help those touched by the Hand of Fate. It was most gracious of them, and it makes me feel like I have a greater mission in store for my life."

If the PCs just give him the directions to Ahlmer's shop (have the PCs make a roll versus their Local History (Procampur) at +1) or answer that they do not know, the old man will say the following.

"Well, thank you for your assistance good people. Or as the people of the last house I visited would say, 'We have no fate but the fate we are given.'"

If the PCs ask for whom he had just visited, or an explanation of his last statement, read him the boxed text immediately above.

After the PCs are finished with him, he will wish them a good day, and leave. Ask the PCs where they want to go next.

Encounter 11: House Sahdein

As you get to the gates of the Nobles' District, you see a squad of the Star Guards searching everyone who enters. As you get to the gates, a guard looks at you. "Ya got passes?"

If the PCs show the Star Guard the passes from Alaric, the Star Guard will let them pass without peace bonding their weapons. If the PCs show the pass from Torstann Ulzimmer, they will be searched - hidden weapons will be confiscated and all other weapons will be peace bonded. If they do not have any passes, they can return to Torstann, who can supply them.

The slender cylindrical towers of the Sahdein manor stand out against the more traditional structures of the other noble houses. The tan walls trimmed with gold announce the Zakharan Nobles of Procampur. As you go through the gates, you see a garden with palm trees and other forms of oasis plant life. The door opens after you knock on it, two muscular men and a very large, ugly, muscular man greet you. One of the smaller men dips his head slightly. "Salaam. How may we help you?"

If the PCs show the passes from Alaric and say they are here to arrest Alissa, they will be told that it must be discussed with Lord Consul Sahdein. If the PCs say they come from Torstann Ulzimmer, they will be told that the scroll will be delivered. If the PCs say they

want to talk to Lord Sahdein, they will be informed that he is in a meeting. In all cases, the PCs will be invited in to the house to wait.

You are guided through a large door with an onion shaped stained glass window above it. The stained glass window depicts a scene of a desert warrior standing before a monster, who looks like a lion with wings and the face of a woman. As the escort opens the door, you see a large luxurious room. Pillows lay around a large round table. On the middle of the table is a multi-layer circular tray, with dried figs, olives and other treats of the desert on it. The walls are painted in bright colors, yellows and reds and orange of the rising sun help lighten the room. There are four other doors in this room, and each door has two guards standing beside it. The guard who talked to you before points to the cushions on the floor. "Please, have a seat while I go inform Lord Consul Yezeed Sahdein. Feel free to partake in a snack. If you wish something to drink, my assistant Najib will help you." He turns and leaves through one of the doors.

If the PCs ask for a drink, Najib will bow his head and get it for them.

If there are any women PCs, read the following.

The guard who went to go get Lord Consul Sahdein returns, holding some pieces of silk in his hands. "Lord Consul Yezeed Sahdein has agreed to meet with you, but before he does, he insists on the women in your group putting a veil on over their face."

If the guard is asked why, he will say that the veil is a custom of Zakhara and that Lord Consul Sahdein prefers the customs of his homeland be followed in his house. The guard will not leave to get Lord Consul Sahdein until the veils are put on and Lord Consul Sahdein will not enter the room until they are on.

Lord Consul Yezeed Sahdein walks into the room, followed by two veiled female servants in billowing robes. One carries a silver platter with salt crystals and the other carries a tray with drinks and some dried meat on it. Lord Consul gestures the first servant forward, saying "Please accept the hospitality of my house."

Allow the PCs the choice of taking the salt. If a PC asks, allow them to make a roll against their Etiquette non-weapon proficiency. If they make their roll, tell them that by ingesting the salt, they will enter the bond of salt. The bond of salt is a promise between a guest and host. The host promises the guests his protection and hospitality, and the guest promises not to bring harm to his host and never to overstep the bounds of

good behavior. If the PCs refuse the salt, read the following.

A dark look comes over Lord Consul Sahdein's face as he says, "If you do not wish my hospitality, perhaps you should leave."

After the PCs partake of the salt, read the following.

