

Where Have All the Leaders Gone

A One-Round Living City Tournament Set in Procampur

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In the wake of Carthoun's departure, Rendeth of the Royal Blood discovers that some important Procampian leaders are missing. He and Alissa turn to the adventuring community to solve the mystery, as the Diamond Legion is busy undoing the worst damage caused by the Star Guard. A Procampur adventure for tiers 1-4.

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

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

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

Native Procampan PCs

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

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

Procampan PCs present, give those PCs that have the normal *Local History* NWP a chance to know the information, but success is determined to be ½ the PC's current NWP check.

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

Reaction of Procampur NPCs to Ravens Bluff PCs

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

Reaction from the Diamond Legion (City Watch)

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

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

Adventure Summary

This tournament takes place about a ten-day after the return of Rendeth to the throne of Procampur and Alamondh's/Carthoun's forced departure. The Star Guard is no longer in existence, and the Diamond Legion is being called up and reformed. At the same time, plans are being made for Rendeth and Alissa's marriage. It is during this time that the PCs are called in for an unusual service.

Encounter one - the PCs are invited to the Thultyrl's castle, where they are offered a mission that is of great importance but must be kept secret. If the PCs do not agree to keep the mission secret they will be dismissed. Once all the PCs agree to keep the mission a secret they will be told the mission.

The leaders of the Procampur Military (the Diamond Legion) are missing, and the PCs are being requested to try to find them. Or at least to find clues as to what happened to them. They will be given a pin that will insure the co-operation of the Diamond Legion and any loyal citizen of Procampur.

Encounter two - the PCs will run into Lord Consul Salvidor Hannith, who has dropped something. He will ask the PCs for help. This encounter can be used as another way to get the PCs into the tournament, as he lost the needle in the Eagle's nest (encounter 3) where General Skyrider can be found.

Encounters 3-9 can be run in any order, depending on what the PCs decide to do.

Encounter three - the Diamond Legion Barracks, where the PCs find that the disappearance of the leaders is due to foul play. This is the location of the living quarters of High Warrior Breng and General Llandra Skyrider.

This encounter also covers the nesting area of Procampur's Giant Eagles. This is the location of General Skyrider - having been disguised by a *polymorph others* spell as an eaglet by Lord Consul Hannith's wife, and also having a *sequester* spell cast on her by Lord Consul Hannith. By the time the *sequester* spell wore off General Skyrider, everyone had forgotten about her. She will try to get the PCs attention, gently hitting them with her head. If the PCs can not cast a dispel magic on her, then Lord Consul Hannith will be able to break the spell. General Skyrider will request the PCs help in rescuing the rest of the leaders.

Encounter four - this covers the living quarters if Grand Admiral Mantay and Constable Skylar Hillard. The PCs can get more hints about the disappearance of the leaders.

Encounter five - the beauty shop of a former apprentice of Alamondh/Carthoun. She can tell of Carthoun's plan to trap the leaders in gems, and the disappearance of General Skyrider before she was trapped. She can also give hints as to where the gems are located, and what container they are in.

Encounter six - Carthoun's quarters. Here is where the PCs can find the box that holds the gems with the trapped leaders. The PCs have to get into the box. There they will find four gems, only three of them with leaders in them. Once a PC touches a gem with a leader in it, the PC will be trapped inside the gem, going to that encounter.

Encounter seven - the gem that has Grand Admiral Mantay trapped. The PCs must find out which room Grand Admiral Mantay is in. They will discover the Masters Chamber has a feast, but will not be sure if they are the feasters or the feast itself. The Courtyard has Grand Admiral Mantay in it, dancing a forget dance. The PCs have to change his direction so that he is dancing the dance to remember. Once that is done the PCs have to get him out of the inn.

Encounter eight - the Gem that has High Warrior Breng trapped. High Warrior Breng is in an endless battlefield, where he will possibly have to fight the darker side of himself. If the PCs try to physically interfere in the fight, they will have to fight themselves as well. However, if the PCs try to get High Warrior Breng to embrace that side and control it he will be able to avoid the fight. Then he will have to show his control and self-restraint, as will the PCs, as peasants attack them. The PCs should not try to harm the peasants and should convince High Warrior Breng to do the same.

Encounter nine - the Gem that has Constable Hillard trapped. Constable Hillard is under the control of an item that is making him think that the only good law enforcement is hard law enforcement. The only way to get him out of this idea is to destroy the item. If the PCs try to physically destroy the crystal, they will have to defeat the thugs.

Encounter ten - the wrap up. Where the PCs get their rewards.

One note: None of the leaders know Carthoun by his real name, they only know him as Alamondh.

Encounter 1: A Golden Invitation

The city of Procampur is ablaze with bright colors and sounds as the festivities celebrating the return of Rendeth of the Royal Blood, Thultyrl of Procampur, the reactivation of the Diamond Legion and the disbanding of the Star Guard, and the marriage of Rendeth and Alissa Wyndsong of House Grimm. The streets are more crowded than usual as vendors set up stands to hawk their wares and store owners set up displays to show their newest inventory. Though the mood is jubilant, and a welcome change from the last few months, it has made travel in the city much more difficult and time consuming. After your activities for the day, you return to your abode to get ready for the inevitable parties later that evening. When you arrive, you find an envelope waiting for you. When you touch the envelope, you hear a message in a feminine voice:

"There's a mission of great importance that requires utmost discretion. If you are interested, use the pass 'eight bells tomorrow morning'."

If the PCs open the envelope, they will find a golden piece of paper. If the PCs can read the paper, they will discover it is a pass that allows entrance into any district in Procampur. It is good for one day, and is dated for the next day. The writing is not erasable, and the ink and paper contain special properties that are impossible to re-create without special magic that is not known to the General Mage Public. If the PCs cannot read and show it to someone else, the person they show it to will tell them what it is and be extremely impressed. If asked, the NPCs will tell the PC they have never seen one before. (Unless the PC is showing it to an extremely important person, such as a Procampen Noble or someone like Torstann Ulzimmer.) If the PCs do not accept the invitations, the passes will self-destruct at the end of the next day and the tournament is over. If they decide to accept, continue on.

The next morning you wake up and head towards the Thultyrl's castle. Even this early the streets are beginning to fill up, but you are able to make your way to the gates without too much difficulty. You present your pass to the guard and are immediately shown up to a receiving room.

The room you enter is about twenty by thirty feet and is clearly set up for conferences. There is a large table in the middle of the room with twelve chairs around it and a chalkboard on the far wall. The room is lit by shaded crystals that cast continual light into the room. At the far end of the conference table, you see the royal couple of Procampur: Rendeth of the Royal Blood, Thultyrl of Procampur, and his fiancée Alissa Wyndsong. Rendeth surveys you with his gray-green eyes. "Greetings, good ladies and gentlemen. I have a mission that is of a most sensitive nature, and Alissa told me you might be able to help. But before I tell you about the mission, I need your guarantee of silence on this matter even if you later decide not to take this mission. Can I have it?"

Wait until every PC swears to this. If any PC refuses to do this, the PC will be asked to leave the room and must wait with Trooper Luxon. (Trooper Luxon has not heard of a mission, and has no idea why Rendeth wanted to see the PCs.) Ask the player to leave the area for a few minutes. Once you only have the PCs that made the pledge, continue:

"The problem we have is simple: the leaders of the Diamond Legion are missing. Carthoun supposedly

sent them on a mission, but upon our return we checked their quarters and discovered their armor and most of their equipment still there. Bearing this in mind, we believe they are currently in the city, however, we have not been able to locate them. If news of the disappearance gets out there will be a large drop of morale in the Diamond Legion, and it will also erode the public's confidence in them. I don't have to tell you why we need the Diamond Legion strong right now; especially the way the Star Guard took advantage of things during my incapacitation.

"The leaders need to be found quickly and discreetly. If you accept this mission, you will be granted permission to investigate any site you deem necessary. You shall be adequately rewarded for your services. Are you willing to accept this mission?"

Allow the PCs to answer. Neither Rendeth nor Alissa will push the PCs into accepting the mission, but will sit back and let the PCs decide on their own. If the PCs decline the mission, Alissa will thank them for their time and have Trooper Luxon escort them out. Go to Encounter 2. (Remind the PCs not to discuss the details with anyone.)

If the PCs ask about the reward, Alissa will pull out a pin in the shape of a jaguar. If any character has the appraising NWP, allow them to roll against it. If they make their roll they estimate the value of the pin at approximately 1,000 gp. (Alissa will tell the PCs the value if asked.) The PCs will be told they will each get a pin if they successfully complete the mission. Rendeth will tell the PCs that the pin will get them into any location they need to go, and that the Diamond Legion has been ordered to co-operate with those who possess the pin during the day today. No more information will be given until the PCs accept the mission. Once the PCs have accepted the mission, then Rendeth and Alissa will give the PCs a paper describing the Generals, their personalities and their habits. (**Players Handout #1**) If asked, they will tell the PCs the closest quarters to the castle are the Diamond Legion Barracks, where High Warrior Breng and General Llandra Skyrider live. Next are Grand Admiral Mantay's quarters in the Sea District, and finally Constable Hillard's apartment in the Port District. If they ask, the PCs will be told that the Jeweled Cup is in the Merchant's District. They will also be told that Carthoun has his quarters in the palace and if they want, they can be escorted to them.

When the PCs are done asking questions, Rendeth and Alissa will wish them luck and tell them to return once they have found and/or saved as many of the leaders as they can. If the PCs wish to go to Carthoun's quarters, Rendeth will instruct trooper

Luxon to escort them. Otherwise, Rendeth will instruct Trooper Luxon to escort the PCs out of the castle.

If any PCs did not agree to the secrecy, remind the others that they should not discuss details of the mission. Have that player rejoin the party.

If the PCs ask Trooper Luxon about the mission, he knows nothing about it. (Which is the truth.) If they ask Trooper Luxon about any of the leaders, he can provide the following information.

- 1) Trooper Luxon has never met either Grand Admiral Mantay or Constable Hillard.
- 2) High Warrior Breng is an able and fair leader. If you do your duty you are treated well. Break the rules and no matter what your rank, you will face disciplinary action. He will comment that High Warrior Breng is actually stricter on officers than he is on enlisted members.
- 3) Trooper Luxon has met General Skyrider once. If asked, he will tell how one day he was round the corner of the barracks when he almost ran into her, literally. At first he thought he had surprised her, judging by her wide-eyed expression, and tried to apologize to her, but quickly realized that the open look on her face was her natural expression. He says she was soft spoken, and of few words, but what made him the most uncomfortable was her peculiar head motions, especially the way she tipped her head to the side. If asked to show what he means, he will try to show the PCs. (The head movements are birdlike in nature.)

