

# Rightful Property

**A one round Living City Event**

**By Frank and Erika Timar**

A wealthy merchant wants you to recover some stolen property for him and he is willing to pay. Sounds simple right?

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and RPGA are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 1999 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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 3 hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players recapitulate 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 their ratings and comments will not influence you.

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

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

## Tier Structure

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

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

## DM Background:

About 300 years ago, Ippen of Gond created a wondrous device capable of performing numerous tasks. So wondrous was the device that the priests of Gond created a spell that mimicked its effects. When a pirate force raided the isle of Lantan, they captured the device. Unable to figure out how to work it, they sold it. Over the centuries it has passed through many hands, some managing to learn its secrets. While originally created to perform labor, its military potential was undeniable, and it has carved a bloody trail through history. In the intervening years, the temple of Gond has never stopped seeking it.

The device turned up once more when one of Master Delshir's collectors purchased it for him. Master Delshir, one of Ravens Bluff's wealthiest merchants and a member of the Merchants' Council in House Vespers, is a well-known collector of antiquities. What he and his agent did not know was that there was another interested party. The church of Talos wants the device so they can spread chaos and destruction with it.

They followed the agent back to Ravens Bluff and ambushed the guards before the device reached the Delshir Estates. Since then, the City Watch has been investigating the matter, but when they learned of its history, it was referred to Ravens Bluff's Lords' Council. They determined that such a device was too dangerous to be owned by one man and ordered it confiscated if the Watch located it. Despite the best efforts of the Merchant Guard and the City Watch, no trace of the device was found. That is why Master Delshir is turning to Ravens Bluff's Adventurers.

## Story Line:

### Introduction

The adventure begins with the PCs making their way to Master Delshir's town house in the Merchant District in the pre-dawn hours of the day. When they arrive, they are lead to an antechamber where Master Delshir hires them to recover his property. He recommends they check with the Temple District City Watch barracks to determine what they have learned so far.

### The City Watch barracks

Following Master Delshir's advice, the PCs go to the Temple District City Watch Barracks and ask about the investigation. The sergeant in charge of the investigation will stall them while a runner is sent for Lord Gaius Varro. When he arrives he will brief the PCs on the fact that the device, when found, is to be turned over to the Lords' Council and will present them with a decree signed by three-fourths of the Lords' Council (PC Lords were obviously busy with something else when this matter came up). He will then depart, and Sergeant Bremel will share the Watch's information with the PCs and send them on their way. A private in the watch who is a follower of Gond overheard part of the conversation and went to inform the clergy of Gond while the sergeant spoke with the PCs.

### **Optional encounter, the temple of Gond**

If one of the PCs is a follower of Gond, or, if they think of it themselves, they may decide to visit the temple of Gond to discuss the stolen device. While there, they will likely encounter Private Gustav of the City Watch and Archivist Telvin, Krii of Gond and Seeker of the 10<sup>th</sup> Order. Telvin will be delighted that he won't have to go tromping all over the city to find the PCs and will tell them the history of the device and demand it be returned to the temple if found.

### **The scene of the crime**

The PCs will wind up at the block where the theft took place. While there, the PCs will be able to investigate several buildings, and several encounters will occur between buildings (or while the PCs are in them). The people on the block are afraid to talk to the PCs because a group of thugs runs a brutal protection racket in the area. After the thugs have been dealt with, they may talk with the PCs, depending on the actions of the PCs. Hints of what the PCs are up against can be gained from the residents of the area. Encounter 6, Whispered Advice, will lead the PCs into the next part of the adventure.

#### **Buildings**

- Morigan's Complete Components.
- The Kettle of Many Things
- The Drunken Dwarf
- Adventuring Gear
- Adventure's End
- The burnt-out remains of Heavenly Scents

#### **Encounters:**

The Encounter with the priest of Gond occurs while investigating the first location if the PCs didn't go to the Temple of Gond.

While investigating the third location, Encounter 5, Crime and Punishment, occurs.

While leaving the fifth location, Encounter 6, Whispers of Advice occurs.

#### **Meeting at the warehouse**

One of the organizations of thieves in the city knows what happened and has arranged a meeting to share this information with the PCs. They paid a dock worker 10 gold pieces to collect 500 gold pieces in exchange for a note and to deliver the money to the Lucky Coin. The note tells the PCs who has the device, reveals the thieves' location, and makes their own offer for the device.

### **Talos' rage, the confrontation**

The PCs travel to the docks and find the barge *Merchant's Gambit* and the warehouse where the followers of Talos keep the device. If the PCs contacted Master Delshir, the Temple of Gond, or the City Watch (or all of the above), they will have sent aid to help recover the device; otherwise, the PCs are on their own. The minions of Talos will activate the device just as the PCs arrive, but without the control device, the machine will go berserk, performing random actions each round.

### **Optional end - game gambit**

If the PCs didn't call for backup, the thieves will approach them once they finish off the followers of Talos and ask if they considered their offer. If the PCs agree, use the appropriate ending. If they don't agree, the thieves will try to mug them for it. Depending on how the combat turns out, use the appropriate ending.

### **Conclusions**

If the PCs didn't lose the device to the Thieves' Guild, they need to determine who will get the device. Use the appropriate ending based on the PCs' actions.

## **Introduction:**

*Selune and her tears are just a dim radiance beyond the clouds as you make your way down the still streets of the Merchants District. You usually have more important things to do three bells before sunrise, but the letter from Kelvin Delshir promised it would be worth your while. As you make your way past the counting houses, business offices, fine homes, and restaurants which make up this part of the city, you consider what you know of Master Delshir.*

*A part of House Vespers in the Merchants' Council, he is an active member in many of the city's trade consortiums. He is known as a collector of antiquities, and it is said he is willing to pay great sums of money (or exert other forms of pressure?) to acquire rare and unique items. He has a reputation as a humanitarian, his generosity in the wake of the war endearing him to many of the needy in the city.*

*You speed up a little as a light drizzle begins to fall. The chill Hammer (January) air carries the promise of heavier rain, if not snow, before the day is out. Units of the Merchant Guard can be seen patrolling the street, shining their lanterns into the shadows along the street as they pass.*

*As with so many endeavors in this city, when you arrive at Master Delshir's home you find you weren't the only person contacted.*

This is the obligatory point where the PCs describe their characters and can introduce themselves if they desire.

*It is only a few moments before Master Delshir enters, followed by a servant bearing a platter of steaming mugs. The servant pauses before each of you, offering your choice of mulled wine and ale, hot tea, coffee, and a steaming brew which smells remarkably like the confection chocolate.*

*"Thank you all for joining me here at this early hour of the morning. Unfortunately, my schedule doesn't give me time to deal with things like this during more reasonable hours. Apologies out of the way, lets get down to business. On the third day of the second tenday of this month, one of my agents was delivering an antique to me. Shortly after entering the city, he and his guards were ambushed, slaughtered to a man. The City Watch was summoned, and they informed me of the theft of my property. Because the theft occurred outside the Merchant District, it fell to the Watch to investigate the crime rather than the Merchant Guard. It's been a full tenday since then, and I have yet to hear anything from the Watch.*

*"Now I'm a firm believer in self-interests and personally believe that is why nothing has come to light. That's where you come in. I'm not contacting you as a member of this city's government, rather as a private citizen. I am offering a bounty of 18,000 gold pieces to you as a group to recover my property. Are you willing to help me?"*

ESP and detect lie notes: Master Delshir believes he is the rightful owner of the stolen device and has a contract for its purchase. There was nothing illegal in the process of purchasing it. He has no idea who may have stolen it or why, except perhaps to ransom it. He believes the PCs can succeed where the watch has failed because he can offer them a personal stake.

### **Information:**

The device that was stolen is twice the size of a two-axle cart. It actually has three wheels on each side and has numerous arm-like appendages sticking out of it. He has never seen it personally; he has only received his agent's report (PC followers of **Gond** can make a

religion check at -4 to identify the device; if they succeed give them Handout #1).

### **The ambush**

Master Delshir paid several temples to have his agent and all 15 guards spoken with from beyond the grave. He will give the players Handout #2 which summarizes their findings.

The ambush occurred in the Swordpoint neighborhood of the Temple District between Skull Street and Fireleap Lane on MacIntyre Path.

The City Watch told Master Delshir that they would contact him when they uncover any leads.

### **Other interested parties:**

If PC followers of Gond claim the device is of Gondish origin and should be returned to the temple, he will reply that legally the device is his, and, if necessary, he will go through the courts of Ravens Bluff to prove it. He is hiring them to recover the device for him.

If, later in the event, the PCs return to inform Master Delshir of the Lords' Council's and the temple of Gond's interest he will raise the offered reward by 5,000 gold pieces for each one (maximum increase of 10,000 gold pieces). He also promises he will have a writ from the Merchants' Council opposing that of the Lords' Council.

In response to the claim of the temple of Gond, he will say that their claim is invalid. Those who had claim to the device are dead by now. "Deliver the device to me and, if necessary, we will let Ravens Bluff's courts decide."

In response to the Lords' Council's claim, he will say that he will have the Merchants' Council issue a decree overturning that of the Lords' Council. He will also argue that by following this decree the PCs are setting a bad precedent. How long will it be before the Lords' Council will begin demanding magic items be turned over to them because they are too dangerous in the hands of individuals?

### **Requests for more money:**

A flat request for more money will be met with a flat NO. If the PCs claim they may have expenses in gaining the information (and only if they mention this at the outset), he will offer to cover up to 5,000 gold pieces in expenses (bribes, drinks whatever), so long as they are successful in their mission and return the

device to him. He will offer a 1st tier party an advance of 500 gold pieces each if they ask. The money comes out of their reward if they are successful, and if they fail, they must repay it.

### **Parting recommendations:**

*“The Temple District City Watch Headquarters has been working on this case for a tenday now. Here is a letter to inform them that you are in my employ in this matter. They may have some additional information for you.*

*“If you locate the device but are unsure you will be able to recover it, contact me, and I will see what I can do to help.”*

When the PCs leave, it will be two to two-and-a-half bells before sunrise. The PCs may make any preparations they desire before beginning.