Lord Consul Sahdein sits himself at the table, and looks at each of you, studying your face. He moves with a fighter's grace, even though most of his muscular build left him long ago. Taking a drink from the tray of his servant, he clears his throat. "I am Lord Consul Yezeed Sahdein, head of this house. I was told you wish to talk to me. What would you like to talk about?"

If the PCs asks if he knows where Alissa is, he will nod telling them he does, but refuses to tell them where she is until he knows why they seek her. If the PCs said earlier that they are from Alaric Grimm here to arrest Alissa, Yezeed will ask what the charge is. If he is not told, he will shake his head, refusing to help if he does not know the charges. If he is told of the charges, he will refuse, telling the PCs that he knows those charges to be false. If told about the offer from Torstann Ulzimmer, he will say that he needs more proof that the offer is a true one. No matter what the PCs say, Yezeed will not tell them where Alissa is. Give the PCs about ten minutes to talk to Yezeed, then continue on.

As you discuss the situation with Lord Consul Yezeed Sahdein, a figure dressed in a billowy blue robe wearing a blue veil enters the room and starts to cross. She is carrying a vial in her hand and her red hair is visible beneath her veil. She stops for a few minutes to listen to the conversation.

If the PCs ask if they recognize the figure, allow them to make a roll against their Intelligence and if they make that roll, then a roll against their Local History (Procampur) at +3. If they make both rolls, they will recognize the person as Alissa Wyndsong. After a second or two, she will move through the door she is at. Any PCs who try to follow will be stopped by the guards in front of the door. The guards will not move from in front of the doorway, no matter what the PCs say, and the other guards will come to assist them. If the PCs attack, they will fight back, and Lord Consul Yezeed will call for more guards. The combat will go for two rounds before the door opens again. Lord Consul Yezeed Sahdein will not join in the fighting. If the PCs entered the bond of salt and then partake in combat, they will gain 1 Procampur Infamy Point.

Tier 1:

Fighters (10), hm, F2: Int Avg; AL LN; AC 8 (Dex 16); MV 12; hp 16; THAC0 19; #AT 1; Dmg 2d4 (khopesh); SA nil; SD nil; MR nil, SZ M; ML 14

Garolik, ½-ogre, F9: Int Avg; AL LN; AC 6 (Dex 18); MV 12; hp 100; THAC0 12 (6); #AT 2; Dmg 2d8+10 (*great scimitar* +2, Str 18/00, specialization); SA nil; SD nil; MR nil; SZ L; ML 18

Tier 2:

Fighters (10), hm, F4: Int Avg; AL LN; AC 8 (Dex 16); MV 12; hp 32; THAC0 17; #AT 1; Dmg 2d4 (khopesh); SA nil; SD nil; MR nil, SZ M; ML 14

Garolik, ½-ogre, F9: Int Avg; AL LN; AC 6 (Dex 18); MV 12; hp 100; THAC0 12 (6); #AT 2; Dmg 2d8+10 (*great scimitar* +2, Str 18/00, specialization); SA nil; SD nil; MR nil; SZ L; ML 18

Tiers 3 & 4:

Fighters (10), hm, F6: Int Avg; AL LN; AC 8 (Dex 16); MV 12; hp 48; THAC0 15; #AT 1; Dmg 2d4 (khopesh); SA nil; SD nil; MR nil, SZ M; ML 14

Garolik, ½-ogre, F9: Int Avg; AL LN; AC 6 (Dex 18); MV 12; hp 100; THAC0 12 (6); #AT 2; Dmg 2d8+10 (*great scimitar* +2, Str 18/00, specialization); SA nil; SD nil; MR nil; SZ L; ML 18

After two rounds of combat, read the following.

Alissa comes back out of the room she had ducked into, and with a firm voice, asks for a halt to the combat. Lord Consul Yezeed Sahdein sees who it is and commands his guards to stop fighting.

If the PCs also stop fighting, skip the next two paragraphs. If the PCs continue to fight, the guards will start fighting again, and Lord Consul Sahdein will get reinforcements. Every three rounds add in another group as above until the combat is over.