If the PCs go to Carthoun's quarters, go to Encounter 6. Otherwise, go to Encounter 2.

Encounter 2: A Helping Hannith?

With Trooper Luxon's well wishes in your ears, you leave the Thultyrl's palace, watching Trooper Luxon return to his post at the gate. As your gaze wanders, a peculiar sight strikes your eyes. An older gentleman dressed in fine silk garments and smoking a cigar is on his hands and knees, searching through the dirt.

If the PCs ask, let them make a roll against either the local history, Procampur NWP with a +4 bonus, or against their intelligence. If they make their roll, they will recognize the man as Lord Consul Salvidor Hannith. If any of the PCs greet him, he will greet them in return, giving them a firm, hearty handshake. If none of the PCs greet him, after a few minutes of

searching, he will walk over to the PCs and politely ask them if they could give him a hand. If the PCs ask him what he is doing, or what he would like help with, Lord Consul Hannith will reply:

"Ah, well, you see, I had just picked up a present for my wife, and I was returning to my estate when I decided to visit a friend who is a member of the Eagle Riders. We walked around a bit, and then visited the baby eagles to insure they were healthy. I was about to head on home when I checked my pocket and found the gift missing. I had not noticed this before, but I have a hole in my pocket. Needless to say, I have been trying to retrace my steps, but so far, I have had no luck."

If the PCs ask Lord Consul Hannith what he dropped, he will tell them it's a golden sewing needle. If asked what is special about the needle, he will say that it is specially enchanted to make clothing repair work a little easier. If asked why she does not have servants do the sewing work, he will tell them she usually does, but likes to keep up her skill, if just for the sake of relaxation. If asked why he would get her a gift like that, he will reply he is replacing the one he lost. If asked why he doesn't just cast a spell to try to find it, he will tell the PCs that he did not memorize that spell today. Between High Lady Quianna (Ki-Anna) Hannith and himself they can usually find what he misplaced. If pushed, he will admit that it is usually High Lady Quianna that finds the item, but that looking is half the fun.

If the PCs ask Lord Consul Hannith where he has not looked, he will tell them at the Eagle's nesting area and the Diamond Legion barracks. If the PCs do not volunteer to help him, he will ask the PCs for their help. If asked, he will offer each character a blue Jasper. If any PCs have the appraising NWP, they can estimate the value at fifty gold. He will not negotiate. If the PCs accept he will say he wants to go to the nesting area next, as he is trying to reverse his tracks exactly. If the PCs decline to help him, Lord Consul Hannith will wish them a good day and head off.

If the PCs ask Lord Consul Hannith about Alamondh/Carthoun, Lord Consul Hannith will say that he knew enough not to trust him, but if they want more information, he knows of someone who was apprenticed to Carthoun. He will tell the PCs the apprentice runs a beauty parlor by the name of the Boutique of the Jewel in the Service District. He can give the PCs accurate directions to the shop. If asked why the apprentice is not in prison, Lord Consul Hannith will tell the PCs that she did a service to the city, though he can not remember what, and that he personally vouches for her.

- If the PCs go to the Diamond Legion Barracks, go to Encounter 3.
- If Lord Consul Hannith escorts the PCs, briefly go through Encounter 3 introduction, then go to part C. If the PCs go to the Boutique of the Jewel, go to Encounter 5.
- If the PCs have refused both Rendeth and Lord Consul Hannith, the tournament is over, and the PCs get nothing.

Encounter 3: The Barracks

Wondering where the missing leaders may have disappeared to, you head to the building that would seem to offer to most locations to investigate (its also the closest) - the Diamond Legion headquarters. As you approach the front door to the building, you see several members of the newly reactivated Diamond Legion, two on each side of the door. You notice their sharply pressed uniform as they snap to attention when you approach the doors. One speaks to you in a loud voice. "Excuse me (sirs and ma'ams), what is your business (sirs and ma'ams)?"

If Lord Consul Hannith is with the PCs, the guards will quickly make way for them, opening the door, and keeping out of their way. The front door guards will do everything with sharp, precise movements and speak in the same way, with short concise answers and ending every sentence with sir or ma'am, as appropriate. If shown the pin from Rendeth and Alissa, they will give any assistance that is requested. If the group asks for an escort, only one guard will leave the front door. They will inform the PCs of the following locations:

- High Warrior Breng's quarters (Go to the third hall on the right, then to the end of the hall, turn left past the guards, then through the door at the end of the hall)
- General Llandra Skyriider's quarters (Second door on the right, go up three flights of stairs to the roof, her quarters are on the penthouse)
- The teleporters to the Eagle's nest (Down the hall to the second door on the left, go fifty-five feet down the hall, enter the closet and go to the back and walk through the wall and continue to walk)

They can also tell the PCs that General Skyriider does not spend much time in her quarters, she prefers to spend it with the eagles. If any of the legionnaires are asked if they have seen any of the leaders, they will reply no - the leaders were sent on a mission by Carthoun, to attack the sea elves that had been attacking the city's shipping. The legionnaires no

longer believe this to be true, but have no idea of their location. They believe something bad has happened to them.

- If the PCs go to High Warrior Breng's room, go to part A.
- If the PCs go to General Llandra Skyriider's room, go to part B.
- If the PCs go to the Eagle's Nesting area go to part C.

a) High Warrior Breng's Quarters

The Guards in the hallway before High Warrior Breng's room move to block your way, but upon seeing (Lord Consul Hannith, or the jaguar pin from Rendeth/Alissa) they quickly return to their post. The pin opens the door to the quarters of the leader of the Diamond Legion. Inside the doorway is a large and well-furnished living space. A large couch is situated in front of a fireplace and several bookshelves lined a back wall. A Cormyrian oak table is in front of the couch and several other very comfortable looking chairs are nearby. There is a door in the far wall.

There is nothing unusual about this room. About half the books in the room are books about military tactics and many others are novels. There are several books in blank binders. If anyone reads parts of these books, allow them to make an intelligence check at ½. If they make it they recognize the style of writing as that of current popular writers Otm Elkacyn, and that they have not seen any of the works in the unmarked binders before. They are a combination of military, mystery and spy novels.

If the PCs go into the next room, continue on.

Entering the High Warrior's innermost chamber, you find a sparse and tastefully decorated sleeping area. The bed is a simple mattress covered with a single blanket and two pillows at the head. There are six mannequins, each with a suit of armor on them. All are clean and in excellent condition and one is so well shined that the reflection of the sunlight is almost blinding. A dresser and a wardrobe along with a desk, all made of Cormyrian Oak, also grace the room. At the back wall is a weapons rack holding several long swords, a couple of two-handed swords, a short sword, a couple of bows and a pike.

If the PCs ask, they will notice there are no empty armor mannequins. They will also notice all the weapon holders in the rack are filled. This should give the PCs the idea that the last time High Warrior

left this room, he was heading to a place he felt was safe. That is the major piece of information to be gained here.

b) General Llandra Skyrider's room.

A short trip up the stairs leads you to a trapdoor in the roof. The door is locked, but the pin (or Lord Consul Hannith) given to you for the investigation gets you through the door and onto the roof. The large flat roof is marked with several boxes. In a far corner is a small apartment. It is a simple room, with no exterior signs or decorations.

Allow the PCs to approach the building. If the PCs look through the windows, they will see parts of a sparsely furnished room. If any of the PCs climb to the top of General Skyrider's quarters, they will find that they can look straight down into the room, as if there is no roof. But if they go onto the top, they will find a solid substance. The PCs will be able to see most of the quarters from the roof. The pin will allow the PCs entrance into the quarters.

The quarters of General Skyrider are a simple one-room apartment that has very little in the way of furnishing. This fifteen by fifteen room has a simple bed in one corner. A few suits of armor sit on posts; all of them seem to be lightweight, with the heaviest being a suit of particularly shiny chain mail. There is also a dresser, a chest of drawers, a wardrobe and a desk in the room. On the walls of the room are paintings of slim humanoids with wings flying through the sky. The most interesting thing about the room is that it appears to have no roof.

If the PCs throw anything at the ceiling, let them roll to hit at AC 10. The ceiling is ten feet above the floor. If they hit, whatever they throw will hit the ceiling, which will be obvious to the PCs. (The roof is actually *glassteel*.) None of the armor posts are empty and no weapons are found missing. If the PCs look at the paintings, they will notice all the winged humanoids are elves. If an elf or a weapon smith inspects the armor, they will know that the bright chain mail is elven chain. If the PCs check the walls, they will find a pictogram in the northeast corner of the room of a bird with its wing extended. If a PC without the pin touches the pictogram, nothing will happen, however, if a PC with the pin touches the pictogram, he and anyone touching him will be teleported to a mountainous area - at the base of two particular mountains with a plateau on each. The teleported people hear eagle cries, and if they look around, they can find another pictogram of bird and of an egg. If they touch the pictogram of the bird and

have the pin, they can teleport back to General Skyrider's room. If everyone teleports from here, then go to Encounter D.

c) Directly to the Nest

Following the soldier's directions, you enter the closet. The closet is filled with cleaning supplies, and the far wall is blank. Walking towards it, you walk through an illusionary wall. As you walk through it, you find yourself in a small room, with no other exits. On the wall across from you is a pictogram of an egg.

If a PC without the pin touches the pictogram of an egg, nothing will happen. If a PC with the pin touches it, that PC and anyone touching him will be teleported. (And in this small of a room, everyone is touching) Go to part D

d) The Eagle's Nest

Going through the teleporter, you find yourself in the mountains, in a saddle. From above, the cries of birds can be heard. Looking up, you see several giant eagles circling around. At the plateau of the nearest peak you can see what appears to be a nesting area, and you can hear the loud chirping sounds of eaglets. The prominence, while not having any pathways upwards, does appear climbable.

If the PCs look around the mount where the nest is, they will find no easy path to the nesting area. If any of the PCs wish to roll against their local history, Procampur NWP, allow them. If they make their roll, they will remember that according to the tales of the Diamond Legion, there is no easy way up to the nests, and that one of the tests to join the Eagle Riders is to climb to the nesting areas. (They will also remember that another test is to have one of the birds bond with the rider.) The test to join the Eagle Riders forbids the use of magic. However, since this is not the test, the PCs can use magic to get to the top if they like. They can also try to climb up the mountain. Thieves and Bards can use their climb walls ability with no adjustments. All others can try to climb the mountain by rolling against their strength. The PCs can help each other, and each PC helping another climb will add 2 to the climber's strength if the helper is at a higher level than the climber, or 1 if lower. It will take three rolls to succeed. If the characters fail a roll, they will take damage according to how many rolls they had succeeded at previously.