## **Encounter 1: Temple District City Watch HQ:**

*Following Master Delshir’s advice, you make your way through the cold, damp streets of the Temple District to the Temple District City Watch barracks. Like the other facilities throughout the city, the Temple District barracks consist of two three-story brick buildings. Since the K-9 corps is based here, a kennel has been set up between the two buildings. Entering the offices, you are greeted by the sight of several City Watch officers paging through files and filling out reports. Standing behind the front desk is a corporal who looks up at you expectantly as you enter.*

It takes about half a bell to reach the South Side City Watch Headquarters from Master Delshir’s home. If the PCs go straight there, the sergeant in charge of the investigation will be asleep. The corporal on duty sends for him if the PCs present Master Delshir’s letter (PC city lords can also demand his presence but not City Watch members unless they are captains). Otherwise, they will be instructed to return in three bells; Sergeant O’Mally should be available then. In addition to sending for Sergeant O’Mally, he will also send for Gaius Varro per standing instructions. Regardless, Gaius will be sent for when the PCs are allowed to see Sergeant O’Mally.

When the PCs get to see Sergeant O’Mally, read the following:

*Your inquiries have brought you to the attention of Sergeant O’Mally of the City Watch’s investigative branch which is in charge of this case. O’Mally appears to be in his early 30’s with thinning brown hair and hazel eyes. He invites you back to his office and excuses himself to fetch the file. He returns a few minutes later with the file and sits down facing your group.*

*“Before we continue, I would like to know your interest in this case. We don’t just turn over information on our investigations to anyone who asks.”*

O’Mally is stalling for time, waiting for Gaius to arrive. If a master sergeant or captain of the watch PC tries to order him to give him the file, he replies that he is under orders from a superior officer not to do so (note: this means a senior constable, the chief constable, or the Lord Marshal).

Role-play this out for 5 to 10 minutes, then have Gaius arrive.

*Suddenly, the door behind you swings open, crashing into the wall. Standing framed in the doorway is Gaius Varro, Lord Marshal of the armed forces of Ravens Bluff.*

*“Good, you are still here,” he says as he swings the door shut. “I understand you have been employed by Master Delshir to recover a device of his.” At this point he pauses, reaching into a pouch at his side and pulling out a scroll which he holds out to you (give PCs Handout #3). “Last night in an emergency session of the Lords’ Council, it was decided that a device with the destructive power of this one cannot remain in the possession of any individual and shall therefore be given over to the army for use in the defense of the city. If you do locate this device and recover it, you are to turn it over immediately to the nearest City Watch barracks by order of the Lords’ Council.*

*“This has been assigned the highest priority. If you need any assistance in recovering the device, send word to the nearest Watch barracks, and a company will be sent to assist you. That is all.” With that he turns and walks back towards the door.*

Gaius will not be detained or answer questions. He has delivered his orders and expects them to be carried out. PC lords who question him will be addressed cordially

(he isn't happy that lordships were sold off while he was imprisoned in an alternate dimension [the event *Walk on the Wild Side* and *Copy Cat*]), and he suggests they take the matter up with their peers.

*ESP* and *detect lie* notes: Gaius and Sergeant O'Mally will tell the truth in this encounter. *ESP* will reveal Gaius' attitude towards newly made Lords if they are present.

### **Information:**

Sergeant O'Mally will reveal aspects of the case according to the PCs questions.

### **Destructive potential:**

Give PCs Handout #4

### **The ambush and theft:**

- Evidence indicates that the battle began with a lightning strike to the foreguard.
- Depositions from the dead indicate that 20 warriors, as well as at least one wizard and one priest, were involved.
- Two of the warriors had a crossed lightning bolt symbol branded on their arm.
- No bodies from the attacking force were left at the scene, though several of the warriors fell in the assault.
- None of the local residents admit to seeing or hearing anything.
- He believes the residents of the area are under some type of threat but can't get anyone to talk about it. A theft was reported before this incident (about 3 tenday ago) by a shopkeeper who lived in the area. Before an investigation could be launched, the shop was burned to the ground. The shop owner, his wife, and young son all perished in the fire.
- The shop carried scented oils. The report of the Red Ravens indicates that a lantern fell in the store room, starting the blaze. There was no evidence of foul play, but he suspects arson and murder.
- Normal informants aren't talking. They're afraid of some retribution. They've been in hiding for a while and can't be found.

## **Encounter 2 (optional): The Temple of Gond:**

If the PCs come here before visiting the City Watch Headquarters, they will have to speak with a priest and explain about the device in order to meet with Archivist Telvin. If they went to the barracks first, use the following.

*A steady rain falls as you travel to the temple of Gond the Wonderbringer. The temple complex is large, with laboratories, living quarters, even a bathhouse for use by the clergy. As you try to decide who to talk to, a man in saffron robes with a crimson collar and stole emerges from one of the buildings with another man wearing the badge of a private in the City Watch. The private points at your group when they notice you. Across the first man's chest you can see a leather sash strung with tools, pins, cogs, and an assortment of other small objects. They begin moving in your direction.*

### **ESP and detect lie notes:**

Telvin will not lie during this encounter. He is excited to be the first to hear that the machine is within the reach of the church. He's also glad he won't be logging through the rain looking for the PCs.

The men are Private Gustav of the City Watch and Archivist Telvin, Krii of Gond and seeker of the 10<sup>th</sup> order (cleric level 7). Telvin just learned that a device which sounds like a sacred relic of the temple of Gond may be in the city. He prepared to track down the adventurers who are seeking it. He is quite happy to get back out of the rain and speak with the PCs about recovering the device for the temple. Once inside, he will convey the following to the PCs.

The device that has been described to him sounds like Ippen's wondrous machine, created over three centuries ago by one of Gond's greatest servants. Ever since it was stolen when pirates raided the Isle of Lantan, the servants of Gond have been seeking it for two and a half centuries. So famed is this device that an enchantment, available only to the most powerful of Gond's servants, was created to mimic its powers.

He will inform the PCs that the device must be recovered and returned to Lantan for study. He is certain that Father Gregor, seeker of the 4<sup>th</sup> order and high priest in Ravens Bluff, will reward them for this service, though he can't say what the reward will be.

If anyone mentions the others who seek the device, Telvin refutes with the following.

**Master Delshir’s claim:**

The device was stolen from the sanctified grounds of our main temple and crafted by the hands of Ippen himself. Our claim to the device is over 300 years old. As the original owners of the device, the church of Gond should have it.

**The Lord’s Council’s claim:**

The device will not be in the possession of any one man. For that matter, it will not remain in Ravens Bluff to be a threat. It will be shipped to Lantan as soon as a sufficient escort can be provided.

**Parting words:**

*The recovery of this relic of our faith is all important. If you locate it but it is beyond your abilities to retrieve it, send word here, and assistance will be sent to aid you.*

## Encounter Area 3

**The scene of the crime**

The ambush and theft occurred on MacIntyre Path between Skull Street and Fireleap lane. In that area are five buildings and a burned-out lot. The residents of the area are currently under a protection racket by men claiming to work for Kimber Galin. The PCs may visit the buildings in any order they desire, but other encounters will occur while they do so.

**Time table:**

1. PCs investigate the first location.
2. While at the first location, Archivist Telvin arrives and approaches the PCs, explaining the temple of Gond’s interest in the device (encounter 4) (skip this if the PCs went to the temple of Gond).
3. PCs investigate the second location.
4. PCs investigate the third location.
5. While investigating the third location, *Crime and Punishment* (encounter 5) occurs.
6. PCs investigate the fourth location.
7. PCs investigate the fifth location.
8. While leaving the fifth location, *Whispered Advice* (encounter 6) occurs.
9. PCs can investigate the sixth location or go on to encounter 7.

**Locations:**

- A) The Kettle of Many Things
- B) Morigan’s Complete Components
- C) The Drunken Dwarf
- D) Adventure’s End
- E) Adventuring Gear
- F) Burned-out remains of Heavenly Scents

**DM Aid #1 is a map of the area.**

Descriptions of the locations are written first, followed by the additional encounters that will occur while the PCs investigate.

**A The Kettle of Many Things**

*The Kettle of Many Things shares this building with Morigan’s Complete Components. Two bay windows in front and three along the side are filled with stained glass depicting kettles, pots, vegetables, and fruits, as well as cats, hawks, owls, weasels, crows, and toads. The front door of the restaurant opens to reveal a waiting area with a pair of fanciful cloak “trees” and a row of comfortable chairs. Through an archway at the back you can see the main dining room. By a small desk just before the archway is a delicate, petite, young woman with sunny blond hair which wreathes her head in a mane of wild curls.*

NOTE: Any PC with a familiar will be singled out for attention. Jelima will address such people first, asking the name of the character’s “friend” and then will address the familiar directly using an amulet she wears that allows her to speak with animals. She will then welcome the PCs, telling them that there is a special section of the dining room for “special friends of wizards.”

Run this encounter according to the actions of the PCs. Do they allow themselves to be seated? Do they just ask questions? ...

***ESP and detect lie notes:***

Jelima Morigan: She isn’t sure of what is going on though she is sure that her parents are trying to keep something from her. She heard about the crime but was over at a friends when it occurred. She has told the watch this and will tell the PCs the same.

Jandra Morigan: Jelima’s mother. She waits on the PCs if they sit at a table. Otherwise, she can be called to the door by Jelima. If asked, she will say she knows nothing of the crime. *ESP* reveals she is very nervous and is filled with concern for her daughter. *Detect lie*

shows she is lying, though if challenged she will demand the PCs leave.

Mijel Morigan: Jandra's husband who runs Morigan's Complete Components (location B) next door. He is currently watching the shop.

### **What's happening:**

The men running the protection racket broke into the apartment upstairs and killed their daughter's pet cat, leaving it on her bed with a note stating that next time it would be their daughter. Jelima knows her pet died but wasn't told how it really happened (they feel that a story of a pet run down by a carriage, while terrible, is better than a death threat). Jandra refuses to take chances with her daughter's life.

### **Post Crime and Punishment encounter:**

If the PCs attack the night stalkers, Jandra will not talk to them at all and will demand they leave her establishment. If they don't attack, she will tell the PCs that she overheard two of the men talking. One said something about a *legend lore* spell giving them the information they need, and another replied that while that's the case, they will have to keep it hidden until they can smuggle it out.