If the PCs do not try to follow Alissa, allow the PCs to talk for several more minutes. If accused of harboring Alissa, Yezeed will admit it, but not allow anyone to see her, maintaining that she is his guest, and to let the PCs at her (or Rendeth, if he is mentioned) would be breaking his bond to a guest. After a few minutes, read the following.

Alissa Wyndsong comes out of the room she had just ducked into. Looking at you, her face still covered with a veil, she speaks. "I have overheard that you have come here looking for me. I will go with you." Lord Consul Sahdein starts to protest, but she holds a

hand out to stop him. "I have been here two days, Lord Consul, I do not wish to be like an old fish. However, I hope you will hear me out."

If the PCs refuse her request, she will go with them, telling them that Rendeth is in the room she just came out of, but to be careful as he is not well. If they ask what she means, or the PCs allow Alissa to talk, read the next paragraph. If they do not, go to Encounter 12.

Alissa looks into each of your eyes, a tired expression on her face. "I will admit, I did take Rendeth from the palace, and brought him here. However, he came with me willingly, I did not need to force him. He knew I spoke the truth when I told him that Alamondh was not trying to help him regain his health, but to kill him. Alamondh wanted it to seem as if the wounds Rendeth obtained when he saved my life from that assassination attempt had eventually killed him. I had to get him out of there before he lost his life. Now, I must get him out of this city. Neither of us is safe here anymore. If you do not believe anything I have said, you can ask the Thultyrl. He is in the room I just came from."

If the PCs ask about the deaths, Alissa will deny she had anything to do with it. She will tell them that the guards and the nurse had helped her in getting Rendeth out of the castle. If the PCs decide to check out Alissa's story and go into the other room, they will find Rendeth on a bed, propped up on an elbow. He will confirm Alissa's story. If the PCs decide to take Alissa in, she will not fight, and Rendeth and her will go willingly. Go to Encounter 11. If the PCs decide to help Alissa escape, she will ask them if they have any ideas on how to get out of the city. If the PCs have the scroll from Torstann Ulzimmer, Lord Consul Sahdein will then hand it to her. If the PCs do not go to Torstann's, and have no other way of getting Alissa out of the city, Lord Sahdein will mention that there is a ship of Torstann Ulzimmer leaving at high tide tonight, and that Torstann is a supporter of Rendeth and Alissa's. When the PCs ask, tell them it is an hour before high tide. If they decide to help Alissa and Rendeth escape, they will have to help Rendeth to walk. Go to Encounter 12.

Encounter 12: A Quick Exit

As you walk down the streets of the service district, escorting Rendeth and Alissa to your final destination, you notice that the streets seem less crowded than usual, even in this current situation. As you ponder this, a group of people steps out from the shadows. Others step out from around you, surrounding your party. They were various types of clothing and armor,

but they are all wearing a red mask over their face. A man in front addresses you. "My, my, looks like you got a mighty nice prize there. A very nice prize indeed. I think we will have to take it from you. The only question is do you give them over to us, or do we have to kill you?"

If the PCs are invisible, then a man in robes will be next to the man speaking, pointing at the party. If the PCs decide ask what the man is talking about, he will say in a very condescending tone that he is talking about the Thultyrl and the criminal Alissa Wyndsong, and mention there is a large reward out for their capture. If they are handed over, he will sarcastically thank the PCs, then tell them he will have to have them killed to prevent them from reclaiming the prizes. There is no way to avoid this combat.

DMs Note: Pre-cast spells are underlined. Rendeth is incapable of fighting due to the poisoning, and Alissa will be attending to Rendeth, fighting only if half of the PCs are defeated (statistics for Alissa appear after the tiered combat information).