0 successes = 1d6

1 success = 3d6

2 successes = 5d6

If the players ask, they can roll against their tumbling NWP, and if successful, take ½ damage from the fall. If the players come up with a workable way to get the PCs up the cliff (ropes, pulling up weaker PCs, etc., etc.) allow it to succeed. If low level PCs are having trouble getting up the cliff, have Lord Consul Hannith appear (he is going to show up there later for most low level parties anyways.) and assist the PCs up, but do this only after the PCs have tried to get up the mountain on their own. Once all the PCs who are going up to the summit are there, continue on.

You notice the ground is littered with sticks, mud and straw as you glance around at the "baby" giant eagles. The problem with calling the eaglets babies is that most are easily six feet in height with wings spans nearly as big. The eaglets do not seem to wait your company, however, and those who can fly take to the air. Those that cannot fly run to the opposite side of the plateau from you.

Rangers can try their animal friendship skills, but the most it will do is calm the birds - they will not approach any of the PCs. Except for one eaglet. (More on that later.) There are no eggs in the nest at this time. If Lord Consul Hannith is with the PCs, he will use his magic to get to the summit, and if asked, will help the PCs up as well. Allow the PCs a minute or two to get used to and react to their surroundings. Then the following will happen: (It will happen to one PC, and the choice of PCs is in the following order.)

- 1) A Ranger
- 2) A Druid
- 3) An Elf
- 4) A Mage
- 5) A Fighter or Paladin
- 6) A Cleric
- 7) A Rogue

If there is more than one that fit into a category, then go by highest Charisma. In the last four categories, a human, ½-elf or an elf would be chosen before a dwarf, gnome or halfling. If there is a tie in Charisma, pick one at random. Once the choice is made, read or paraphrase the following.

As you stand around gazing at the situation, you feel a bumping at your back, and then you are bumped again. Turning around, you see one of the eaglets bumping you with its head. Its not hitting you hard enough to hurt you, but it seems like it is trying to get your attention.

Allow the PCs to react. Rangers, druids or PCs who make an Animal Lore NWP roll will know that this is not normal behavior for an eagle or a giant eagle. If a detect magic spell is cast on the eagle, it will detect as magical (if type is detected, it will be alteration). If any form of mind reading spell is used, the general though pattern will be something along the lines of "I wish this person would get the hint." If a true seeing spell is used against the eaglet, the caster will see a slender, wide-eyed elf in place of the eaglet.

The eaglet is General Llandra Skyrider, who has been polymorphed. She will try to get the PCs attention and get them to realize that something is wrong. If the PCs try a *dispel magic*, have them roll against a spell cast by an 11th level mage. If the PCs fail, or can not cast *dispel magic*, they can easily convince Lord Consul Hannith to try to cast it. (If they ask, he will tell them he will, saying that he has a nagging feeling he forgot something up here.) If Lord Consul Hannith did not accompany the PCs, he will appear in he nick of time, searching for the lost needle, and will start off for a haystack to look for it. If Lord Consul Hannith casts the spell, it will automatically succeed. General Skyrider has a Constitution of 16, so if a player insists on you making a roll, make it behind the screen and announce you rolled a number under 95% for her system shock roll. (In other words, she automatically succeeds.) Once the spell is cast, continue on.

The form of the eaglet slowly changes to that of a slender elven woman with long blonde hair and large sky blue eyes. She looks at you and states rather meekly, "Thank you for your assistance." then turns to Lord Consul Hannith and in a firmer voice, "Well, now that you have remembered me, what are we going to do about Alamondh?"

Allow the PCs to respond. If General Skyrider is told that Alamondh has been defeated, she will say that it is now time to free the rest. If asked what she means, or who the rest are, she will reply the rest of the leaders of the Diamond Legion, and the head of the Proctors. She will tell the PCs the following information:

- Alamondh trapped High Warrior Breng, Grand Admiral Mantay and Constable Skylar Hillard in some gems
- If asked why she was not trapped, she guesses Alamondh did not have the magical power to trap all four in one day, and he must have felt she was the easiest to control. (If a mind reading ability is going on at this time, they will see a scene of General Skyrider being placed in a room with no windows and no exposure to

sunlight or the outside, and will see her panic, then collapse.)

- If asked if she remembers anything about the gems, she will tell them Alamonndh had four gems.
- The gems are a ruby, a sapphire, an emerald and an orblen.
- Grand Admiral Mantay was trapped in the Sapphire, High Warrior Breng was trapped in the Ruby, and Constable Hillard was trapped in the Emerald and that she was to be trapped in the Orblen.
- The gems were put into a small mithral box and Alamonndh took it with him.
- If asked how the leaders were trapped, General Skyrider will say by a combination of treachery and magic from Alamonndh and the Star Guard.
- If asked how she escaped, she will say with the help of Lord Consul and High Lady Hannith.
- If General Skyrider is asked if she is an avariel, she will admit it but there will be great sadness in her voice when she does. If asked why she is sad, she will say that while it is nice to be human again, she was looking forward to flying.
- If she is asked if she has wings, she will shake her head no, but will not say anything more on the subject.

If Lord Consul Hannith is there, he will say that a former apprentice of Carthoun, by the name of Fortana, told him of the situation.

If asked what happened to the apprentice, he will tell the PCs that he helped her hide and that she now runs the Boutique of the Jewel beauty shop in the Service district. If the PCs ask where that is, he will give directions. When the questions stop flying, General Skyrider will insist it is time to get moving and free the others.

If the PCs did not accept the mission from Rendeth and Alissa, General Skyrider will try to convince them to take the mission. She will offer 500 gp for each PC if they will accept, but will not offer anything else, preferring to convince PCs they are doing this for the good of the Vast, for the good of Procampur, to save innocent lives, etc, etc, etc...

If Lord Consul Hannith is with the PCs, read the following, as they are about to leave.

As you get ready to descend from the plateau, Lord Consul Hannith suddenly stares at a spot about twenty feet from you for a second, then goes over to it and stoops over. Picking up something that glints of gold, he returns with a needle in his hands. Looking at it briefly, he shrugs, "Oh no, this one got scratched. I am going to have to get a new one."

If any of the PCs express any interest in it, Lord Consul Hannith will give it to the PCs, thanking them for helping him to find it. (He will do this even if the PCs did not agree to help him, being slightly eccentric)

Ask where the PCs want to go next:

- If the PCs check out the quarters of either Grand Admiral Mantay or Constable Hillard, go to Encounter 4.
- If the PCs go to the Boutique of the Jewel, go to Encounter 5.
- If the PCs go to Alamonndh's/Carthoun's quarters, go to Encounter 6.

Encounter 4: The Other Leaders

DM Note: These encounters are not written in depth, as their only purpose is to show something is wrong with the disappearance of the leaders, and can easily be summarized.

A) Grand Admiral Mantay's Residence

The smell of brine penetrates your nose as you walk down the lanes of the Sea District. Passing vendors selling their catch and warehouses holding goods just shipped in, you come upon a fairly non-descript two-story house. The house is about twenty feet by twenty-five feet with a front and back door and is located near the docks. The front door has a wooden knocker that is in the shape of an oyster shell.

The PCs are hit by ten cream pies (DM's choice of flavor) if they try to open either door without using the pin given to them by Rendeth. If any PCs have local history, Procampur NWP, they can make a roll against it. If they succeed, the PC will remember rumors of Grand Admiral Mantay being friends with the members of the gnomish Noble House Krimpach.

If the PCs use the pin they get inside the house with no problems.

The Grand Admiral's residence is a comfortable home. The front door opens into a living room with a couch and a round table with several chairs set around it. There is a door leading to a kitchen and a stairway leading up to a bedroom.

If the PCs check the kitchen area, they will find that the only thing out of the ordinary is the large number of spices - at least twice the number as found in ordinary kitchens. (Including rare spices from Kara-Tur and Maztica.)

If the PCs check the bedroom up the stairs, they will find it is not special in any way. There is a bed, a

chest of drawers, a desk and a wardrobe. There are also several mannequins, each with lightweight armor, and a weapons rack with a few long swords and a couple of tridents. Nothing appears missing.

Do not let the PCs spend too much time here, there is very little to find.

B) Constable Hillard's Quarters

The Port District is as brightly decorated as the rest of the city - even the back alleys! And in one of the back alleys you find the apartment of Constable Skylar Hillard. The décor of the Constable's apartment is dark, with the furniture stained in dark browns and blacks. A bookshelf filled with studies of guard and watch techniques in major cities of Toril such as Waterdeep, Suzail, Yhaunn and other cities in Thay, Sembia and Cormyr. A stairway leads up to a small bedroom.

Once again, there is not much to find here. The bedroom has a wardrobe, a bed and a desk. The weapon rack is filled with many weapons, most of which are used for the subdual of criminals (man-catchers, blunted swords, saps, etc.). There are several mannequins with various armors on them, from leather to plate. None of the mannequins are empty. If the PCs ask, there are no books on the Ravens Bluff City watch.

Encounter 5: Boutique of the Jewel

You notice that many of the businesses in the service district seem to be full of customers. You complete the walk to your destination and soon find yourself at the site of the Boutique of the Jewel beauty shop. Entering the shop, you see several beauticians working on clients. A receptionist greets clients and arranges appointments. A couple of clients sit in a waiting area, gossiping amongst themselves. (They are wondering if Lord Consul Augustus Grimm has any other illegitimate children.)

If the PCs ask the patrons or any of the beauticians for Fortana, she will immediately be pointed out to them. She is a woman of about 18 years with short brown hair and brown eyes. If the PCs ask to speak to her in private, she will take them to a little office in the back of the store. (If there are six or seven PCs, they will barely fit into the office, and it will be a little uncomfortable for them.) If the PCs ask if she was Alamondh's/Carthoun's apprentice, she will not answer unless shown the pin given by Rendeth. When shown the pin, Fortana will question the PCs'

authority. When she does a *magic mouth* appears on the pin, and says (in Alissa's voice):

"By order of Rendeth of the Royal Blood, all citizens of Procampur shall cooperate with the bearers of this pin."