## **B Morigan's Complete Components**

*Morigan's Complete Components shares this building with The Kettle of Many Things. A large glass window and a sign shaped like an open spell book with "Morigan's Complete Components" lettered in gold leaf across the pages mark the portion of this two-story structure given over to this spell component shop. Beyond the door, you see a meticulously clean shop. The walls and much of the floor space in the shop are taken up by shelves filled with jars of spell components. Each shelf is labeled alphabetically according to its contents. At the counter in the back of the shop stands an impeccably dressed man standing next to a huge tome.*

This is Mijel Morigan, the owner of the shop. He is an obsessive clean freak and will follow behind shoppers, righting jars and making sure everything is in its place. He has a cantrip spell cast which aids him in this task.

The tome on the counter lists every spell he knows, plus several spells customers have told him of, and the components necessary to cast them. They are organized alphabetically by name, with three indexes: one for spell names, one by school, and one by level.

If the PCs ask him about the crime, he will deny all knowledge of it.

### **ESP and detect lie notes:**

He is lying. He did witness part of the crime but fears for his daughter's life. *ESP* will reveal a scene of a mangled cat lying on a bed in what is obviously a young lady's room and a note lying next to it. The note reads, "Next time it will be your daughter." If this is brought up, he will demand they leave. If the PCs continue to press, he will threaten to bring them up on charges. It is his right as a shopkeeper to refuse anyone service and demand they leave his property.

### **What's happening:**

The men running the protection racket broke into the apartment upstairs and killed their daughter's pet cat, leaving it on her bed with a note stating that next time it would be their daughter. Jelima knows her pet died but wasn't told how it really happened (they feel that a story of a pet run down by a carriage, while terrible, is better than a death threat). Mijel refuses to take chances with her daughter's life.

### **Post Crime and Punishment encounter:**

If the PCs attack the night stalkers, he will refuse to speak with them or allow him in his shop. The PCs will have put his family at risk for what he considers to be insufficient reason. If they don't attack the night stalkers, he will tell them that he heard a priest calling on Talos to bring lightning down from the sky.

## **C The Drunken Dwarf**

*The carved wooden sign over the door depicts a dwarf sitting on a barstool which is toppling over, the mug of ale in his hand spraying into the air. In small print across the bottom are the words, "The Drunken Dwarf."*

*The place is quiet when you enter, only the bartender and a single patron are here at the time. The bartender stands behind the bar while the customer sits at a table in a dimly lit corner nursing an ale. Even with the poor illumination you can see he is a veteran of the war. A scar wends across his face and under the eye patch he wears over his left eye, and his right arm is gone beneath the elbow.*

The bartender's name is Tobas. He was working here the night of the theft. It occurred shortly after closing as he was counting the night's profits. He watched part of the battle through the window. He recognized two of

the attackers as sailors who had been in the tavern earlier. Like everyone else on the street, he believes that they were part of the protection racket crew and refuses to talk about them.

### **What's happened:**

The racketeers tainted one of his kegs of ale with a very mild poison. After several of his patrons were served from it, he received a message not to serve anyone else from it or they wouldn't be responsible for the consequences. Those customers who drank from it became sick—nothing more—but the message warned that next time it would be deadly if he didn't pay up. When the family who owned Heavenly Scents died in the fire after deciding to talk, Tobas decided to keep quiet.

The customer's name is Walgren. He was a sergeant in the army during the war. He was one of the men held at Raven's estate and tortured during the war (*Dawn's Early Light*). Now he works the streets as a beggar. He sold the racketeers the information about the Heavenly Scents owner's plan to go to the watch for 5 gold pieces. He didn't know they would be killed but blames his actions on the way he has been treated since the war (ex-Mayor O'Kane and others were magically restored after the war; why wasn't he?). He was sleeping in an alley several blocks away when the attack occurred and knows nothing of it. He will be brusque and offensive to anyone who questions him.

### **ESP and detect lie notes:**

*Detect lies* on the bartender will reveal that he is lying about his ignorance of the attack. *ESP* will reveal the scene of two sailors in his bar who were later involved in the attack. Questions about why he won't talk will not be answered, but *ESP* will reveal memories of his customers getting sick and a note saying that next time it will be fatal.

*Detect lies* on Walgren will reveal that he is telling the truth about not being around for the attack. *ESP* will reveal a feeling of remorse for the family that was killed.

Base other results on what he knows and what the PCs ask.

### **Post Crime and Punishment encounter.**

If the PCs attack the night stalkers, Tobas will demand the PCs get out of his establishment and will summon the watch if necessary. Walgren will hurl a few choice insults in the PCs direction. "You idiots. You stupid

jerks. The almighty adventurers have to stick their noses into everything and sign our death warrants..."

If the PCs didn't attack the night stalkers, Tobas will tell them what he knows of the attack.

### **D Adventurer's End**

*The sign over the door of this three-story stone building has a picture of a four-poster bed on it and the words, "Adventure's End." Entering the building, you see several comfortable-looking chairs with small tables between them set around the room. A staircase leads up, and two doors lead out of the room. Just inside the door to the left is a bell-pull with a sign reading, "pull for service," hanging from it.*

The owner of Adventurer's End, Justin Seighs (pronounced says), bought this property at the end of the war and decided to build a boarding house here for adventurers. The ground floor is given over to a kitchen and dining room, four small bathing chambers, and his quarters. The second floor has 10 two-room apartments, and the third floor has six three-room apartments.

The bell-pull will ring a bell in Justin's room, and he will come out to speak with whoever pulled it. He will pitch any PCs who arrive on the benefits of staying here.

If the PCs ask about the night of the theft, he will answer that he slept through it. He will tell the PCs that he has tenants staying in two of his rooms right now but does not think they were home on the night in question.

### **ESP and detect lie notes:**

He's telling the truth, questions about other problems will lead him to think about a young pair of half-elves with very pale skin and another half-elf wearing thick glasses with a look of curiosity on his face with worry.

### **Tenants:**

The nice, young woman is visiting her brother who took ill in Procampur, and that wizard fellow Lord Kidderalis is probably out again looking for magic stuff (he keeps trying to get me to try and learn magic if you can imagine that).

No one is home right now, nor were they on the night in question.

### **What's happened:**

The racketeers delivered a note threatening his tenants if he didn't pay protection money. It has been tough maintaining the services he has promised and making the payments, but he's been doing it.

### **Post Crime and Punishment:**

If the PCs attacked the night stalkers, he will answer any questions the PCs have, ending every answer with, "but that doesn't matter now because the racketeers are dead now and so are we, thanks to you." He will revoke any invitations to stay here. He also won't let them bother his customers.

If the PCs didn't attack the night stalkers, he will answer their questions. He will also invite them to stay here.

### **E Adventuring Gear**

*This two-story stucco building has a shingle roof and a sign over the door with the words, "Adventuring Gear," written on it in plain black lettering. Just inside the shop is a counter to the left with an office behind it. The main portion of the shop has tables displaying everything a traveling party may want for supplies. A door on the right leads into what seems to be a continuation of the shop. Standing behind the counter is an elder gentleman, somewhat overweight, wearing an ornate silver necklace set with a large black opal, several finger rings, and a jeweled brooch set with a ruby.*

*"Welcome to Adventuring Gear my friends. Anything you need for an adventure can be found here for a reasonable price. How can I help you today?"*

This is Cornelious Tompson, the owner of the place and a swindler at heart. To questions about the night of the attack, he will reply that he was over at Voldar's Stardust Inn with his wife Sioned. His son, Carter, was visiting his girlfriend, and his daughter Sarah was off visiting that ungrateful wretch Elissa. If asked about this, he will say he took Elissa in, gave her a home, fed her, and kept her clothed; and one day she just ran off.

### ***ESP and detect lie notes:***

He's telling the truth about being at Voldar's that night (he lost 5,000 gp playing knuckle bones), but *ESP* will reveal that he treated Elissa very poorly, though he didn't lie to her. Early on, *ESP* will reveal that he would like to milk the PCs for all they are worth.

He will bill common items as being made by this or that master craftsman and ask double the *Player's Handbook* value for them, though he will accept as little as a 25% mark-up.

If the PCs ask about magical items, he will say he recently acquired a few items, though he hasn't had a chance to identify them yet (he's lying; he has had them identified, but he couldn't sell them as what they are so he's pretending he doesn't know). He says he was told they are:

2 *potions of extra healing*

2,000 gp each

1 application of *oil of impact*

1,500 gp

1 application of *oil of sharpness*

1,500 gp

A staff enchanted to strike outer planar creatures.

5,000 gp

He hired a wizard to put *Nystul's magic auras* on them so they appear to be what he says. He knows them to be 2 *potions of delusion*, 2 *oils of clumsiness* and a nonmagical, though ornately carved staff. The true nature of these items can only be learned through use (in the case of the potions and oils) or by casting an *identify* spell on the item. *ESP* will reveal what he believes the items to be.

### **What happened:**

One night, the racketeers knocked over several of his displays, leaving a note saying, "Next time we won't just mess the place up." Cornelious was very disturbed by this because he is a very light sleeper and didn't hear anything. Also, he purchased special locks for his shop (-40% chance to pick locks), and still they got in.

### **Post Crime and Punishment:**

If the PCs attacked the night stalkers, Cornelious will still deal with the PCs but will demand twice his normal prices for anything.

If they didn't attack, he will treat them normally.

### **F Heavenly Scents**

*Once a two-story wooden structure, all that remains are the fire-gutted frame of the first floor and pieces of the second floor wall. The ground before the house is all churned up with the tracks of horses and carts.*

PC Red Ravens or PCs with the *engineering* proficiency will be able to tell that anything more than a visual inspection of the area will cause further collapsing. If the PCs insist on a physical search, the collapse will cause 2d6 damage (two *stoneskins*). If they continue searching, the floor will collapse under them, causing 1d6 falling damage (1 *stoneskin*) and an additional 2d6 damage (2 *stoneskins*) from collapsing timbers.

Visual and physical searching will reveal much the same thing: broken ceramic jars, glass phials, dented pots, burnt and tattered remains of curtains, and a scorched silver figurine. PCs can roll a d20 to determine if they recognize the figure. A roll of 10 or less will identify it as Mithril Man, a dwarven hero who wore a silver body suit and mask, flying through the air to help those in need. One hundred of these dolls were commissioned from the Brothers Gaewiler to be distributed to children. After the die roll, ask the PCs if they have ever met Mithril Man; if so, the chance goes up by +5. The PC who played Mithril Man and commissioned the dolls will automatically recognize the figure.