Tier 1:

Ikzen Licus, hm, F4: Int Average; AL LE; AC 1 (*armor of blending plate mail+1* and shield); MV 12; hp 30; THAC0 17 (16); #AT 3/2; Dmg 1d8+2 (longsword, specialization); SA nil; SD nil; MR nil; Size M; ML 12

Thug (1), F2: Int Below Average; AL LE; AC 4 (chainmail and shield); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; Size M; ML 12

Priest (1), SP2 (Iyachtu Xvim): Int High; AL LE; AC 5 (chainmail); MV 12; hp 16; THAC0 20; #AT 1; Dmg 1d6+1 (footman's mace); SA spells; SD spells; MR nil; Size M; ML 12

Spells: 1st level - *command, bless*

Scout (1), T2: Int Average; AL LE; AC 8 (leather); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d8 (longsword); SA backstab (x2 dmg); SD move silently 21%, hide in shadows 15%; MR nil; Size M; ML 12

Mage (1), W3: Int Genius; AL LE; AC 10 (none); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6 (quarterstaff); SA spells, *invisibility*; SD spells, *invisibility*; MR nil; Size M; ML 12

Spells: 1st level - *magic missile, charm person*; 2nd level - *invisibility* (on self).

Tier 2:

Ikzen Licus, hm, F6: Int Average; AL LE; AC 0 (*armor of blending plate mail+1* and shield, Dex 15); MV 12; hp 40; THAC0 15 (14); #AT 3/2; Dmg 1d8+2 (longsword, specialization); SA nil; SD nil; MR nil; Size M; ML 12

Thugs (2), F4: Int Below Average; AL LE; AC 2 (plate mail and shield); MV 12; hp 30; THAC0 17 (16); #AT 3/2; Dmg 1d8+2 (longsword, specialization); SA nil; SD nil; MR nil; Size M; ML 12

Priest (1), SP5 (Iyachtu Xvim): Int High; AL LE; AC 5 (chainmail); MV 12; hp 30; THAC0 18 (15); #AT 1; Dmg 1d12+2 (*mace of Xvim*); SA spells; SD spells; MR nil; Size M; ML 12

Spells: 1st level - *command, bless, cause light wounds*; 2nd level - *hold person, mace of Xvim*; 3rd level - *dispel magic*

Scouts (2), T5: Int Average; AL LE; AC 8 (leather); MV 12; hp 21; THAC0 20; #AT 1; Dmg 1d8 (longsword); SA backstab (x3 dmg), *invisibility*; SD move silently 40%, hide in shadows 31%, *invisibility*; MR nil; Size M; ML 12

Mage (1), W5: Int Genius; AL LE; AC 10 (none); MV 12; hp 14; THAC0 20; #AT 1; Dmg 1d6 (quarterstaff); SA spells, *invisibility*; SD spells, *invisibility*; MR nil; Size M; ML 12

Spells: 1st level - 2x *color spray, charm person, phantasmal force*; 2nd level - *detect invisibility, Tasha's uncontrollable hideous laughter*; 3rd level - *invisibility 10' radius* (on Mage and Scouts)

Tier 3:

Ikzen Licus, hm, F8: Int Average; AL LE; AC -1 (*armor of blending plate mail+1* and shield, Dex 16); MV 12; hp 50; THAC0 13 (12); #AT 2; Dmg 1d8+3 (longsword, specialization, Str 16); SA nil; SD nil; MR nil; Size M; ML 12

Thugs (4), F6: Int Below Average; AL LE; AC 0 (field plate and shield, Dex 15); MV 12; hp 40; THAC0 15 (14); #AT 3/2; Dmg 1d8+3 (longsword, specialization, Str 16); SA nil; SD nil; MR nil; Size M; ML 12

Priests (2), SP7 (Iyachtu Xvim): Int High; AL LE; AC 5 (chainmail); MV 12; hp 36; THAC0 16 (13); #AT 1; Dmg 1d12+2 (*mace of Xvim*); SA spells; SD spells; MR nil; Size M; ML 12

Spells: 1st level - *command, bless, cause light wounds*; 2nd level - 2x *hold person, mace of Xvim*; 3rd level - *cause blindness, dispel magic*; 4th Level - *spell immunity*

Scouts (2), T7: Int Average; AL LE; AC 8 (leather); MV 12; hp 27; THAC0 17; #AT 1; Dmg 1d8 (longsword); SA backstab (x3 dmg), *invisibility*; SD move silently 55%, hide in shadows 43%, *invisibility*; MR Nil; Size M; ML 12