With this, she will speak quietly:

"Yes, I was his apprentice for a while, and I learned a lot. However, I decided it was time to get out of that business. And let me tell you, the hissy-fits of the patrons here, even from the nobles, are a lot easier to take than the ranting of a paranoid and xenophobic wizard. At least most of my patrons can't turn a person into a newt."

If the PCs ask her to explain what she meant about a paranoid and xenophobic wizard, she will tell them that one of Carthoun's favorite sayings was that paranoia and xenophobia are a wizard's best friend. If she is asked about the leaders and Carthoun's capturing of them or if she had seen them, here is the information she can give:

- She was there when the leaders were captured by Carthoun's spells.
- She was present for the ceremonies that bound the leaders into some gems.
- Three of the leaders were trapped in the gems (those being High Warrior Breng, Grand Admiral Mantay and Constable Skylar Hillard).
- General Skyrider was not trapped as Carthoun had ran out of power for the day, so she was placed in a dark cell with no access to the outside sky.
- Skyrider was to be trapped the next day, but Fortana was able to get word out to Lord Consul Hannith. He and his wife were able to rescue and hide both General Skyrider and Fortana from Carthoun.
- She has no idea where Lord Consul Hannith hid General Skyrider, but he said it would be someplace where she would feel at home.
- The gems the other leaders were trapped in are as follows: High Warrior Breng was trapped in a Ruby, Grand Admiral Mantay was trapped in a sapphire, and Constable Hillard was trapped in an emerald. General Skyrider was to be trapped in an Orblen.
- Alamondh hid the gems in a bright mithral box that has no seams.
- The only reason Carthoun was able to succeed in trapping the leaders was because he had several apprentices whom he was drawing power from

so that he could overcome the resistance of the leaders.

- Carthoun said that this was the first step to bringing peace to the Vast.

She has no idea where Carthoun hid the box, but she will tell them that an item that important to Carthoun would have to be kept close so he can keep an eye on it.

- If the PCs go to the Diamond Legion Barracks, go to Encounter 3.
- If the PCs go to either Grand Admiral Mantay's or Constable Hillard's quarters, go to Encounter 4.
- If the PCs go to Carthoun's quarters, go to Encounter 6.

Encounter 6: Carthoun's Room

DM Notes: This is written as if the PCs are returning to the Thultyrl's palace. If the PCs are going straight to Carthoun's quarters from Encounter One, replace the first line with the following:

Escorted by Trooper Luxon, you are taken to the Hamayarch's quarters.

If the PCs are returning from outside the Thultyrl's Palace, start from here.

Returning to the Thultyrl's palace, you request, and are promptly given, directions to the Hamayarch's quarters. The entrance to the quarters is on the first floor. Entering the chambers, you find yourself in a very large chamber, about forty by sixty feet in size. You can imagine what a grand place for entertaining visitors this would be if it were furnished. However, as the city is between Hamayarch's, the chamber is empty and it looks like it is in the process of being cleaned. There are two doors in this room and a staircase going up.

If the PCs search the room, have them roll against any ability to locate secret doors. If they succeed, they will find a secret door in one wall. Behind the door is a passage that leads to an exit outside the city. The tunnel also has several branches that go absolutely nowhere. Do not spend too much time with the tunnel, as there is nothing of importance there.

One of the doors in the main room leads to a kitchen, the other leads to a laboratory. The stairs lead up to a big bedroom. If any divination spells are attempted, they will fail.

If the PCs go into the kitchen, they will find a large stove/oven unit (about six burners on the stove) fueled by a small fire elemental, a box that radiates cold when opened (it contains a small cold para-elemental), and several cupboards. All of these items are empty.

If the PCs search the bedroom, they will find 2 chests of drawers, a desk, and a very large bed with a canopy. If the PCs search the room, they can find several secret niches and compartments in the bedroom. All but one of them is empty. There is a piece of paper in one of the notches. The piece of paper has the phrases "Paranoia and Xenophobia" and "Peace and Xellence" written on it. Do not spend too much time with the bedroom or the kitchen.

If the PCs enter the laboratory, then continue:

The laboratory is a large room containing two large tables, an oak desk, two square boxes (like the one in the kitchen) and two beds. One of the tables is cleared, but the other table still has some beakers and other glass and metallic containers on top of it. Apparently, this room is still being emptied before being cleaned for the next Hamayarch.

If the PCs check the two boxes, they will find them to be iceboxes, like the one found in the kitchen. The containers on the tables are empty and so is the desk. If the PCs check for secret doors, allow them to search. If the PCs are successful, they will notice a secret compartment behind the desk. The PCs will have to move the desk to get to it, which will require a combined strength of 35. If the PCs cannot do this, they can ask some Diamond Legionnaires to help them.

When the PCs open the secret compartment, they will find a mithral box with no seams. The box will detect as magical, however, nothing can detect whatever is inside the box. The box has three dials on it with letters on each dial. The letters on the dial are A, C, F, E, I, N, P, S, T and X. The solution to opening the box is suggested earlier with the phrases "Paranoia and Xenophobia" and "Peace and Xellence" and Fortana saying that Carthoun said this would be the start of peace in the Vast. To open the box, the PCs need to turn the dials to PAX. The box will not respond to any other combinations. If a *dispel magic* is cast at the box, have the PC roll against a spell cast at 19th level. If the *dispel magic* works, the box will open. However, if the *dispel magic* spell fails, the box will explode, causing shrapnel damage equal to the (tier minus one) squared in damage. (1st and 2nd tier = 1d6, 3rd tier = 4d6 4th tier = 9d6.) If the PCs figure out the puzzle or open the box with a *dispel magic*, the box will melt

away, and the PCs will find four gems in it. (Read or paraphrase the following)

Before you lay four gems stones of perfect quality. The gems are exquisite. The Emerald, Sapphire, Ruby and Orblen look as if they belong in a crown or a scepter. All but the Orblen have an unnatural pulsating sparkle to them, as if the gem were the beating of a heart.

If the PCs cast a detect magic on the gems outside the Hamayarch's quarters, all of the gems will detect as magical. If type of magic is detected, the schools detected will be enchantment and evocation. If a *detect life* spell is cast on the gems, all but the Orblen will show life. The moment a PC touches a gem other than the Orblen, the PC will disappear. Do not describe what the PC who disappeared sees until all the PCs have touched a gem.

- If the PCs leave the castle, go to Encounter 2.
- If the PCs touch the Sapphire, go to Encounter 7.
- If the PCs touch the Ruby, go to Encounter 8.
- If the PCs touch the Emerald, go to Encounter 9.

DMs Note: When the PCs exit the gems in the next three encounters, they will find that any damage they have taken in the gem still remains. Only the items that the PCs originally took with them into the gems (minus any expendable items or charges used) will remain after the gems dissolve. Also, once each leader is freed, he will excuse himself from Carthoun's room. They will return for the epilogue. Once the PCs have returned from the gem, it will melt. (The PCs cannot prevent the gems from melting.)

Encounter 7: Grand Admiral Mantay

You find yourself on a hard packed trail in the middle of a desert. The night sky is moonless and you can feel a slight wind in the air carrying a deep musky scent. On the horizon you see a faint illumination.

Have everyone make a saving roll against magic and have them tell you how much they make it by. If the PCs do not save by at least 16, they fail the save. (Of course, there is no reason to tell the PCs about the save modifier.) If the PCs make their saves they feel fine. If they fail, tell them they feel very tired and are in need of some rest. There are no penalties associated with this. If the PCs ask how long it will take to get to the light, tell them an hour at the most.

If the PCs do not go towards the light, nothing will happen. They will do whatever they try to do for hours on end. They can even rest. However, the scene will never change, even if they rest what they believe to be a full eight hours. (If they do this, spell casters will still not be able to regain spells, and no damage will be healed.) If the PCs are still here at the end of tournament time, tell them their PCs are trapped in the gem and take their characters (and character certifications) away. If the PCs rest before continuing, have them make another saving roll when they awake at the same -16 modifier. If they fail their save they still feel tired.

After a short walk, you come to a large inn. There is no sign outside telling you the name. As you approach the inn, you can hear the sound of a bell tolling in the distance. At the doorway of the inn, you see an outline of a female. The translucent figure seems to be beckoning you closer. As you approach the open doorway, the woman lights a candle to help you see your way around.

If the PCs try to *detect evil*, the only time they will see it is in encounter area A - from the beast. This spirit cannot be turned, nor should the PCs try to. If the PCs ask the woman any questions, she will answer them to the best of her ability, giving the following information:

- If the PCs ask her name, she will tell them she does not remember.
- If asked if she has seen Grand Admiral Mantay or is given a description of him, or asked if any new people have been seen, she will say she does not remember, but that the best places to check are the courtyard and the masters chamber, where there is a feast in progress.
- If she is asked where these locations are, she will take them to the first location they ask for, then leave the PCs.

After asking the woman to take you to (whichever location they request) she tells you to follow her. She leads you through a short passage and you enter a circular room. In the middle of the room is a desk with a man in a fancy outfit standing behind it. There are eight other hallways leading away from this room. The man behind the desk nods to the woman as she leads you to another hallway and leads you to the location you requested. After she leads you there she wanders off.

If the PCs ask, they will not be able to determine any difference between any of the hallways that lead from the round room. They do not see any markings.

If the PCs went to the Master's Chambers, go to A.
If the PCs went to the Courtyard, go to B.

A) The Master's Chamber

You enter a chamber that is the size of a small restaurant's eating area. Looking up, you can see your own reflections looking down at you from a mirror on the ceiling. Several long tables lay on the floor. Plates, food and some silverware are scattered all over the floor. Oddly enough, a wine cooler still stands, with a bottle sticking up out of the ice. About two-dozen people carrying knives and forks are seen chasing a very large boar. The boar seems to be attacking back.

If the PCs cast *detect evil*, they will detect the boar as evil. If the PCs look at the combatants, they will notice that the boar has no wounds on it, however, several of the diners have been wounded. If the PCs do not leave the room in a few minutes (real time), the boar will begin attacking them as well.

Tier 1 - Character levels 1 and 2:

Boarbeast: Int Animal; AL NE; AC 6; MV 12; HD 2; hp 12; THAC0 16; #AT 1; Dmg 1d6(tusk); SA Nil; SD Immune to all weapons that do Slashing or Piercing damage (magic weapons do their magical plus and strength damage bonus in damage) and to all fire attacks; MR Nil; S H; ML 20.