**Thought bubble:**

This spell will pick up the dying memories/thoughts of the family that lived here: intense pain, fear, and confusion; the nauseating smell of burning flesh; and the sounds of screaming over the background of a cackling flame.

## Encounter 4 But that's ours!

Run this after the first location is investigated and only if the PCs did not go to the temple of Gond. Archivist Telvin, Krii of Gond and seeker of the 10<sup>th</sup> Order, will be tracking down the PCs based on the information he received from Private Gustav of the City Watch. He hates slogging through the cold and rain, but he wants to be the one who recovers Ippen's Wondrous Machine for the temple. Modify the boxed text according to the first place the PCs visit.

*The doors swing open behind you. Standing framed in the doorway is a man in saffron robes with a crimson collar and stole across his chest. You can also see a leather sash strung with tools, pins, cogs, and an assortment of other small objects. He looks bedraggled and miserable, with rivulets of rain water streaming down his face. His eyes light up as he catches sight of you.*

PCs with religion proficiency can make a check to recognize the vestments of a priest of Gond. Followers of Gond automatically recognize it.

*“Um, yes, excuse me, but are you the people Master Delshir hired to look for a stolen device?”*

When the PCs confirm that they are Telvin will continue.

*“A friend of our faith told me of your mission and described the machine you are seeking. It sounds like Ippen's Wondrous Machine, a sacred relic of our faith. It was created over three centuries ago by one of Gond's greatest servants and then stolen when pirates raided the Isle of Lantan. All the members of our faith have been seeking it for two and a half centuries. So famed is this device that an enchantment, available only to the most powerful of Gond's servants, was created to mimic its powers.*

*“The device must be recovered and returned to Lantan for study. I am certain that Father Gregor, the high priest of Gond here in Ravens Bluff, will reward you for recovering the device for us. I beseech you; please say you will return to us what has been stolen from us.”*

**ESP and detect lie notes.**

Telvin is telling the truth as he knows it. *ESP* will reveal no duplicity—a desire for recognition but no ill intentions.

In response to the other claims he will say:

**Master Delshir's claim:**

*The device was stolen from the sanctified grounds of our main temple and crafted by the hands of Ippen himself. Our claim to the device is over 300 years old. As the original owners of the device, the church of Gond should have it.*

**The Lord's Council's claim:**

*The device will not be in the possession of any one man. For that matter, it will not remain in Ravens Bluff to be a threat. It will be shipped to Lantan as soon as a sufficient escort can be provided.*

He will keep after the party until they say they will at least consider turning it over to the temple of Gond.

### Parting words:

*The recovery of this relic of our faith is all important. If you locate it but it is beyond your abilities to retrieve it, send word to the Temple of Gond, and assistance will be sent to aid you. Gond's blessings go with you.*

## Encounter 5: Crime and Punishment:

Run this after the third location is investigated.

This encounter is to be run while the PCs are investigating their third location. Again, modify the text according to where they are.

*You are interrupted by the sound of a bell ringing in the street. As you move to investigate, you are greeted by a strange sight. Four City Watch members stand in the street surrounded by a steadily growing crowd. Three of them stand behind shackled men, with a dagger held at their throats. The three men and all four City Watch members look roughed up, and you see evidence of scorching on two of the watch men. To the side stands a boy of about 12, ringing a bell. Disbelieving cries of, "It's them. They caught them," run through the crowd.*

*A silence falls as the corporal calls out, "Good people, for several weeks now, these men have terrorized your lives and extorted money from you in the name of Kimber Galin. Know you that they are liars as well as thieves and murderers. They do not work for Kimber Galin; all the misery and suffering they caused was for their own gain. For their crimes against you and against Kimber Galin know that they will be PUNISHED!"*

*As he shouts the last word, three sets of arms move, dragging daggers across the throats of the three prisoners, ending their lives. The crowd falls silent for a moment, then a few scattered cheers come from the crowd, though most of the people stand and stare in shock.*

Get the PCs' intentions at this time. They are standing towards the back of the crowd and members of the crowd are as close as 10 feet from the watchmen. Once you have the PCs' intentions, continue with the following. Do not roll for initiative.

*As you begin to act, the four watch men collapse to the ground as four wraith-like beings, black as night, step from their bodies. In a spine-chilling voice, one cries out, "Hold, know you that Kimber Galin has decreed that for each of us who falls, 10 who live in this area will be struck down in retribution. The members of the City Watch are unharmed. As for these others, their crimes were numerous. Justice was served. Choose wisely and well."*

Confirm the PCs' desired actions, and continue. The night stalkers will not attack first, and if they are not attacked for two rounds, they will depart, shifting to the astral plane.

The mob will flee if a fight breaks out.

### Note for a 1<sup>st</sup> and 2<sup>nd</sup> tier party:

If the PCs do not have magical weapons, the night stalkers will depart without attacking on the 2<sup>nd</sup> round with the comment, "Vengeance will be taken for your effrontery."

### **If a fight breaks out**

If the PCs fight, they can stay and protect the people (**Ending G**) or they can continue with the mission (**Ending H**). Though not recommended, the party may choose to split up (**Ending I**), leaving some people to defend the locals while the rest complete the mission. In this case, do *not* alter the tier level in the final battle.

Enervation attacks by night stalkers suppress 1 level if the night stalker has 1 to 5 hit dice and 2 levels if it has 6 to 10 hit dice. Characters drained to 0 level will lose all of their class abilities until the suppression ends (8 hours). If drained below 0 levels, PCs will die and must be raised or resurrected, or they will come back as a night stalker in Kimber Galin's service.

### Tier 1:

**Night stalkers (4):** Int High; AL CE; AC 2; MV 9; HD 2; hp 14; THAC0 18; #AT 1; Dmg special; SA enervation; SD silver or magic weapons to hit; MR nil; SZ M; ML 15

### Tier 2:

**Night stalkers (4):** Int High; AL CE; AC 2; MV 9; HD 4; hp 24; THAC0 16; #AT 1; Dmg special; SA enervation; SD silver or magic weapons to hit; MR nil; SZ M; ML 15

### **Tier 3:**

**Night stalkers (2):** Int High; AL CE; AC 2; MV 9; HD 4; hp 24; THAC0 16; #AT 1; Dmg special; SA enervation; SD silver or magic weapons to hit; MR nil; SZ M; ML 15

**Pellin, night stalker P(Sp)5 of Shar:** AL CE; AC 2; MV 9; hp 32; THAC0 15; #AT 1; Dmg special; SA enervation, spells; SD silver or magic weapons to hit; MR nil; SZ M; ML 15

**Spells:** 1st level - *bless, command, cause fear, detect magic, protection from good*; 2nd level - *hold person x2, hesitation, heat metal x2*, 3rd level - *armor of darkness, prayer*

**Powers:** *darkness 3/day, blindness 1/day, continual darkness 1/day*

**Lasserick, night stalker W(I)5:** AL CE; AC 2; MV 9; hp 28; THAC0 15; #AT 1; Dmg special; SA enervation, spells; SD silver or magic weapons to hit; MR nil; SZ M; ML 15

**Spells:** 1st level - *magic missile x2, shield, color spray, reduce*; 2nd level - *flaming sphere, detect invisibility, spectral hand*, 3rd level - *lightning bolt, protection from good 10'r*

### **Tier 4:**

**Night stalkers (2):** Int High; AL CE; AC 2; MV 9; HD 7; hp 42; THAC0 13; #AT 1; Dmg special; SA enervation; SD silver or magic weapons to hit; MR nil; SZ M; ML 15

**Pellin, night stalker P(Sp)9 of Shar:** AL CE; AC 2; MV 9; hp 54; THAC0 15; #AT 1; Dmg special; SA enervation, spells; SD silver or magic weapons to hit; MR nil SZ M; ML 15

**Spells:** 1st level - *bless, command, cause fear x2, cause light wounds x2*, 2nd level - *hold person x2, hesitation, heat metal x2, silence 15'r*, 3rd level - *armor of darkness, prayer, cause blindness, choose future*, 4th level - *dark bolt, protection from good 10'r, cloak of fear, cause critical wounds*

**Powers:** *darkness 4/day, blindness 1/day, continual darkness 1/day, forget 1/day*

**Lasserick, night stalker W(I)8:** AL CE; AC 2; MV 9; hp 48; THAC0 15; #AT 1; Dmg Special; SA enervation, spells; SD silver or magic weapons to hit; MR nil SZ M; ML 15

**Spells:** 1st level - *magic missile x2, shield, color spray, reduce*; 2nd level - *flaming sphere, detect invisibility, spectral hand, vocalize*; 3rd level -

*lightning bolt, protection from good 10'r, vampiric touch, slow, 4th level thunderstaff, fire shield, minor spell turning (three levels)*

If the PCs fight the night stalkers, no one will want to deal with them if they can avoid it. As far as they can see, the PCs just signed a death warrant on 40 people.

### ***Speak with dead on the racketeers:***

The three of them were running a protection racket. They were a priest of Mask, a wizard, and a warrior.

They know nothing of the attack on the agents of Master Delshir besides what they have heard on the street. Because of the attack, the marks believed there were more men in the racket so they paid up. The racketeers let them believe it.

Make up anything else you need to.

### **Talking with the City Watch**

The four men are alive. They were just unconscious when the Night stalkers left them. They can be awakened as if they fell to a *sleep* spell. If asked, they will uncomfortably describe the experience being locked away in a corner of their own minds, watching everything happen.

## **Encounter 6: Whispered Advice:**

This encounter takes place as the PCs leave the fifth location. Select one of the PCs, preferably one with some intelligence, and read the following.

**(To the selected PC):** *You feel a small pebble or something strike you in the back. Turning, you can see, in the shadows beside the building, a young boy. He looks around furtively and motions for you to come over to him.*

If the PC approaches alone, he waits until the PC gets close enough and holds out a piece of parchment. If they come as a group, he backs off between the buildings. Try to give the impression that he is scared. If they continue to come as a group, he will flee, dropping the parchment. If one PC approaches, he will say, "The man said you would give me money if I gave this to you." If asked questions, he will be vague: He claims that he forgets who the man was, that he was hungry; and that he was told he would get money.

Whether he drops it or sells it to the PCs, hand them Player Handout #5

### **Detect lie and ESP:**

He's lying about a man telling him he would get money from the PCs. He was already paid a silver to do this but wants more. He is underfed and quite hungry. He doesn't remember much about the man who gave him the note (a *modify memory* spell was used on him afterwards to erase the memory of the man's appearance and voice).