Mage (2), W7: Int Genius; AL LE; AC 10 (none); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d6 (quarterstaff); SA spells, *invisibility*; SD spells, *invisibility*; MR nil; Size M; ML 12

Spells: 1st level - 2x *color spray*, *charm person*, *phantasmal force*; 2nd level - *hypnotic pattern*, *detect invisibility*, *Tasha's uncontrollable hideous laughter*; 3rd level - *invisibility 10' radius* (on Mages and Scouts), *hold person*; 4th level - *confusion*

Tier 4:

Ikzen Licus, hm, F10: Int Average; AL LE; AC -1 (*armor of blending plate mail+1* and shield, Dex 16); MV 12; hp 57; THAC0 11 (9); #AT 2; Dmg 1d8+5 (longsword, specialization, Str 18/01); SA nil; SD nil; MR nil; Size M; ML 12

Thugs (4), F8: Int Below Average; AL LE; AC 0 (field plate and shield, Dex 15); MV 12; hp 50; THAC0 13 (11); #AT: 2; Dmg 1d8+5 (longsword, specialization, Str 18/01); SA nil; SD nil; MR nil; Size M; ML 12

Priests (2), SP9 (Iyachtu Xvim): Int High; AL LE; AC 5 (chainmail); MV 12; hp 54; THAC0 16 (13); #AT 1; Dmg 1d12+2 (*mace of Xvim*); SA spells; SD spells; MR nil; Size M; ML 12

Spells: 1st level - *command*, *bless*, 2x *cause light wounds*; 2nd level - 2x *hold person*, *mace of Xvim*, *charm person*; 3rd level - *cause blindness*, *dispel magic*, *cause disease*; 4th level - *spell immunity*, *free action* (on Mage); 5th level - *cause critical wounds*

Scouts (2), T9: Int Average; AL LE; AC 8 (leather); MV 12; hp 33; THAC0 16; #AT 1; Dmg 1d8 (longsword); SA backstab (x4 dmg), *invisibility*; SD move silently 70%, hide in shadows 56%, *invisibility*; MR Nil; Size M; ML 12

Mages (2), W9: Int Genius; AL LE; AC 10 (none); MV 12; hp 32; THAC0 20; #AT 1; Dmg 1d6 (quarterstaff); SA spells, *invisibility*; SD spells, *invisibility*, *free action*; MR nil; Size M; ML 12

Spells: 1st Level - 2x *color spray*, *charm person*, *phantasmal force* 2nd level - *hypnotic pattern*, *detect invisibility*, *Tasha's uncontrollable hideous laughter* 3rd level - *invisibility 10' radius* (on Mages and Scouts), 2x *hold person*, 4th level - *charm person*, *confusion*; 5th level - *chaos*

If half the PCs are defeated, Alissa will join the battle. Use the following statistics for Alissa.

Alissa Wyndsong hf, B15: AL CN; AC -4 (*bracers of defense* AC 2, *bracelet of protection* +2, Dex); MV 12; hp 48; THAC0 13 (adjusted THAC0 11); #AT 1 or spell; DMG 1d6+2 or spell; SA spells; SD spells, Str 8, Dex 16, Con 14, Int 17, Wis 11, Cha 18; MR nil, SZ M; ML 19

Magical Items: Rapier of Quickness +2; Bracers of Defense AC 2, Bracelet of Protection +2, Boots of the North, Amulet of Proof vs Detection and Location, Ring of Sustenance, Case of Compression.

Spells: **1st level** - Charm Person, Magic Missile, Sound Bubble; **2nd level** - Tasha's Uncontrollable Laughter, Continual Light, Alter Self; **3rd Level** - Tongues, Dispel Magic, Spectral Force; **4th level** - Leomund's Secure Shelter, Stoneskin, Charm Monster; **5th level** - Feeblemind, Leomund's Lamentable Belaborment

If the PCs defeat the villains, they will find the *armor of blending*, a *scroll of protection vs undead (skeletons and zombies)*, and 2 *potions of extra healing*. If any PCs search the attackers, have them roll versus their intelligence. Anyone who makes it will find a Star Guard badge on one of the thugs.