Tier 2 - Character levels 3 and 4:

Boarbeast: Int Animal; AL NE; AC 4; MV 12; HD 4; hp 24; THAC0 12; #AT 1; Dmg 2d6(tusk); SA Nil; SD Immune to all weapons that do Slashing or Piercing damage (magic weapons do their magical plus and strength damage bonus in damage) and to all fire attacks; MR 25%; S H; ML 20.

Tier 3 - Character levels 5 and 6:

Boarbeast: Int Animal; AL NE; AC 0; MV 24; HD 7; hp 42; THAC0 8; #AT 2; Dmg 2d6 (tusks) /1d10 (trample); SA if the trample attack hits, have the PC hit make a dex roll, if they fail they are knocked over and have to stand up before they can attack; SD Immune to all weapons that do Slashing or Piercing damage (magic weapons do their magical plus and strength damage bonus in damage) and to all fire attacks; MR 50%; S H; ML 20.

Tier 4 - Character levels 7 and 8+:

Boarbeast: Int Animal; AL NE; AC -6; MV 24; HD 10; hp 70; THAC0 4; #AT 3 (2 tusks, 1 trample); Dmg 3d6 (tusks)/ 2d10 (trample); SA If the trample attack hits, the PC hit is knocked over and must stand up before attacking. SD Immune to all weapons that

do Slashing or Piercing damage (magic weapons do their magical plus and strength damage bonus in damage) and to all fire attacks; MR 75%; S H; ML 20.

DMs Note: The creature is immune to slashing and piercing weapons. (Magic weapons of type slashing and piercing only doing their magical plus and strength damage bonus, and will never break morale.) The boarbeast will not leave the room, and will not follow the PCs if they decide to run.

If the PCs kill the beast, the other people in the room will attack the body and start carving it up for cooking and eating. If the PCs check the people in the room, they will not find Grand Admiral Mantay. If the PCs ask the people in the room if they have seen Grand Admiral Mantay, the people will ignore them, concentrating on the beast. If the PCs check the bottle in the wine cooler, they will find it is a bottle of Pink Champagne.

Skip to part C.

B) The Courtyard

As you get close to the large double doors, you can hear music floating down the hall. It grows louder as you get closer to the door.

Opening the door, you look out onto a large courtyard. Several dozen people dance underneath the dark night sky as a small ensemble plays from a gazebo. Several tables are placed around the courtyard and have punch and finger food available for the guests.

If anyone watches the dancers, they will see that they are divided into two different groups, each seemingly performing a different series of steps. If a PC has the dance NWP or the observation NWP allow them to roll a check. If not, allow a roll against intelligence at -6. If their roll is successful, they will notice that the groups are not actually performing completely different steps. One group is performing the steps in reverse order from the other group. (For simplicity sake, the two groups will be known from here on as the Left First group (or the Left group) and the Right First group (or the Right group) The music will not stop, so if the PCs wish to talk to any of the dancers, they will have to do so while the dancers are dancing. None of the non-dancing people will talk to the PCs unless they are invited to dance. They will talk once they start dancing. If the PCs look specifically for Grand Admiral Mantay, have them make an intelligence roll. If they succeed, they find him dancing the Left First routine. If the PCs ask any dancers questions, they will be answered based on the dancer's group.

If they ask someone in the Left First group, the person will answer that they do not remember. If asked why they do not remember, they will reply that they have no reason to remember, and/or that they need to concentrate on the dance. Nothing else of use can be gained from the Left dance group.

If the PC starts dancing with a dancer going Left First, have them make a saving throw roll vs. magic (add wisdom bonus) for every round they dance. If the PCs fail their saves, they will start losing their memories. The first thing they forget is why they are there. Spell casters will also start losing spells from their memory, losing one spell per failed saving throw, chosen at random, highest level first. Once the PC fails a save, they will not want to stop dancing or change directions, and will have to be forced to do either.

If the PCs talk to someone in the Right First group, the dancer will answer in amazing, if not ponderous detail. (An example: if the PC asks a male dancer his name he will reply with his name, his land of origins, his father and mother's name, whom he was named after, etc, etc, etc, ad nauseam. The NPC can be from anywhere, anytime so the DM can be free to improvise or use favorite characters from home campaigns, etc, etc, etc...)

If asked about their memory, they will say that the more they dance, the clearer their memories become with more and more details becoming crystal clear over time. If the PC starts dancing with a dancer going Right First, have them make a saving throw roll vs. magic (add their wisdom bonus) for every round they dance. If the PC fails, they will start regaining memories; the memories become so vivid it is as if they are real. Spell casting PCs will remember one spell per failed saving roll, lowest levels first. Once the PCs fail a save, they will not want to stop dancing or change directions, and will have to be forced to do either.

If the PCs ask to cut in on a dancer, they will be allowed to do so graciously. (If the PCs do not think of this, allow them to notice this happening on the dance floor.) Hopefully, the PCs will figure out that they need to reverse the direction Grand Admiral Mantay is dancing. (If not and they waste all the tournament time, they will remain trapped in the gem.) The first step is to cut in on Grand Admiral Mantay. (If there are no females in the party, point out that this seems to be no problem to other dancers as there are several male-male couples.) After cutting in, the PC must get Grand Admiral Mantay to reverse his dance direction and regain his memory. This will require three rolls against either their dance NWP or an average of the PCs intelligence and dexterity. The first roll is at -3 if rolling against the dance NWP, or at -5 if rolled against the dex/int average, because the

Grand Admiral will be resisting the change. If this roll is missed, the PC will have failed to reverse the direction and will have to make a save as if they are dancing in the Left direction. After the first success, the Grand Admiral will remember he has a duty, but cannot remember what it is or to whom it is owed. All other die rolls after the first success will be made without penalty.

After the second successful roll, the Grand Admiral will remember that he is an officer in a navy, but he will not remember which navy.

After the third successful roll, he will remember that he belongs to the Procampa Navy. (The rest of his memory will return once he is out of the gem.) Once the third success is made, Grand Admiral Mantay will remember it is vital for him to return to Procampur, but will not remember the way. He will ask and implore the PCs to help him leave the inn.

Skip to part C.

C) The Passage Back

You enter the circular shaped room with the desk in the center. The man behind the desk smiles at you and nods. The nine hallways out of the room beckon to you, but you have no way of know which one leads to your destination. As you look around, the man at the desk speaks to you. "I hope you are enjoying yourselves for I believe you will be here for a very long time."

If asked what he meant by that statement, the night man will answer that while most people try to check out, then can never leave. If asked about where the halls lead, or which hall leads to the courtyard or the exit, he will reply:

*The dance is the prime reason people come
And you should really try the buffet
But the Mightiest and the Highest
Even cannot leave.*

Give the PCs *Handout #2*. When the night man tells the riddle, a number appears above each hallway. The halls are numbered one through nine, consecutively, starting with the northern-most hall.

The answers to the riddle are:

The Courtyard is down Hallway one (Prime reason)
The Master's Chamber is Hallway three (tri the feast)
The exit is down Hallway eight (highest even)

If the PCs go down hallways 2,4,5,6,7 or 9, have the PCs make a dexterity roll to avoid the objects that start flying towards the PC. If any PC misses their dexterity roll, they take 1d6 damage. (If they have tumbling NWP and make their roll, they take ½

damage.) If the PCs use a *find trap* spell, or a thief tries to find traps and succeeds, they will note that only halls 1, 3 and 8 are not trapped. (The thief will have to succeed for each hallway.)

If the night man is asked any questions other than the ones above he will reply:

"Calm yourselves. I am sorry, but I am only instructed in check-in procedures."

Once the PCs leave the hotel with the Admiral, they will find themselves back in Carthoun's quarters. The Sapphire will melt and be destroyed. The PCs will not be able to stop the Sapphire from self-destructing.

- If the PCs leave the castle, go to Encounter 2.
- If the PCs touch the Ruby next, go to Encounter 8.
- If the PCs touch the Emerald next, go to Encounter 9.
- If the PCs have saved all the leaders, or the tournament time is almost over, go to Epilogue.

Encounter 8: High Warrior Breng

As you touch the red gem you suddenly find yourself on a desolate field. Bodies of the slain are so numerous that the ground you are standing on is obviously a battlefield. Military banners litter the ground, torn and tattered. In the distance, you see a human-like figure, its back turned to you. Its armor is dented and punctured nearly to the point of uselessness and the blade of its long sword is fully covered in blood.

If the PCs check out any of the banners on the ground, have them make either a roll against local history, Procampur NWP or against heraldry NWP. If the roll succeeds, they notice that the banners are of Procampian Noble Houses, Diamond Legion units, Star Guards units and some others that are unknown. Many of the bodies on the ground are humans and demi-humans, but there are a lot of humanoid, monster, giant eagle and undead remains on the field as well.

If the PCs move closer to the figure, they can tell it is a human. If the PCs walk around the figure to identify it, they will be able to tell it is High Warrior Breng. If they address the figure as High Warrior Breng, he will turn to them and tiredly acknowledge them. If he is asked if he would like to escape, he will say that he would, but he knows of no way to leave. If he is asked what happened here:

High Warrior Breng speaks to you in a weary and sorrow-filled voice. "I have been leading my soldiers into battle for the honor of Procampur but, as you can see, I have lost all my troops."

A voice booms out from nowhere and seems to echo forever: "That is right, you have led the Diamond Legion to their death. Your weakness is the cause for their slaughter. Now you stand alone. I will show you what a strong man is like. If you fight him, he will be your doom. Embrace him, however, and your future will be insured. You can assume the leadership of the Star Guard. You can be the man who helps in leading Procampur to its true position as the ruler of the Vast."

As the voice's last words rumble out, you see a man in armor wearing a Star Guard tabard approaching High Warrior Breng. As he closes, the face you see in the Star Guard warrior's helm is that of High Warrior Breng.

If the PCs ask if they recognize the voice, allow Procampian characters an intelligence roll. If they make the roll, they recognize the voice as that of Alamondh/Carthoun.

If the PCs move to help High Warrior Breng, the following will happen:

As you move to participate in the battle of the High Warriors, a figure appears in front of you. The figure that moves to block your participation looks you, dressed in a Star Guard uniform. Looking at your opponent, you feel as if a little sliver of your soul is opposing you.

The figures will have different statistics according to the tier.

Tier 1

At first tier, the PCs will face a shadow monster of themselves, the same level as the PC, but with 20% of the hit points of the PC. He will be armed with the same armor and weapons, though if the PC disbelieves, the shadow will have an AC of 10 and only do 20% rolled damage. The shadow version will have the same spells memorized as the PC, though if the PC has disbelieved the shadow, the spells will have no effect.