## **Encounter 7: Meeting at the Warehouse**

*You arrive at the DeVillar's warehouse before the appointed time. Shortly after you arrive, a man dressed as a dock hand approaches you. He stops about 10 feet away and calls out, "I was told you have 500 gold pieces for what I've got."*

One of the organizations of thieves in the city knows what happened and has arranged a meeting to share this information with the PCs. Wary of the PCs, they paid a dock worker 10 gp to collect 500 gp in exchange for a note and to deliver the money to the Lucky Coin.

When the PCs pay, he gives them a note (Player Handout #6).

### **ESP and detect lie:**

The man is completely innocent and knows nothing of what is going on. The offer of 10 gp to exchange a note for money and to take that money to the Lucky Coin and tell the bartender it's from Gus was too good an offer to pass up.

If the PCs follow up at the Lucky Coin (assuming they get that information), they will learn that someone named Gus ran up a gambling debt here, and the money covers it.

### **Attacking the messenger:**

Suspicious of adventurers, the guild has used an intermediary and has staged "witnesses" in the area. They scheduled the appointment for the time Captain Cathrine "Cat" Kincaid is on patrol in the area. She is currently one street over checking the buildings. She will investigate any combat and see to it that the PCs are charged accordingly (assault - murder). The dock

worker (Sam) is armor class 9 and has 5 hit points. He will try to flee if attacked, screaming for help.

## **Encounter 8: Talos' Rage, the Confrontation**

*Much of the day has passed, and the end of your search is nearly here. It wasn't hard to locate the barge, Merchant's Gambit, and there is only one warehouse across from it.*

Get the PCs intentions. They may send for help from Master Delshir, the City Watch, and/or the Temple of Gond. If only one group is summoned for aid, they will immediately take custody of the item at the end of the battle. If more than one is sent for, it will still fall to the PCs to decide who gets it (unless the PCs summon the three groups and let them go in for it alone, in which case none of them pay the PCs because they didn't recover the device). Go to **Ending A** in this case.

DM Aid #2 is a map of the area and DM Aid #3 Summarizes the stats below for the machine and assistance the PCs can gain.

### **Summoned aid: (on DM Aid #3)**

#### **Master Delshir will send:**

**Merchants Guard hm F5 (8):** AL CG; AC 5; MV 9; hp 36; THAC0 14; #AT 3/2 (spec w/long sword); Dmg 1d8+5 ; SA nil; SD nil; MR nil; SZ M; ML 15

#### **The City Watch will send:**

**Privates hm F2 (12):** AL LN; AC 8 MV 12; hp 12; THAC0 18; #AT 1 Dmg 1d8+3; SA nil; SD nil; MR nil; SZ M; ML 15

**Senior Corporal Justinious F5/M5:** AL LN; AC 3; MV 9; hp 27; THAC0 16; #AT 1; Dmg 1d8+1; SA spells; SD spells; MR nil; SZ M; ML 15

Spells: 1st level - *magic missile, sleep, shield*;  
2nd level - *web, detect invisibility*, 3rd level - *fly*

#### **The temple of Gond will send:**

**Gondsmen hm P4 (8):** AL N; AC 3; MV 6; hp 24; #AT 1; Dmg 1d6+1 (1d10 with arquebus); SA spells, 1-shot arquebus\*; SD spells; MR nil SZ M; ML 15

Spells: 1st level - *cure light wounds x2, light*; 2nd level - *heat metal, chill metal*

Powers: *unseen servant*

\* On a to hit roll of 1 or 2 it backfires doing 1d6 damage to the wielder. If a 10 is rolled for damage, roll the d10 again and add this to the total (continuing as long as 10s are rolled)

### **The machine: (on DM Aid #3)**

As the PCs are about to enter the minions of Talos will activate the machine, but because they do not have the control device, it goes berserk. Each round, roll a d10 for the effects and consult the following chart.

1-2 Machine stands idle

3-4 Flail with arms. Divide 10 attacks amongst everyone in a 15' radius of the machine. THAC0 12 Dmg 1d4+1

5-6 Pick up (or drop) one person or object within 10' of the device (THAC0 6). People will take 1d6 constriction damage per round until dropped or they break free (bend bars roll to break free).

7-8 Pick up (THAC0 6) and throw one individual within 10' of the device (roll 1d6)

1-2 at a random person within 30' (THAC0 8). Both take 2d6 damage.

3-4 at the floor (4d6 damage).

5-6 out into the harbor (1d6 damage plus drowning for people in metal armor).

9 Move 15'. Roll a d8 to determine direction. Everyone in the path takes 2d6 damage unless they make a dexterity check.

1 N, 2 NE, 3 E, 4 SE, 5 S, 6 SW, 7 W, 8 NW

10 The machine shuts down.

Unless the PCs take special preparations, the Talosians on the two ships will see them entering the warehouse and go to the aid of their companions. Sounds of combat will also summon them.

Read the following when the party approaches the warehouse:

*With the overcast conditions, darkness has nearly fallen, but light can be seen within the warehouse. As you make your way up to the warehouse, you can hear the sound of voices coming from within. "Geldric, read back the third line of the legend lore. I think I have it." Another voice says, "Prime Thorison pump nascent safety toggle interdigitation..." A moment, later a whining hum can be heard from within.*

When the party enters, read the following:

*Opening the door, you see that the warehouse is nearly empty except for a dozen warriors in plate*

*mail lounging about the room and two men standing by a massive cart that looks like it came from a Gondish nightmare. One of the two men has an eye patch over one eye and wears black robes with silver tear drops and jagged lines shot through it. It appears to be covering armor. The other wears a leather tunic and breeches but carries no apparent weapons.*

The machine will do nothing the first round. All but three of the warriors will be surprised at the PCs entrance.

**Special note:** the roof of the warehouse is thin enough that a *call lightning* spell can blast through it and strike as directed by the priest. Overcast conditions have been described throughout the event, allowing its use.

### **Tier 1:**

**Warriors hm F0 (6):** AL CN; AC 5; MV 6; hp 3; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 15

**Geldric hm P(sp)2 Talos:** AL CE; AC 5; MV 9; hp 12; THAC0 18; #AT 1; Dmg 1d6+1; SA spells; SD immune to electrical damage; MR nil SZ M; ML 15

Spells: 1st level - *cause light wounds, create water, protection from good*

Powers: *shocking grasp* 1/day

**Samiel hm W(I)2:** AL NE; AC 8; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1-2; SA spells; SD spells; MR nil; SZ M; ML 15.

Spells: 1st level: *magic missile x2, shield*

### **Ship Merchant's Gambit (two rounds after PCs enter)**

**Warriors hm F0 (4 ):** AL CN; AC 5; MV 6; hp 3; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; MR nil; SZ M; ML 15.

**Apprentice mages hm W1 (3):** AL NE; AC 9; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d3; SA spells; SD spells; MR nil; SZ M; ML 15.

Spells: 1) 1st level - *shocking grasp*

2) 1st level - *burning hands*

3) 1st level - *color spray*

### **Ship Fool's Folly (three rounds after PCs enter)**

**Warriors hm F0 (4):** AL CN; AC 5; MV 6; hp 4; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD nil; MR nil; SZ M; ML 15

**UnderPriests hm P(sp)1 Talos (3):** AL CE; AC 6; MV 9; hp 5; THAC0 20; #AT 1; Dmg 1d4+1; SA spells; SD immune to electrical attacks; MR nil; SZ M; ML 15

Spells:

- 1) 1st level - *cure light wounds*
- 2) 1st level - *light*
- 3) 1st level - *cause light wounds*

Powers: *shocking grasp* 1/day (each priest)

## **Tier 2:**

**Warriors hm F2 (6):** AL CN; AC 5; MV 6; hp 10; THAC0 18; #AT 1; Dmg 1d6+1; SA nil; SD nil; MR nil; SZ M; ML 15

**Geldric hm P(sp)5 Talos:** AL CE; AC 5; MV 9; hp 22; THAC0 18; #AT 1; Dmg 1d6+2; SA spells; SD immune to electrical damage; MR nil; SZ M; ML 15

Spells: 1st level - *cause light wounds, create water, protection from good, cure light wounds x2*; 2nd level - *heat metal, hesitation*, 3rd level - *wind lash, prayer*

Powers: *shocking grasp* 1/day, *call lightning* 1/day, *water walk* 1/day

**Samiel hm W(I)4:** AL NE; AC 6; MV 12; hp 12; THAC0 20; #AT 3 (darts); Dmg 1-3; SA spells; SD spells; MR nil; SZ M; ML 15

Spells: 1st level - *burning hands, color spray, magic missile x2, shield*, 2nd level - *stinking cloud, web, invisibility*

## **Ship Merchant's Gambit (two rounds after PCs enter)**

**Warriors hm F1 (4):** AL CN; AC 5; MV 6; hp 6; THAC0 20; #AT 1; Dmg 1d6+1; SA nil; SD nil; MR nil; SZ M; ML 15

**Apprentice mages hm W2 (3):** AL NE; AC 9; MV 12; hp 6; THAC0 20; #AT 3 (darts); Dmg 1d3; SA spells; SD spells; MR nil; SZ M; ML 15

Spells:

- 1) 1st level - *shocking grasp, reduce*
- 2) 1st level - *burning hands, protection from good*
- 3) 1st level - *color spray, spook*

## **Ship Fool's Folly (three rounds after PCs enter)**

**Warriors hm F2 (4):** AL CN; AC 5; MV 6; hp 9; THAC0 18; #AT 1; Dmg 1d4+1; SA nil; SD nil; MR nil; SZ M; ML 15

**UnderPriests hm P(sp)2 Talos (3):** AL CE; AC 6; MV 9; hp 12; THAC0 20; #AT 1; Dmg 1d4+1; SA spells; SD immune to electrical attacks; MR nil; SZ M; ML 15

Spells:

- 1) 1st level - *cure light wounds, bless, cause light wounds*
- 2) 1st level - *light, protection from good, cure light wounds*
- 3) 1st level - *detect magic, cause light wounds, cure light wounds*

Powers: *shocking grasp* 1/day (each priest)