If any of the thieves are captured, they will not tell the PCs anything. However, if the PCs make a successful Intimidation non-weapon proficiency roll or threaten to take them to the Star Guard, one of the thieves will tell the PCs they are with the Star Guard, and that they were ordered to follow the PCs to see if they could find Alissa. If asked, they will say it was their idea to take Alissa and Rendeth from the PCs, and not part of their orders. If asked who gave the orders to follow the PCs, they will say Lord Alaric Grimm. (This last statement is not true, but spells will not reveal this because was what was told to them.) If asked whom they got the orders from, they will say Lt. Mercaila Detrich.

If the PCs survive this attack and take Alissa and Rendeth to the Silver Sealion, go to Epilogue A.

If the PCs survive this attack and take Alissa and Rendeth to the Star Guard, Go to Epilogue B.

If the PCs do not win this combat but are still conscious, go to Epilogue C.

Epilogue A: The Silver Sealion

As you approach the Silver Sealion, you see Torstann Utzimmer standing near the gangplank. He quickly

orders his men to take Rendeth on to the ship, and as soon Rendeth is on board, Torstann walks over to you. "Thank you for bringing them here. I know that this must not have been easy, and things will only get worse for you from here. Take this as my thanks" as he hands over a bag of gold. As he leaves, Alissa faces you. "I wish to give my thanks as well. I do not have much with me, so all I can give is my thanks for now. Hopefully I will be able to show my appreciation later." She turns around and both Torstann and Alissa board the ship. Just before Alissa steps on to the gangplank, you hear a slight tinkle sound. Looking down at the gangplank as it is pulled onto ship, you see a bracelet that must have fallen from Alissa's wrist. The ship slides off as you try to tell them she dropped something. Too late to get it back to Alissa, you take a look at it. The bracelet is a simple brass bracelet with no gems. On the back, a message is etched onto the bracelet. "To C.G., so you will always remember who you are, Love Mom." There is an area scratched out on it, but you can tell there is some type of heraldry. As the ship sails off with Rendeth and Alissa, you wonder what will be in store for Procampur and yourself.

If the PCs closely examine the bracelet, allow them a roll against their ½ their Intelligence. If they make it, tell them that the heraldry looks like a circle above some type of building. If anyone thinks of making a roll against their Local History (Procampur), allow it. If the roll is successful, they will remember that this is the heraldry as the symbol of House Grimm. If the PCs try to talk to Lord Alaric Grimm afterwards, they will not be allowed to talk to Lord Grimm as he is too busy and has no time for those who fail in their duty.

Thus ends "The Stolen Crown"

Epilogue B: Off to Prison

You have no problems entering the Nobles' District, and the guards at the gate send a messenger ahead of you to inform Lord Alaric Grimm of your success. Lord Grimm meets you in front of the Star Guard Headquarters, where several guardsmen take Alissa into custody and take Rendeth and lead him back to the Castle District. As Alissa is taken, Lord Grimm stops her and sneers. "So much for your marriage, Alissa. The only thing you will marry will be the axe at the Way's End." Alissa smiles, and turns without saying a word. As she turns and leaves, a bracelet falls off. When you try to return it to her, Lord Grimm stops you and smiles. "Consider it a bonus for a job well done. And take these as enlistment into the Star Guard. You should make good soldiers. I just hope

you survive basic training." He returns to the Star Guard Headquarters as you look at the bracelet. The bracelet is a simple brass bracelet with no gems. On the back, a message is etched onto the bracelet. "To C.G., so you will always remember who you are, Love Mom." There is an area scratched out on it, but you can tell there is some type of heraldry. As you look at the bracelet, you wonder what will be in store for Procampur and yourselves.

If Alaric is asked whether he sent out anyone to follow the PCs, he will deny this. If Alaric is asked about his statement about surviving basic training, he will tell them it is tough, but the only way for them to become members of the Star Guard is to go through the course. This will detect as a true statement. If the PCs closely examine the bracelet, allow them a roll against their ½ their Intelligence. If they make it, tell them that the heraldry looks like a circle above some type of building. If anyone thinks of making a roll against their Local History (Procampur), allow it. If the roll is made, they will remember that this is the heraldry as the symbol of House Grimm. The PCs will not be allowed to talk to Lord Grimm as he is interrogating Alissa.