Tier 2

At second tier, the PCs will face a demi-shadow version of themselves. The demi-shadow versions of the PC will have 40% of the PC's hit points. They will be armed with the same armor and weapons as the PC, though if successfully disbelieved, the shadow will have AC 8 and do only 40% rolled

damage. They will have the same spells memorized, but if the PC successfully disbelieved, the spells will have no effect.

Tier 3

At tier three, the PCs will face a weakened version of themselves. The PC double will have 75% of the PCs hit points, have a magic weapon equal to two plusses less than the PC and the armor class will be four less than the PC. They will have the same spells as the PCs, but all damage spells cast will have a -2 damage to each dice, with a minimum of one point of damage per die. The double will have the weapon proficiencies the PC does, but will not have any weapon specialization. The double will not have any magic item that is a weapon, armor or healing item, but they will use all those items to the best effect.

Tier 4

At Tier four, the PCs will face a full version of themselves, as if they faced a mirror of opposition. The double will have the PCs current hit points, and the AC, Weapons, Spells and all of the items the PC does. The double will use these items and abilities to their fullest extent.

The doubles will attack any PC who gets involved in any fight. Each figure will only show up once. If none of the PCs help High Warrior Breng after they defeat their double, then High Warrior Breng will drop in defeat, two rounds after the last PC finishes combat with his double. The PCs will find themselves outside the gem, without High Lord Breng, and will have failed this gem's task. The gem will dissolve.

If only one PC helps High Warrior Breng after defeating his double, then High Warrior Breng will fall the same round his double does, three rounds after the PC enters combat. He will still be alive, but will need some form of healing. If no healing is given to him after ten rounds, he will die, with the same result as above. If a PC heals High Warrior Breng, he will be able to stand, but not participate in the rest of the encounter, other than were indicated.

If two or more PCs help High Warrior Breng after defeating their double, the Star Guard Breng will be defeated two rounds after the second PC joins in the action.

The PCs can also try to embrace their doubles and try to convince High Warrior Breng to embrace his double. If the PCs embrace their doubles, the double will disappear. If the PCs have taken any damage previously, they will be healed of half of the damage taken.

The most effective arguments for Breng will be:

- That he can use the strength to help strengthen the defenses of Procampur
- That he can use the strength in character to help judge others and to pick those who will lead Procampur's defense
- That he can use the strength to strengthen his resolve and not give into his weaknesses

If a PC tries to convince High Warrior Breng to embrace his double, have the PC roll against his Charisma, with a -2 penalty. (Give a bonus or penalty based on the strength of his arguments.) If the PCs have embraced their doubles, then the penalty against their charisma is negated. If the PC's argument is strong enough in your opinion, let him automatically succeed.

If the PC convinces High Warrior Breng to embrace his double, the figure will melt into High Warrior Breng, and the armor of High Warrior Breng will suddenly be in perfect condition and his sword will be cleaned of all blood and start glowing.

Once the combat is over, or High Warrior Breng has embraced his double, the voice will speak again:

"I see your strength still remains. But are you strong enough? Do you have the courage to do what is needed, no matter what? Let us see. I shall test you again."

With that, a large number of people start to approach. They approach like a mob. As they get close, you can see that they are wearing rags that hang off their bodies as if they were three sizes too big and carrying rusted hoes, rakes and pitchforks. Their eyes are bloodshot and their heads bob as they walk.

High Warrior Breng looks at the mob and wearily says, "Once more into battle."

If a PC warrior makes an intelligence roll, with a modifier of their level, or any other PC makes an unmodified intelligence roll, they will know that this mob is not made of warriors. They are no real threat. If the PCs allow High Warrior Breng attack the mob, or if they attack the mob to kill, the PCs will find themselves outside the gem, without High Warrior Breng. They will have failed in this gem's task and the gem will dissolve.

The PCs can try to either stop High Warrior Breng from attacking or to convince him to attack to subdue. The arguments that are most likely to work are:

- That the peasants are no threat and should not be killed
- That by not killing them or not attacking them, he will show greater strength

Tier 1

Peasants, hm, F0 (10): AL LN; AC 10; Move 9; hp 4; THAC0 20; #AT 1; Dmg 1d4 (farming implements); SA Nil; SD Nil; Int Avg.; MR Nil; S M; ML 8.

Tier 2

Peasants, hm, F0 (20): AL LN; AC 10; Move 9; hp 4; THAC0 20; #AT 1; Dmg 1d4 (farming implements); SA Nil; SD Nil; Int Avg.; MR Nil; S M; ML 8.

Tier 3

Peasants, hm, F0 (40): AL LN; AC 10; Move 9; hp 4; THAC0 20; #AT 1; Dmg 1d4 (farming implements); SA Nil; SD Nil; Int Avg.; MR Nil; S M; ML 8.

Tier 4

Peasants, hm, F0 (80): AL LN; AC 10; Move 9; hp 4; THAC0 20; #AT 1; Dmg 1d4 (farming implements); SA Nil; SD Nil; Int Avg.; MR Nil; S M; ML 8.

The peasants will start making morale checks once they have lost half their number, and will continue making morale checks after each additional 10% is lost or incapacitated.

Once the peasants have all been incapacitated or High Warrior Breng is convinced to withdraw, the PCs will find themselves back in Carthoun's room, with High Lord Breng. The gem will dissolve.

- If the PCs leave the castle, go to Encounter 2.
- If the PCs touch the Sapphire next, go to Encounter 7.
- If the PCs touch the Emerald next, go to Encounter 9.
- If the PCs have saved all the leaders or the tournament time is almost over, go to Epilogue.

Encounter 9: Constable Hillard

Becoming one with the emerald, you find yourself on a dark street. The streetlights dimly illuminate your surroundings - just enough for you to see that the people who live here are expecting trouble. The windows in all the houses along the street are boarded up, and you see that you are alone on the street. There are several posts with flyers on them. The cold chill of the air, and the heavy silence tells you that something is dangerously wrong here.

If any of the PCs read the flyer, it says: "Gangs wanted to form new city watch. Prior record preferred. Bloodied weapons required. Come to Fenster's Warehouse across the street From the Gilded Cage. Be there by 12 bells, or be one of the hunted." If the PCs what time it is, tell them they think it is near midnight. If the PCs have the local history, Procampur NWP they will know the location of the warehouse (no roll necessary). If not, have them run into a person hurrying home, who will give them quick directions, beg the PCs not to hurt them, and warn them that if they are not gang members they had better get indoors before being attacked. Once the PCs know where they are going, continue on:

It does not take you long to get to the warehouse. As you approach it, you notice that bodies are accumulating on the streets. Most of them seem dead - those who aren't dead are so injured that they can't talk.

As you reach the warehouse, you see a gang approaching from the other side. One of the toughs says: "Well, well, boys and girls, looks like we are going to bloody our blades a little bit more."

With that, the other gang attacks you.

These gangsters are also out to join the new city watch, and will not negotiate. They need to bloody their weapons some more.

Tier 1

Thief, hf, T1: AL NE; AC 7 (leather armor, dex); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA backstab; SD nil; Dex 15, Int Avg; MR nil; SZ M; ML 12.

Bully, hm, F1 (3): AL NE; AC 4 (banded mail); MV 12; hp 10; THAC0 19 (str); #AT 1; Dmg 1d10+1 (halberd, str); SA nil; SD nil; Str 16, Int Avg; MR nil; SZ M; ML 12.

Gang leader, hm, F3: AL NE; AC 2 (plate mail, dex); MV 12; hp 25; THAC0 16 (Str 17); #AT 3/2; Dmg 1d10+4 (halberd, str, weapon specialization); SA nil; SD nil; Str 17, Int Avg; MR nil; SZ M; ML 12.

Priest, hf, P2 (Iyachtu Xvim.): AL NE; AC 5 (chain); MV 12; hp 16; THAC0 20; #AT 1; Dmg 1d6+1 (footman's flail); SA spells; SD nil; Int Exceptional; MR nil; SZ M; ML 15.

Spells Memorized: **1st level** - curse, command.

Mage, hf, M3: AL NE; AC 7 (dex); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6 (staff); SA spells; SD nil; Dex 17, Int Genius; MR nil; SZ M; ML 15.

Spells Memorized: **1st Level** - *charm person, magic missile*.

Tier 2

Thief, hf, T2: AL LE; AC 6 (leather, dex); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA backstab; SD nil; Dex 15, Int Avg; MR nil; SZ M; ML 12.

Bully, hm, F3 (3): AL LE; AC 2 (plate mail, dex); MV 12; hp 25; THAC0 16 (str); #AT 3/2; Dmg 1d10+4 (halberd, str, weapon specialization); SA nil; SD nil; Str 17, Int Avg; MR nil; SZ M; ML 12.

Gang Leader, hm, F4: AL LE; AC 0 (field plate, dex); MV 12; hp 38; THAC0 13 (*halberd*, str, weapon specialization); #AT 3/2; Dmg 1d10+3 (halberd, str, weapon specialization); SA nil; SD nil; Str 17, Dex 16, Con 16, Int Avg; MR nil; SZ M; ML 12.

Priest, hf, P3 (Iyachtu Xvim.): AL LE; AC 2 (plate mail, shield); MV 12; hp 20; THAC0 20; #AT 1; Dmg 1d6+1 (footman's flail); SA nil; SD nil; Int Exceptional; MR nil; SZ M; ML 12.

Spells Memorized: **1st level** - *curse, command*; **2nd level** - *charm person or mammal*.

Wizard, hf, W4: AL LE; AC 7 (dex); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6 (quarterstaff); SA spells; SD nil; Dex 17, Int Genius; MR nil; SZ M; ML 15.

Spells memorized: **1st level** - *burning hands, charm person, magic missile*; **2nd level** - *Melf's acid arrow, web*.

Tier 3

Thief, hf, T4: AL LE; AC 4 (leather armor, shield, dex); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA backstab; SD nil; Dex 17, Int Avg; MR nil; SZ M; ML 12.

Bully, hm, F4 (2): AL LE; AC 0 (field plate, dex); MV 12; hp 38; THAC0 15 (str, weapon specialization); #AT 3/2; Dmg 1d10+3 (halberd, str); SA nil; SD nil; Str 17, Dex 16, Con 16, Int Avg; MR nil; SZ M; ML 12.

Thug, hm, F4: AL LE; AC 0 (field pPlate, dex); MV 12; hp 38; THAC0 13 (*halberd*, str, weapon specialization); #AT 3/2; Dmg 1d10+3 (halberd, str,

weapon specialization); SA nil; SD nil; Str 17, Dex 16, Con 16, Int Avg; MR nil; SZ M; ML 12.