## **Tier 3:**

**Warriors hm F3 (6):** AL CN; AC 5; MV 6; hp 24; THAC0 16; #AT 3/2 (spec w/short sword); Dmg 1d6+3; SA nil; SD nil; MR nil; SZ M; ML 15

**Geldric hm P(sp)7 Talos:** AL CE; AC 5; MV 9; hp 35; THAC0 16; #AT 1; Dmg 1d6+2; SA spells; SD immune to electrical damage; MR nil; SZ M; ML 15

Spells: 1st level - *cause light wounds, create water, protection from good, cure light wounds x2*; 2nd level - *heat metal, hesitation, wind lash*; 3rd level - *prayer, dispel magic*; 4th level - *free action*

Powers: *shocking grasp* 1/day, *call lightning* 1/day, *water walk* 1/day, *lightning bolt* 1/day

**Samiel hm W(I)7:** AL NE; AC 6; MV 12; hp 21; THAC0 19; #AT 3 (darts); Dmg 1-3; SA spells; SD 5 stonelines; MR nil; SZ M; ML 15

Spells: 1st level - *burning hands, color spray, magic missile x2, shield*; 2nd level - *stinking cloud, web, invisibility, Tasha's uncontrollable hideous laughter*, 3rd level - *lightning bolt, haste, vampiric touch*, 4th level - *thunder staff, stoneline* (used)

## **Ship Merchant's Gambit (two rounds after PCs enter)**

**Warriors hm F3 (4):** AL CN; AC 3; MV 6; hp 18; THAC0 14; #AT 1; Dmg 1d6+6; SA nil; SD nil; MR nil; SZ M; ML 15

**Apprentice mages hm W4 (3):** AL NE; AC 9; MV 12; hp 16; THAC0 20; #AT 3 (darts); Dmg 1d3; SA spells; SD spells; MR nil; SZ M; ML 15

Spells:

- 1) 1st level - *shocking grasp, reduce, grease, stinking cloud*; 2nd level - *Aganazar's scorcher*
- 2) 1st level - *burning hands, protection from good, magic missile*; 2nd level - *ride the wind, Sniloc's snowball swarm*

3) 1st level - *color spray, spook, shield*; 2nd level - *protection from paralysis, hypnotic pattern*

**Ship Fool's Folly (three rounds after PCs enter)**

**Warriors hm F4 (4):** AL CN; AC 5; MV 6; hp 28; THAC0 15; #AT 3/2 (spec with long sword); Dmg 1d8+3; SA nil; SD nil; MR nil; SZ M; ML 15.

**UnderPriests hm P(sp)5 Talos (3):** AL CE; AC 6; MV 9; hp 30; THAC0 18; #AT 1; Dmg 1d4+1; SA spells; SD immune to electrical attacks; MR nil; SZ M; ML 15.

Spells:

1) 1st level - *cure light wounds, bless, cause light wounds*; 2nd level - *wind lash, charm person or mammal, heat metal*; 3rd level - *miscast magic*

2) 1st level - *light, protection from good, cure light wounds*; 2nd level - *chill metal, draw upon holy might* (Str +1 to hit, +1 damage); 3rd level - *random causality*

3) 1st level - *detect magic, cause light wounds, cure light wounds*; 2nd level - *hesitation, chant, flame blade*; 3rd level - *bestow curse* (random ability reduced to 3)

Powers: *shocking grasp* 1/day, *call lightning* 1/day, *water walk* 1/day

**Tier 4:**

**Warriors hm F5 (6):** AL CN; AC 0; MV 6; hp 45; THAC0 13; #AT 3/2 (spec with short sword); Dmg 1d6+6; SA nil; SD nil; MR nil; SZ M; ML 15

**Geldric hm P(sp)10 Talos:** AL CE; AC 4; MV 9; hp 63; THAC0 14; #AT 1; Dmg 1d6+3; SA spells; SD immune to electrical damage, 7 *stoneskins*; MR nil; SZ M; ML 15.

Spells: 1st level - *cause light wounds, create water, protection from good, cure light wounds x3*; 2nd level - *heat metal, hesitation, wind lash, withdraw*; 3rd level - *prayer, dispel magic, protection from fire*; 4th level - *free action, inverted ethics, cure serious wounds*; 5th level - *slay living, dispel good*

Powers: *shocking grasp* 1/day, *call lightning* 1/day, *water walk* 1/day, *lightning bolt* 2/day, *control weather* 1/day

**Samiel hm W(I)11:** AL NE; AC 6; MV 12; hp 44; THAC0 19; #AT 3(darts); Dmg 1d3; SA spells; SD spells, 9 *stoneskins*; MR nil; SZ M; ML 15

Spells: 1st level - *burning hands, color spray, magic missile x2, shield*; 2nd level - *stinking cloud, web, invisibility, ride the wind, Tasha's uncontrollable hideous laughter*; 3rd level - *lightning bolt, fireball,*

*dispel magic, haste, vampiric touch*; 4th level - *thunder staff, stonesskin x2* (both used), *minor spell turning* (4 levels), 5th level - *cone of cold, cloud kill, wall of force, vortex*

**Ship Merchant's Gambit (two rounds after PCs enter)**

**Warriors hm F6 (4):** AL CN; AC -1; MV 6; hp 60; THAC0 11; #AT 3/2 (spec with short sword); Dmg 1d6+8; SA nil; SD nil; MR nil; SZ M; ML 15

**Apprentice mages hm W6 (3):** AL NE; AC 6; MV 12; hp 30; THAC0 17; #AT 3 (darts); Dmg 1d3; SA spells; SD spells; MR nil; SZ M; ML 15

Spells:

1) 1st level - *shocking grasp, reduce, grease, magic missile*; 2nd level - *stinking cloud, Aganazar's scorcher*; 3rd level - *fly, vampiric touch*

2) 1st level - *burning hands, protection from good, magic missile, shield*; 2nd level - *ride the wind, Sniloc's snowball swarm*; 3rd level - *invisibility 10'r, lightning bolt*

3) 1st level - *color spray, spook, shield, magic missile*; 2nd level - *protection from paralysis, hypnotic pattern*; 3rd level - *haste, protection from good 10'r*

**Ship Fool's Folly (three rounds after PCs enter)**

**Warriors hm F7 (4):** AL CN; AC 0; MV 6; hp 64; THAC0 13; #AT 2+1 (spec with long sword); Dmg 1d8+3, 1d6+3; SA nil; SD nil; MR nil; SZ M; ML 15

**UnderPriests hm P(sp)7 Talos (3):** AL CE; AC 6; MV 9; hp 42; THAC0 15; #AT 1; Dmg 1d4+3; SA spells; SD immune to electrical attacks; MR nil; SZ M; ML 15

Spells:

1) 1st level - *cure light wounds, bless, cause light wounds*; 2nd level - *wind lash, charm person or mammal, heat metal*; 3rd level - *miscast magic, cause blindness*; 4th level - *control temperature 10'r*

2) 1st level - *light, protection from good, cure light wounds*; 2nd level - *chill metal, draw upon holy might* (Str +1 to hit, +1 damage); 3rd level - *random causality, choose future*; 4th level - *poison*

3) 1st level - *detect magic, cause light wounds, cure light wounds*; 2nd level - *hesitation, chant, flame blade*; 3rd level - *bestow curse* (random ability reduced to 3), *cause paralysis*; 4th level - *protection from good 10'r*

Powers: *shocking grasp* 1/day, *call lightning* 1/day, *water walk* 1/day, *lightning bolt* 1/day

### When the PCs search:

Beyond the mundane weapons and armor the Talosians are wearing, they have amongst them gems and gold worth a total of 1,000 gold pieces. On the wizard's body is a parchment. If the PCs examine it, give them **Player Handout #7**.

## Encounter 9: Optional End Game Gambit

Run this encounter only if the PCs didn't call for assistance from the watch, the temple, or the merchant guard. The machine will shut down just as this encounter is beginning if it hasn't already.

After this encounter, go to **Ending B** if the PCs walk away, **Ending C** if they are defeated and the thieves take the machine, and the appropriate ending if they succeed based on who they give it to.

*The last of the Talosians fall, and you breathe a sigh of relief. The sheer number of foes was nearly overwhelming, but you have managed to recover the device.*

*You hear someone clear his throat from the main doors of the warehouse. Standing in the doorway is a man, about 5'9" tall. He wears a black cloak over a gray tunic and breeches. On his face is a stage mask of an orc. "Well done. That was most impressive. I'm not sure this is a good time for you, but I was wondering if you had considered our offer? A magic item, from those we have managed to acquire, for each of you in exchange for you walking away and leaving the device to us. I suggest you consider well before you give me your answer."*

*As he says this, 11 masked figures enter the warehouse behind him. All 12 are armed with short swords and daggers.*

The thieves' guild that directed the PCs here want the device. If PCs ask for clarification of what items are available the thieves reply that each PC may have either a melee weapon, shield, or cloak with a minor (+1) enchantment on it. The reward they are offering is small change compared to the value of the device so they will honor the agreement if the PCs are willing to take a walk. Otherwise, they will fight the PCs for it, believing an attack right on the heels of their battle with the Talosians will overwhelm them.