Thus ends "The Stolen Crown"

Epilogue C: Defeated

As you watch the red masked bandits take off with Alissa and Rendeth, you hear one of the thieves comment, "This will surely get us a promotion. I can't think of anything that will please Alamondh and Lord Grimm more." As they disappear, heading towards the Nobles' District, you wonder what will be in store for Procampur and yourselves.

Thus Ends "The Stolen Crown"

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. These points 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 4-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3

Levels 38+

Tier 4

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 IV

Figuring out that Rendeth was not kidnapped 100 xp
Figuring out that the guards and the nurse were not killed by Alissa 50 xp

Encounter VI

Figuring out the puzzle 25 xp
Figuring out the message was a fake 50 xp

Encounter VII

Meeting with Marissa 25 xp

Encounter VII or VIII

Figuring out that Alissa is at House Sahdein 50 xp

Encounter XI

Getting Alissa and Rendeth to come with the party without combat. 50 xp

Encounter XII

Defeating Bandits 150 xp

Epilogue

Figuring out the heraldry on Bracelet is House Grimm 50 xp

Total Experience for Objectives: 550 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience:

1,050 xp
For Tier 2 2,100 xp
For Tier 3 3,150 xp
For Tier 4 4,200 xp

Treasure Summary

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

Encounter 11

- *Armor of blending (plate mail +1)*
- *Scroll of protection from undead (skeletons and zombies only)*
- *Potion of extra healing*

Epilogues A or B

- *Bracelet of protection +2* with inscription. *To C.G. So you will remember who you are. Love Mom.* And the Heraldry of House Grimm scratched out on it. This bracelet works exactly like a *ring of protection +2*. Further, it counts as a magical ring worn, so the character can only wear one magical ring on the other hand if wearing this bracelet, and no magical rings on the same hand as the arm which holds the bracelet is attached to. It is an arm bracelet.
- 500 gp per PC.

Epilogue B

If the PCs go through Epilogue B, have them make rolls vs their Strength and Constitution. If either is missed, then the PC has failed the basic training course and is not considered a member of the Star Guard. If the PC makes both rolls, then he is considered a member of the Star Guard with the following benefits.

- A.) Room and Board in Procampur at no cost
- B.) Access to all districts while on official duty.
- C.) The ability to take one of the following non-weapon proficiencies at no charge. Intimidation, Interrogation, Endurance, Bureaucracy or Rope Use.
- D.) The right to carry non peace-bonded weapons.

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:

- Alissa Wyndsong
- Torstann Ulzimmer
- Alamondh
- Lord Consul Sahdein
- Lord Alaric Grimm
- 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 / Infamy Award

- 1 Fame Point may be taken by each PC in one of the following Procampur categories: Thultyrl, Port, or Merchants categories.

- 1 Infamy Point if the PCs partake in the salt bond then enter combat in House Sahdein.
- 1 Infamy Point if the PCs do not treat the old man in Encounter 10 kindly.

DM's Appendix

Lord Alaric Grimm (Encounter 1)

Lord Grimm is the eldest son of one of the three oldest and most powerful noble houses in Procampur. He served in the Diamond Legion until an accident in a mine cost him some mobility in his left leg and periphery vision in one eye. Dismissed from the Diamond Legion, he moped around the Nobles' District until he found the charter for the Guard of the Star Sapphire. His father, with help from Alamondh, re-instated the Star Guard with Alaric as the commander. He was also one of the three leaders of the Society of Entertainers and Providers until the disbanding of that organization. He was absolved by Alamondh of all crimes related to the organization.

Personality Keywords: Slightly bitter, commanding, charismatic.