Gang Leader, hm, F7: AL LE; AC -2 (field plate, dex); MV 12; hp 66 (Con 17); THAC0 12 (halberd, str, weapon specialization); #AT 4 (*haste* spell); Dmg 1d10+5 (halberd, str, weapon specialization); SA nil; SD nil; Str 18/51, Dex 18, Int Avg; MR nil; SZ M; ML 12.

Priest, hm, P5 (Iyachtu Xvim.): AL LE; AC 0 (plate mail, shield, dex); MV 12; hp 32; THAC0 18; #AT 1; Dmg 1d6+2 (footman's mace, str); SA spells; SD nil; Str 16, Dex 15, Con 16, Int Exceptional, Wis 15; MR nil; SZ M; ML 15.

Spells memorized: **1st level** - *bless, cause light wounds, command (x2), curse*; **2nd level** - *charm person or mammal, heat metal (x2), silence 15' r.*; **3rd level** - *blindness*.

Wizard, hf, W6: AL LE; AC 7 (dex); MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d6 (quarterstaff); SA spells; SD nil; Dex 17, Int Genius; MR nil; SZ M; ML 15.

Spells memorized: **1st level** - *burning hands, color spray, magic missiles (x2)*; **2nd level** - *Melf's acid arrow, web*; **3rd level** - *haste (cast on gang leader), vampiric touch*.

Tier 4

Thief, hf, T6: AL LE; AC 2 (leather armor, shield, dex, *ring of protection* +2); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA backstab; SD nil; Dex 17, Int Avg; MR nil; SZ M; ML 12.

Bully, hm, F6 (2): AL LE; AC -1 (Field Plate, Dex 17); MV 12; hp 58; THAC0 12 (str, weapon specialization); #AT 3/2; Dmg 1d10+5 (halberd, str, weapon specialization); SA nil; SD nil; Str 18/51, Dex 17, Con 17, Int Avg; MR nil; SZ M; ML 12.

Thug, hm, F7: AL LE; AC -2 (field plate, dex); MV 12; hp 66; THAC0 12 (halberd, str, weapon specialization); #AT 4 (*haste* spell); Dmg 1d10+5 (halberd, str, weapon specialization); SA nil; SD nil; Str 18/51, Dex 18, Con 17, Int Avg; MR nil; SZ M; ML 12.

Gang Leader, hm, F10: AL LE; AC -4 (full plate, dex, *bless* spell); MV 12; hp 94; THAC0 6 (halberd, str, weapon specialization); #AT 4 (*haste* spell); Dmg 1d10+8 (halberd, Str, weapon specialization); SA nil; SD nil; Str 18/00, Dex 18, Con 18, Int Avg; MR nil; SZ M; ML 12.

Priest, hf, P7 (Iyachtu Xvim): AL LE; AC -1 (Field Plate, Shield, dex); MV 12; hp 50; THAC0 17 (footman's flail, Str 16); #AT 1; Dmg 1d6+2 (footman's flail, Str 16); SA spells; SD nil; Dex 17, Con 16, Int Exceptional, Wis 16; MR nil; SZ M; ML 15.

Spells memorized: **1st level** – *bless, cause light wounds, command* (x2), *curse*; **2nd level** – *augury* (pre-cast), *hold person, heat metal* (x2), *silence 15' r.*; **3rd level** – *blindness, dispel magic*; **4th level** – *spell immunity* (pre-cast on self).

Wizard, hf, W7: AL LE; AC 7 (dex); MV 12; hp 25; THAC0 19; #AT 1; Dmg 1d6 (quarterstaff); SA spells; SD nil; Dex 17, Int Genius; MR nil; SZ M; ML 15.

Spells memorized: **1st level** – *burning hands, color spray, magic missile* (x2); **2nd level** – *Melf's acid arrow, mirror image, web*; **3rd level** – *haste* x2 (cast on Gang Leader and Thug); **4th level** – *Evard's black tentacles*.

Wizard, hf, W4: AL LE; AC 8 (Dex 16); MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6 (quarterstaff); SA spells; SD nil; Dex 16, Int Genius; MR nil; SZ M; ML 15.

Spells memorized: **1st level** – *burning hands, color spray, magic missile*; **2nd level** – *Melf's acid arrow, web*.

With the thugs either on the ground or beating feet, the way to the warehouse is clear. Going to the front of the warehouse, you find the door locked.

If the PCs check for traps, have them make a find trap check at –25%. If they succeed they find a poison needle trap. The PCs can try to disarm the trap (the roll for disarming will be at –25%). If the thief rolls 96%-100% they will be pricked by the needle and affected by the poison. If the thief fails their remove trap roll and tries to open the door, or if they just try to unlock the door, they will get scratched with type M poison. (Save vs. poison: if they fail the save they take 20 points of damage, if they make it they take 5 points of damage.)

The PCs can force open the door, which will avoid the trap. A *knock* spell will also allow the PCs to avoid the trap.

Entering the building, you find yourself in a warehouse filled with large boxes. The boxes are scattered around the floor, barely giving you room to walk. You hear a voice from the other side of the room: "Very good, boys and girls. You have passed

the basic training to be a part of the new Proctors. Your skill and ruthlessness shall make the streets of Procampur the safest in the Vast."

As you approach the voice, you come towards a desk with a light shining above it. On the desk, you find some books, and a crystal globe that seems to have a replica of the Thultyrl's palace on the inside. Two large thugs stand on either side of a seated figure, his head covered by the hood of his silk cloak, the shadow covers his face. He motions for you to approach, and as you come closer he slowly removes the hood. The hawk-like visage of Constable Hillard looks out at you. "Well, the people like the Star Guard's brand of justice, eh? They ain't seen nothing yet!"

If the PCs check the crystal globe closely, they will see a small circle of flame around the Thultyrl's castle.

If the PCs ask Constable Hillard what he means, he will say that since the people of Procampur like thugs bullying people into obeying the law, that is what he will give them.

If the PCs start to argue the point, Constable Hillard will respond with the following:

- People support the Star Guard unconditionally. (The PCs can rebut this argument by stating that the people do not support the Star Guard but fear them.)
- Crime has dropped as criminals flee. (Argument: criminals did not flee, but became part of the Star Guard, then committed crimes as part of the Star Guard.)
- People feel safe with the Star Guard patrolling the streets. (Argument: People are more scared then ever before.)
- The Star Guard is too powerful, the Diamond Legion will never be reinstated. (Argument: Alamondh is out of power, the Star Guard has lost its support.)

As the argument continues, Constable Hillard will become more animated and argue more vehemently. If any PCs watch the crystal orb, they will notice the flames growing higher as Constable Hillard continues to argue. If the PCs cast a *detect charm* spell they will detect Constable Hillard under the influence of a charm spell. If *detect magic* is cast, the crystal will detect as magical. To snap Constable Hillard out of his charm, the crystal must be destroyed. It can be destroyed with magic or blows. It saves as crystal. Any attempts to dispel the charm must roll against a 19th level mage. If the roll is successful, the crystal will melt.

If the PCs try to touch the crystal, the guards will move to attack. They are not ordinary humans, but

constructs built to protect the crystal ball. If the PCs reach towards the crystal, the guards will growl a warning. If the warning is not heeded, they will attack.

Tier 1 - Character levels 1 and 2:

Guardians (2): AL N; AC 6; MV 6; HD 4+4; hp 30; THAC0 16; #AT 3/2; Dmg 1d6 (short sword); SA Nil; SD Nil; MR Nil; S H; ML 20

Tier 2 - Character levels 3 and 4:

Flesh Golem Guardians (2): AL N; AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2d8/2d8 (fists); SA Nil; SD Can only be struck by magical weapons, fire and cold based spells only slow for 2d6 rounds, electrical attacks restores 1 hp per die of damage, all other spells are ignored; MR See special defenses; S L; ML 20

Tier 3 - Character levels 5 and 6:

Clay Golem Guardians (2): AL N; AC 7; MV 24; HD 11 hp 50; THAC0 7; #AT 1; Dmg 3d10 (fists); SA After it has engaged at least one round of combat, the clay golem can haste itself for 3 rounds; SD Immune to all but magical blunt weapons, *move earth* drives golem back 120 feet and inflicts 3d12 damage, *earthquake* spell stops golem from moving and causes 5d10 damage; MR Nil; S L; ML 20

Tier 4 - Character levels 7 and 8+:

Iron Golem Guardians (2): AL N; AC 3; MV 6; HD 18; hp 80; THAC0 3; #AT 1 (fists); Dmg 4d10 (fist); SA Once every 7 rounds, beginning either the first or second round, the iron golem breathes a cloud of poison gas, filling a 10 foot cube directly in front of it. SD Immune to weapons of less than +3 or better enchantment, magical electrical attacks slow it for 3 rounds, magical fire attacks repair 1 hit point of damage for each hit die of damage it would cause, all other spells are ignored; MR See special defenses; S L; ML 20

Once freed of the charm (either by destroying the crystal or by a *dispel magic*), the PCs and Constable Hillard will find themselves back inside Carthoun's room, and the emerald will dissolve.

- If the PCs leave the castle, go to Encounter 2.
- If the PCs touch the Sapphire next, go to Encounter 7.
- If the PCs touch the Ruby next, go to Encounter 8.
- If the PCs have saved all the leaders or the tournament time is almost over, go to Epilogue.

Epilogue

Freeing as many of the leaders as you can, you return to the meeting room where you were briefed by Rendeth and Alissa. A few minutes later, Rendeth and Alissa enter the room followed shortly by the rescued leaders. Each of the leaders is carrying an object in their hands. The leaders line up against a sidewall, and as soon as the last one enters, they all snap to attention. Rendeth and Alissa addresses you:

"The thanks of the city of Procampur go out to you brave adventurers, for returning the leaders of the Diamond Legion and the Proctors. Your aid in this time of need have shown you to be (men and women) of honor. Alissa and I extend our personal thanks to you, and I believe there are several others who wish to do so also."

Those who were not saved will not be there. The thanks will go in order written. Do not read the thanks from the leaders that weren't saved.

High Warrior Breng steps forward, carrying a full suit of ornate plate armor. "I wish to show my appreciation to you, not only for saving me from my imprisonment, but also for reminding me of the source of true strength. This armor should protect one well, and needs very little time for upkeep." He then lays the armor on the table then steps back into line.