### Tier 1:

THAC0 in ( ) is for off hand attacks

**Fredrick hm T3:** AL N; AC 8; MV 12; hp 18; THAC0 19(23); #AT 1+1; Dmg 1d6, 1d4; SA nil; SD nil; MR nil; SZ M; ML 12

**Thieves hm T1:** AL N; AC 8; MV 12; hp 4; THAC0 20 (24); #AT 1+1; Dmg 1d6, 1d4; SA nil; SD nil; MR nil; SZ M; ML 12

### Tier 2:

THAC0 in ( ) is for off hand attacks

**Fredrick hm T5:** AL N; AC 6; MV 12; hp 28; THAC0 19(21); #AT 1+1; Dmg 1d6, 1d4; SA nil; SD nil; MR nil; SZ M; ML 12

**Thieves hm T2 (11):** AL N; AC 8; MV 12; hp 12; THAC0 20 (24); #AT 1+1; Dmg 1d6, 1d4; SA nil; SD nil; MR nil; SZ M; ML 12

### Tier 3:

THAC0 in ( ) is for off hand attacks

**Fredrick hm F5/T6:** AL N; AC 4; MV 12; hp 38; THAC0 16(18); #AT 1+1; Dmg 1d6+1, 1d4+1; SA nil; SD nil; MR nil; SZ M; ML 12

**Thieves hm T4 (6):** AL N; AC 6; MV 12; hp 16; THAC0 19 (23); #AT 1+1; Dmg 1d6, 1d4; SA nil; SD nil; MR nil; SZ M; ML 12

**Fighter/Thieves hm F3/T4 (5):** AL N; AC 6; MV 12; hp 26; THAC0 17 (21); #AT 1+1; Dmg 1d6, 1d4; SA nil; SD nil; MR nil; SZ M; ML 12

### Tier 4:

THAC0 in ( ) is for off hand attacks

**Fredrick hm F7/T8:** AL N; AC 4; MV 12; hp 54; THAC0 13 (15); #AT 1+1; Dmg 1d6+3, 1d4+3; SA nil; SD nil; MR nil; SZ M; ML 12

**Fighter/Thieves hm F5/T6 (6):** AL N; AC 6; MV 12; hp 35; THAC0 15 (19); #AT 1+1; Dmg 1d6+1, 1d4+1; SA nil; SD nil; MR nil; SZ M; ML 12

**Mage/Thieves W4/T5 (5):** AL N; AC 6; MV 12; hp 20; THAC0 18 (22); #AT 1+1; Dmg 1d6+1, 1d4+1; SA spells; SD spells; MR nil; SZ M; ML 12

Spells: 1st level - *magic missile x2, shield*; 2nd level - *blur, flaming sphere*

## Encounter 10: Conclusions

If the PCs didn't lose the device to the thieves' guild, they need to determine who will get the device. Use the appropriate ending based on the PCs actions. If it applies, **read ending H in addition to other appropriate endings**. Please allow at least 10 minutes for the PCs to role-play through deciding who gets it. A summary of endings follows (note that no other ending can coincide with **Ending G**; this ending can happen only by itself):

**Ending A:** Lets others recover device

**Ending B:** Given to thieves

**Ending C:** Mugged by thieves

**Ending D:** Given to Master Delshir

**Ending E:** Given to Gaius Varro

**Ending F:** Given to temple of Gond

**Ending G:** Gave up mission to protect people

**Ending H:** Attacked Night stalkers and finished mission

**Ending I:** Split party in order to protect people and finish mission

### Ending A:

*Having located the device, you contact Master Delshir, the City Watch, and the Temple of Gond and let them recover the device and settle who gets it. None of them are particularly thrilled with you, but none are exceedingly angry with you either. It just wasn't worth the hassle of trying to figure out just who the device should go to. Unfortunately, that means you aren't getting paid either. Well, it's been a long day, and tomorrow holds more adventures so you call it a night and find something more pleasant to do with the rest of your evening.*

**Treasure and fame:** The PCs receive no payment and no fame for this ending.

### Ending B:

*As you agree to turn the device over to the masked men, their leader asks each of you what you want as payment. He then sends one of his men off to fetch it. Not 20 minutes later, the man returns, and the bargain is sealed. You depart with your items and the*

*men vanish in a puff of smoke with the machine. Unfortunately, word somehow makes it back to Master Delshir, the Lords' Council and the temple of Gond about your little deal. Because of the questionable ownership of the device, you are never charged with anything, but you haven't made any friends with this.*

**Treasure and Fame:** PCs receive the items from the thieves' guild they selected.

They also receive an infamy point for their actions, as they failed on a contract and did not serve the best interests of the city either.

### Ending C:

*You fight valiantly, but your injuries are too great, and you are overwhelmed by the thieves. You awaken to find your injuries bandaged. The machine and all of your monetary wealth are gone, but they left your life and equipment. Master Delshir, Gaius Varro, and the Temple of Gond are all disappointed but don't blame you, though they do suggest that if help is offered in the future you take it. Failure to recover the device means you don't get paid.*

**Treasure and Fame:** The PCs receive no payment since they failed to recover the machine, but their perseverance doesn't go unnoticed.

They receive a Fame point in City Government, Temples, or Merchants.

### Ending D:

*Master Delshir is thrilled at the return of his property and invites you to dine with him the next evening. Over the course of the next day, you hear that both the Lords' Council and the temple of Gond have filed claims against Master Delshir in the Ravens Bluff courts. At dinner that night, he doesn't seem worried though, and the feast and entertainment he has prepared for you are incredible. At the close of the meal, he presents you with your promised reward and offers to recommend you for a position in the Merchant Guard.*

**Treasure and fame:** Master Delshir pays the PCs 18,000 gold pieces plus up to 10,000 more if they returned with information about other interested parties. They have made a friend among the merchants, but the temple of Gond and the Lords' Council are unhappy with the PCs.

Each PC would normally receive 1 fame in Merchants. On the other hand, the city and the temple of Gond are not at all happy with the characters, so the fame point is cancelled by the infamy resulting from the parties who did not get the device.

### **Ending E:**

*You turn the device over to the City Watch as Gaius Varro instructed. A few days later, you are contacted and directed to come to the Uptown Courthouse. There, you are presented with commendations from the Lords' Council in thanks for your actions. The awards, you are told, are Badges of Freedom. The temple of Gond and Master Delshir, you learn, have filed claims in the city courts, but you have a feeling the Lords' Council will not let it go now that they have it.*

**Treasure and fame:** Each PC is presented with a Silver Medal of Service. The medal only has a value of 50 gold pieces at a pawn shop but it gives the PC who earned it a +2 reaction adjustment with city lords and the city government. In addition, knights receive 1 chivalry point, and PC City Watch members are offered a promotion because of the string pulling of several lords.

Each PC would normally receive 1 fame in City Government. On the other hand, Delshir and the temple of Gond are not at all happy with the characters, so the fame point is cancelled by the infamy resulting from the parties who did not get the device.

### **Ending F:**

*Returning the device to the Temple of Gond, you are greeted as heroes. For three centuries, they have sought this device, and finally it is theirs once more. You are certain that Archivist Telvin spoke with Father Gregor about the possibility of the device's recovery right after he spoke with you because the device is immediately loaded on a boat and shipped on the beginning of its journey back to Lantan. Father Gregor summons you to a private audience and informs you that your service to the temple of Gond shall be rewarded. He asks that each of you choose to either have a power imbued into an item of your choice or receive a boon from the temple to be repaid later in the form of powerful magics.*

**Treasure and fame:** Each PC receives a boon from the temple of Gond. The boon grants one of following benefits:

Imbues an item with the ability to:

Deliver an electric shock for an additional 1d4 damage 1/day

or

Give off light in a 30' radius for 10 rounds 2/day

or

Shrink to 1/12 its normal size and return to normal on command each 1/day

Each PC would normally receive 1 fame in Temples for returning a major artifact. On the other hand, the city and Master Delshir are not at all happy with the characters, so the fame point is cancelled by the infamy resulting from the parties who did not get the device.

### **Ending G:**

*Following the dire proclamation of the Night stalkers, you give up the quest to recover Master Delshir's device and set yourself to the task of protecting these people from the revenge of Kimber Galin. For 3 months, you watch over them, foiling attempt after attempt on the lives of these people. The sullen anger they felt towards you passes, and admiration for your persistence grows with each passing day. Finally Kimber seems to give up, and you are able to return to your adventuring, but not before the residents of MacIntyre Path reward you.*

**Treasure and fame:** The residents of the area gather a reward of 1,000 gold pieces per PC in thanks for their unflagging protection.

Each PC gains 1 fame in General. Knight PCs also receive a chivalry point for their actions.

### **Ending H:**

*Unfortunately, while you were completing your mission, Kimber Galin's threat was fulfilled. Ten men, women, and children were slaughtered for each one of Kimber's minions you destroyed. The survivors blame you for what happened, and it is soon known throughout the city what happened.*

**Treasure and fame:** The PCs receive no extra treasure for this ending. They still receive any treasure gained from **Ending B, D, E, or F.**

There is no fame for this ending, as the mission to find the device took precedence. Paladins and Holy Hands of Torm must atone during the next adventure by taking no experience toward level advancement but count it towards retirement. To these characters,

protecting the innocent should have been more important.

### **Ending I**

*Unfortunately, while some of you were completing your mission, Kimber Galin's threat was fulfilled. Even though the others prevented a full ten men, women, and children to be killed for each one of Kimber's minions you destroyed, they were unable to protect everyone. Six people were slaughtered by Kimber's minions. The survivors blame the deserters for what happened, and it is soon known throughout the city that greed won out over the well-being of the citizenry.*

**Treasure and fame:** The PCs who remained behind receive the benefits of **Ending G**. The PCs who completed the mission receive the benefit of the appropriate ending as well as the burden of **Ending H**. The gold and equipment items can be shared between characters but not the boon, Silver Medal of Service, or the Merchant Guard recommendation.

**This concludes the event *Rightful Property*.**

## **Experience Point Summary**

Experience is calculated as follows for Living City events.

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

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

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

### **City Watch barracks**

Getting Info about the Crime	15 xp
Getting Info about the Device	10 xp

### **Scene of the crime**

Investigating Locations (maximum of 150 xp)	25 xp ea
--	----------

### **Kettle of Many Things**

Getting clue about the crime	50 xp
------------------------------	-------

### **Morrigan's Complete Components**

Getting clue about the crime	50 xp
------------------------------	-------

### **Drunken Dwarf**

Getting clue about the crime	50 xp
------------------------------	-------

### **Crime and punishment**

Defeating night stalkers	150 xp
--------------------------	--------

### **Meeting at the warehouse**

Not attacking Messenger	25xp
-------------------------	------

### **Talos' rage**

Defeating Talosians with:	
No Allies	400 xp
1 Ally	350 xp
2 allies	300 xp
3 Allies	200 xp

### **End game gambit**

Defeating Thieves	100 xp
-------------------	--------

### **Ending G**

Abandoning Mission and protecting citizens for 3 Months	500 xp
--	--------

Total Experience for Objectives:	1000 xp
Role-playing Experience:	0-500 xp
Total Possible Experience	1500 xp
Tier 1	1500 xp
Tier 2	3000 xp
Tier 3	4500 xp
Tier 4	6000 xp

## **Treasure Summary**

If it's not listed here, the PCs cannot keep it.

### **Adventuring Gear**

Purchased Items: *potions of clumsiness* and *delusion* (no certs).