Torstann Ulzimmer (Encounter 2)

Torstann Ulzimmer is one of the biggest shipping tycoons in Procampur, and arguably the largest one that is not a noble. Rumor has it that Torstann was offered nobility, but he turned it down, not wanting to get involved in the politics that surround the title. He is a busy man, but is willing to make time for the important things in life, and has a great deal of patience. It is sometimes wondered if he places more importance on his shipping business or Procampur.

Personality Keywords: Personable, Friendly, Businesslike, observant.

Marissa Chandler (Encounter 7)

Marissa originally came to Procampur as an assignment from the Harpers to infiltrate the Gilded Cage to find out the truth about Alissa and her plans. Using her entertaining abilities, she got herself hired on as a musician at the Gilded Cage. Detecting forged coins and works of art and helping some of the women with "personal problems", Marissa soon became a confidant of Alissa, and shortly thereafter her right-hand person in running her businesses. Alissa looks at Marissa and sees a younger version of herself.

Personality Keywords: Loyal, cautious, playful, independent, inquisitive, and manipulative (but in a good way).

Lord Consul Yezeed Sahdein (Encounter11)

Lord Consul Yezeed Sahdein is an aging man whose youth was spent as a corsair. His life as the head of the family has led to the deterioration of his skills, and he is afraid he will lose his mental abilities as well. He is a proud man, however, and still insists on the traditions of his homeland of Zakhara being followed in his house.

Personality Keywords: Practical, Traditional, Intelligent, Pleasant

Alissa Wyndsong (Encounter 11).

Alissa is the owner of the Gilded Cage Geisha House and was the spokes person of the Society of Entertainer's and Provider's, Society Editor of the Procampur Shining Jewel, and current fiancée of Rendeth, Thultyrl (ruler) of Procampur. She is very pleasant and talkative, though right now she is tired and slightly nervous, being on the run from the law. When she gets angry, she gets very quiet.

Personality Keywords: Charming, Pleasing, Tired, Worried, In Love, Slightly nervous.

Rendeth of the Royal Blood, Thultyrl (Encounter 11)

Rendeth is the ruler of Procampur. He has been poisoned and has not felt well for the last several months. He is currently feeling weak in body, and is constantly feeling run down. He is also in love with Alissa Wyndsong, and is willing to trust her judgment on the situation of Procampur.

Personality Keywords: Regal, Honorable, Tired, Weak, Truthful, Disillusioned, In Love.

Player's Handout #1

23-22-26-9 26-15-18-8-8-26

8-19-18-11-8 8-26-18-15-8 7-12-14-12-9-9-12-4 13-18-20-19-7. 8-26-21-22
19-12-6-8-22 26-9-9-26-13-20-22-23 18-13 8-22-14-25-18-26. 11-9-18-22-8-7 4-
18-15-15 14-22-22-7 2-12-6 7-19-22-9-22.
8-11-26-9-9-12-4.

Stolen Crown DM Summary Sheet

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

1. Did the PCs agree to help Lord Alaric Grimm or Torstann Ulzimmer?
2. Did the PCs get into a fight with the members of the Star Guard? YES NO
4. Did the PCs realize that Alissa was actually saving the Thultyrl by taking him from the Castle?
YES NO
4. Did Rendeth and Alissa escape the city? YES NO
5. Where any of the PCs arrested? YES NO

If so whom? Character Name: _____

6. Other comments that came up during play:

Procampur Campaign Information

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

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 Procampan 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 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 they do 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 to time.

Lifestyles in Procampur

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

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

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

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

Lifestyle costs are as follows:

Class Level	Procampman Cost	Visitor Cost	Reaction Modifier
Upper Upper	10,000	15,000	+3/+1 to Fame
Middle Upper	5,000	7,500	+3
Lower Upper	1,000	2,500	+2
Upper Middle	500	750	+1
Middle Middle	50	75	0
Lower Middle	25	50	0
Upper Lower	10	25	-1
Middle Lower	5	10	-2
Lower Lower	1	5	-4

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

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

Examples:

Upper Upper Class: This is the most lavish lifestyle available, lived only by certain nobles. This is 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 that are serviceable, maybe a few seasons behind the fashion, but clean and in good shape. They have enough money to be able to treat 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.