General Llandra Skyrider steps forward, carrying a fan. "I also wish to commend you for your valiant efforts. Please accept this as a token of my appreciation." She places the fan on the table and returns to her place in line.

Grand Admiral Mantay steps forward, an oak box in his hands. "Please accept this gift as a small measure of my esteem and gratitude." He sets the package down on the table with a slight smirk on his face, then his military countenance returns as he steps back into line.

Lastly, Constable Hillard steps forward. "Though I am the last to show my appreciation, my gratitude is no less than the others. Please accept this gift as a sign of my thankfulness." He places a small glass box with a crystal in it.

As the last leader steps back in line, Alissa speaks: "I have brought the pins as promised. Those who recognize the pins will know you as true friends of Procampur and react accordingly. Please take them as a sign of our gratitude."

Rendeth then speaks one more time. "Once again, the City and its ruler offers their gratitude

for a job well done, and the discretion in which it was performed."

Thus ends "Where Have All the Leaders Gone."

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8+

Encounter 3

Restoring General Skyrider to her normal form without Lord Consul Hannith's help 150 xp
OR

Restoring General Skyrider to her normal form with Lord Consul Hannith's help 100 xp

Encounter 4

Figuring out there is something wrong about the disappearance of the leaders (here or in Encounter 3) 50 xp

Encounter 6

Opening the box using the combination 50 xp
OR
Opening the box using a *dispel magic* 25 xp

Encounter 7

Figuring out which hallways lead to lead to the courtyard, master's chambers and exit without going into a trapped hallway 50 xp

Reversing the direction Grand Admiral Mantay was dancing 100 xp

Encounter 8

Convincing High Warrior Breng not to fight the peasants, or to fight to subdue 100 xp
Convincing High Warrior Breng to embrace his double 50 xp
OR
Defeating the doubles 25 xp

Encounter 9

Defeating the enemy gang 50 xp
Destroying the crystal orb 100 xp

Total Experience for Objectives: 700 xp

Role-playing Experience: 0-500 xp

Total Possible Experience: 1,200 xp
For Tier 2: 2,400 xp
For Tier 3: 3,600 xp
For Tier 4: 4,800 xp

Add on after tier multiplication:

Special Experience Bonus:

For returning Alissa's *bracelet of protection* +2 (from *The Stolen Crown*) without prompting 100 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the

possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 3

- 1 blue jasper per PC (value 50 gp)
- *Needle of mending* (if requested from Lord Consul Hannith) - Once per day, the needle can cast a *mending* spell at 7th level.

Encounter 8 (if PCs fight themselves)

- Permanent loss of 1 hp (note on log)

Epilogue

- Pin of Recognition (1 per PC, only if the PCs accepted the mission from Alissa and Rendeth): A flamedance gem carved into the figure of a jaguar in the shape of a pin. The pin will be gold if all the generals were saved, electrum if not. This works as a permanent noble recognition certification for Rendeth, Alissa, High Warrior Breng, General Llandra Skyrider, Grand Admiral Mantay and Constable Hillard. It also gives a +1 to all fame rolls for Thultyrl, Government and Diamond Legion/Proctor categories. Other uses for it may be introduced in future adventures and interactives. The gold pin has a 1,000gp value. The electrum pin is worth 500gp.
- *Full plate mail of self-maintenance*: This magical armor has no defense bonus associated with it. All dents will disappear within an hour of the armor receiving them. The armor will polish itself, and will almost always appear perfectly shined (except after combat or other situations where the armor might receive nicks, scratches and/or dents -those will be repaired in an hour). It gives a +1 reaction to the PC wearing it from all military and knighthood members
- *Fan of floating*: This fan, once per tournament, may be used to cast *ride the wind* on the PC carrying it (and only the PC carrying it) at 9th

level. The fan requires one hand to use, so if used in combat, the PC cannot use a two handed weapon or a shield.

- *Ring of blinking* (from the oak box): When the wearer of this ring issues the verbal command "Slide Me", the item activates, and he is affected as if a *blink* spell were operating upon his person. The effect lasts for six rounds. The ring then ceases to function for six turns (one hour) while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring will activate whenever these words are spoken, even though the command might be given by someone other than the wearer, provided that the command is spoken within 10 feet of the ring.
- *Crystal lens of detection* (from the glass box): This circular prism enables its user to detect minute things at 50% of the ability of *eyes of minute seeing*. The *lens of detection* is about six inches in diameter. The glass box contains a small copper frame with a handle – the user must set the lens in the frame to properly use it.
- *Orb of storing*: This gem has 10 charges, each charge able to hold one level of spells. At the start of an adventure, a spell caster can cast one spell into the gem, using one charge per level of spell. That spell can be used later in the adventure by the spell caster (and only the spell caster that cast the spell into the gem) and cast as an innate ability. The gem cannot be recharged, and when all ten charges are used, the gem will dissolve. For each charge that is used, a crack will appear in the Orb.

Fame / Infamy Award

Each PC may take 1 Fame Point in one of the following Procampur categories:

Thultyrl, Proctors, or Diamond Legion

DM Appendix

Alissa Wyndsong (Encounters 1 & 10)

Alissa is the owner of the Gilded Cage Geisha House and was the spokesperson of the Society of Entertainer's and Provider's, the Society Editor of the Procampur Shining Jewel. She is currently the fiancée of Rendeth, Thultyrl (ruler) of Procampur. She is very pleasant and talkative. When she gets angry, she gets very quiet.

Personality Keywords: Charming, Pleasing, In-Love, Confident.

Fortana (Encounter 5)

A former apprentice of Carthoun, Fortana decided to escape when she was forced to participate in the ritual that trapped the leaders in the gems. She contacted Lord Consul Hannith, and was able to assist the Consul and his wife in rescuing General Skyrider. After General Skyrider was hidden, Lord Consul and High Lady Hannith helped Fortana start a new life in a new business. Her beauty salon is slowly gaining business, and Fortana enjoys it much more than magic, having to deal with fewer insane customers. She is understandably very reluctant to talk about her time as Carthoun's apprentice.

Personality Keywords: Suspicious, secretive about Carthoun, gossipy, elusive, and distrustful of mages.

Lord Consul Salvidor Hannith (Encounters 4 & 5)

He is one of the most powerful wizards in Procampur. While his hair is turning gray, his mind remains relatively young. While serious about the welfare of Procampur and the study of magic, Salvidor is also known to enjoy a dance or two and a good bottle of fine wine. Lord Hannith is a cautious man, especially when it involves change. He will not take any unnecessary risks. He is also slightly scatter-brained, however, he is harmless unless threatened. (Think of Gomez Adams, from the Adams family.)

Personality Keywords: Intelligent, Scatter brained, and perceptive, good-natured, full of humor.

Trooper Luxon (Encounters 1, 2 & 4)

A member of the Diamond Legion, he is quiet and unassuming. He is loyal to Procampur and whoever is defending the city. He is ever watchful and very perceptive, however calm and placid he may seem. He goes about his duties and converses with others in a pleasant tone, never forcing or bragging about his position, but gently guiding people to do the right things.

Personality Keywords: Alert, mellow, pleasant, informative, loyal, firm.

Player Handout #1

Constable Skylar Hillard

Constable Hillard is known to be a blunt, truthful man even when he is addressing the nobles of Procampur. If you do not want an honest answer to a question, then you should not ask Constable Hillard. If he does not want to talk about a subject, he will not. One topic he will not talk about is his past. He is about 5' 7" tall with a dark complexion, black hair, a sharp beak-like nose and dark eyes that are said to be able to pierce a person's soul.

Grand Admiral Mantay

An unusual ½-elf (his elven parent being a sea elf) he is known to be quite aloof while on duty. His orders are always given in a calm smooth voice, and he always uses the chain of command to relay his orders. When off duty, he is never seen with the enlisted members of the Diamond Legion, and very rarely with other officers. A reason for this may be the fact that he is a very good friend with the nobles of House Krimpach and he often patronizes the Jeweled Cup (a tavern owned by the Krimpach Family). His face has a pale blue tinge to it and his facial features are very shallow. He is about 5' 4" tall with blonde hair with a slight greenish tinge and blue eyes.

General Llandra Skyrider

Despite her small frame, General Skyrider has the respect of many warriors due to her fighting ability. Her quiet style of leadership-by-example has won her the near-fanatical loyalty of the Eagle Riders. She is almost never seen when off duty, attending Diamond Legion social events only when necessary, and staying only as long as socially required. Rumor has it that she does not even stay in her quarters for long, preferring to retreat to the mountains to be with the eagles. General Skyrider is a small woman, just under 5' tall, very slender, with wide blue eyes and shoulder length blonde hair.

High Warrior Breng

A large man whose gruffness is comparable to a stern father. He is a strict disciplinarian, who only counts the rank of a soldier undergoing military punishment when determining the appropriateness of the punishment. This leads him to be harsher on officers than on enlisted men. He spends most of his free time reading books on strategy and tactics, and often knows the opposition's tactics two moves before the opposition does. High Warrior Breng is well over 6' tall, with large shoulders, a barrel chest, intense brown eyes, and short brown hair that is starting to gray.

Player's Handout #2

*The dance is the prime reason people come
And you should really tri the buffet
But the Mightiest and the Highest
Even cannot leave.*

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 Rendeth and Alissa? | YES | NO |
| 2. Did the PCs agree to help Lord Consul Hannith? | YES | NO |
| 3. Did the PCs need help from Lord Consul Hannith? | YES | NO |
| 4. Whom did the PCs rescue? | | |
| High Warrior Breng? | YES | NO |
| General Llandra Skyrider? | YES | NO |
| Grand Admiral Mantay? | YES | NO |
| Constable Skylar Hillard? | YES | NO |

5. 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 Procampans saying.

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

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

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

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

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

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

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

Crime and Punishment

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

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

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

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

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

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

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

Identification in Procampur

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

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

Procampur Character Creation

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

Fighter:

Cavalier, Myrmidon, Peasant Hero, Swashbuckler

Ranger:

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

Paladin:

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

Wizard:

Academician, Militant Wizard, Mystic, Peasant

Priest:

Outlaw, Pacifist, Scholar Priest, Peasant Priest

Druid:

Hivemaster, Natural Philosopher, Wanderer

Thief:

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

Bard:

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

Benefits for being a Noble:

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

Fame in Procampur

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

Here is the list of fame categories for both cities:

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

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

Lifestyles in Procampur

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

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

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

Lifestyle costs are as follows:

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

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

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

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

Examples:

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

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

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

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

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

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

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

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

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

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