### **Adventurer's End**

Rooms for Rent

- 50 gp/month room
- 200 gp/month suite

### **Ending B**

- Magic item of choice for each PC from among allowed *melee weapon +1*, *shield +1*, or *cloak of protection+1*

### **Ending D**

- 18,000 gold pieces for returning the device
- +5,000 gold pieces for telling of one interested party
- +5,000 gold pieces for telling of second interested party
- (rewards given only if Master Delshir receives the device)

### **Ending E**

- 1 medal of service for each PC for turning the device over to the Lords' Council
- 1 chivalry point for all knights and squires or
- A promotion for PC Watch members (watchmen/knights must choose either a chivalry point or a promotion)

### **Ending F**

- Boon of Gond for each PC for turning the device over to the temple of Gond

### **Ending G**

- 1,000 gold pieces each for protecting the residents for 3 months instead of finishing the mission.

### **Fame Award**

If the PCs return the device to anyone but the thieves, they receive no Fame award for the module. The reason is that the negative stories told by the factions which did not get the device cancel out the good stories told by the faction that did get the device. So, it's a wash.

For turning the device over to the thieves (Ending B), PCs all received one infamy point.

For falling to the thieves and being unable to keep the device from them (Ending C), the PCs get one Fame point in either Merchant, Temples, or Government, for being involved with the search for the device.

### **Chivalry Point**

If the characters gave up the mission to protect the innocents threatened by Kimber Galin, then knights and squires get one chivalry point. This only applies if the mission was given up in favor of the innocents.

For Ending H (attacking the nightstalkers and then abandoning the innocents despite their fears), paladins and holy hands of Torm must atone during the next adventure by taking no experience toward level advancement but count it towards retirement. To these characters, protecting the innocent should have been more important.

## **Player Handout # 1**

### **Ippen's Machine History**

The device that has been described to you sounds like something created by members of your faith. In fact, it sounds like St. Ippen's Wondrous Machine. St. Ippen was a powerful servant of Gond over three centuries ago. So great was his service, he was named a saint. The greatest holiday of Gondarism, in fact the only calendar-related holiday of the faith, is Ippinsheir, a festival that runs the first 12 days after Greengrass. St. Ippen's Wonderous Machine was created over 300 years ago on the isle of Lantan, where he dwelt at the time. This device was created as a labor-saving item. It had the ability to lift, throw, pull, push, and dig. With the proper attachments, it could also harvest a field and thrash wheat. It was stolen when pirates raided the isle of Lantan. The servants of your god have been seeking it for two and a half centuries, and it has been a major charge of the faithful to recover it, if possible, and pass on any information about it to the church whenever it surfaces. So famed is this device that an enchantment, available only to the most powerful of Gond's servants, was created to mimic its powers.

## **Player Handout # 2**

### ***Speak with dead results***

Five of the men at the forefront of the defenders reported nothing more than a blinding light and searing pain, then blackness. The injuries on their bodies resembles damage caused by lightning.

Four members of the rearguard were overpowered by the stench of death and decay. So nauseating was the odor that they could do little more than crawl away. They were stabbed in the backs or clubbed in the head where they lay.

The remaining guards were set upon by warriors armed with a variety of weapons. They were wearing dark clothing and gloved, making it very difficult to notice them until the ambush began. Two of the guards report fighting one-on-one, but the other four were overwhelmed by three to five opponents. Weapons reported include long swords, short swords, clubs, and war hammers. All of them are reported to have been wearing plate mail armor, though some of the guardsmen reported the armor was in disrepair.

Lord Delshir's agent informed us he was trying to flee and go in search of aid when he suddenly was unable to move. He never saw who killed him, though he did feel the blade at his neck.

Of the six guards not overcome by magic, three claimed to have mortally wounded or killed their opponents.

No symbols or markings were worn by the attackers. The lightning which killed the foreguard came down, either from a rooftop or directly from the sky. No other information was learned. From start to finish the ambush took less than a minute.

### **Player Handout # 3**

#### **Lords' Council decree**

Let it be known that on this, the fifth day of the third ride of Hammer in the \_\_\_\_\_ year of Lady Mayor Theoden's term, an emergency session of the Lords' Council was called to order. This emergency session was called to discuss the threat brought about by the arrival of a device of mass destruction in our city. So bloody is the history of this device that we, the required majority of the Lords' Council, have unanimously decreed that upon its recovery, this device must be turned over to Lord Gaius Varro, that it may be used solely for the purpose of defending Ravens Bluff and her citizens. Recompense is to be made to Master Delshir as funds become available. All citizens of Ravens Bluff are to report any sightings of the device to the City Watch, and if it is discovered and recovered, it is to be immediately turned over to one of the City Watch barracks, one of the knighthood halls, or the military offices in uptown. A reward will be given to those individuals who turn over said device.

*The decree is signed by most of the Lords and Ladies of Ravens Bluff. At the bottom of the form is a description of a large wagon-like object with three pairs of wheels and many arm-like appendages protruding from it.*

## **Player Handout # 4**

### **Destructive history of device**

The report you received makes reference to the works of several sages, travelers' reports, and songs. All of them are in reference to a contraption, device, or "hellish machine." This device is reported to have been used as a siege engine, smashing through gates and walls, while hurling huge stones and other missiles at defenders. Reports also state that it has been armed with blades which cut men down like "stalks of wheat." It has also been used to raid caravans, slaughter villages, and destroy druid groves. The carnage left in its wake tolls in the tens of thousands. It has been reported in Tethyr and Amn, the Border Kingdoms, and the Shining south. In all accounts, magic is reported to have no damaging effect on the device and, it is also reported to have reformed after being reduced to nothing more than tinder.

**Player Handout # 5**  
**Whispered advice**

If you want to know who has the device and where it is come to the old DeVillar's warehouse by pier three two bells from now. A man will meet you there. Give the man 500 gold pieces, and your questions will be answered. Any attempt to follow our man or to detain him will result in severe consequences.

**Player Handout # 6**  
**Who has it and Where.**

The followers of Talos are the ones who took the device. They have it in the warehouse across from the barge, *Merchant's Gambit*, at pier 5. They plan to load it on a ship tonight and ship it out in the morning. If you succeed in recovering it, we will give each of you a magic item from our cache. We have a wide assortment of enchanted melee weapons, magic shields, and protective cloaks. Our agent will contact you if you succeed.

*The note is unsigned.*

## Player Handout # 7 Legend Lore

**Note: *Comprehend languages* and *tongues* spells will not translate this because it is in Common. These spells do not improve your vocabulary or give you understanding of terminology you do not know.**

Samiel,

Here are the results of our Legend Lore on the machine. We took it down word for word and believe they are the operating instructions but can not decipher their meaning. If you can't figure it out, you may need to kidnap a Gondsman, but don't do so in Ravens Bluff. We don't need to draw any more attention to this situation.

High Stormherald Glyphnos Strahn

Mandatory admonition: extrinsic suppressant apparatus obligatory for proper operation.

Safety interdigitation prior to and following apparatus disengagement essential to forestall unintentional motivation.

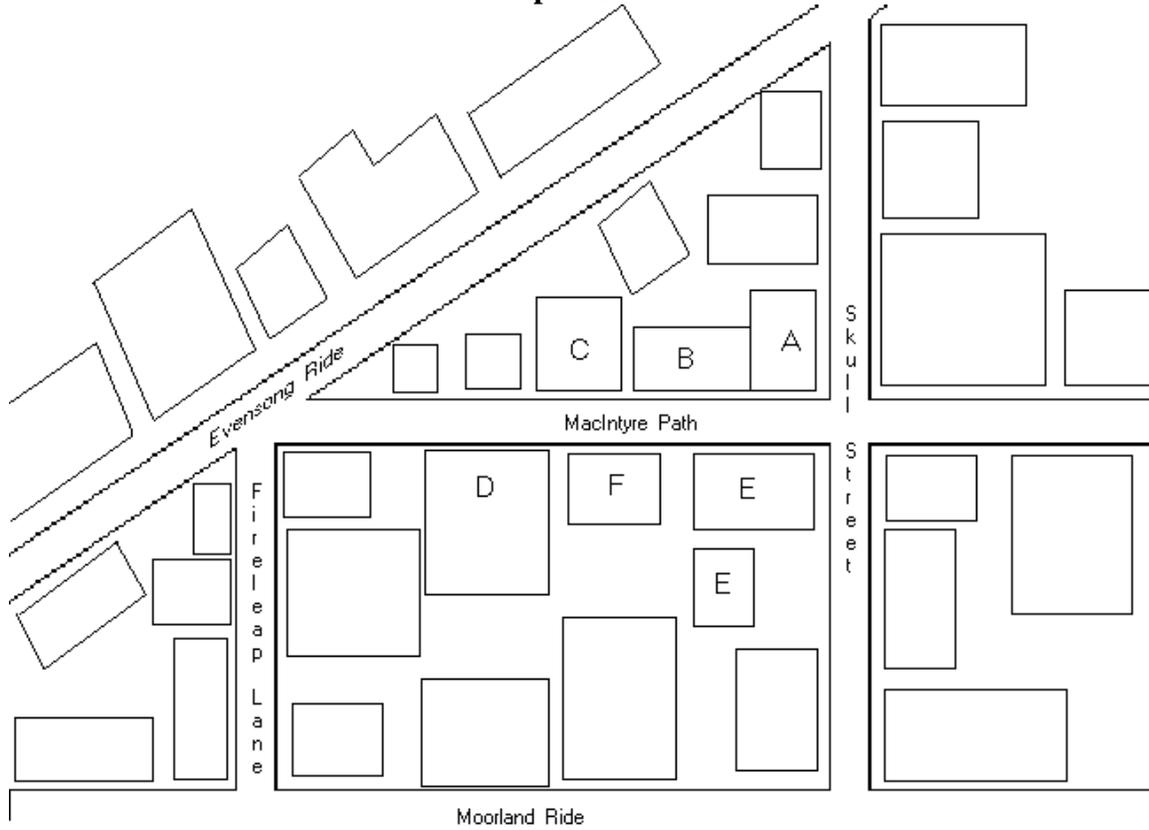
Prime Thorison pump nascent safety toggle interdigitation.

Thorison regulator adjustment may follow truss driver actuation, but under no circumstances should occur post inchoate pump engagement or prior to ptonic charge engendering.

Truss inducement must antecede ptonic chamber activation but requires safety disengagement.

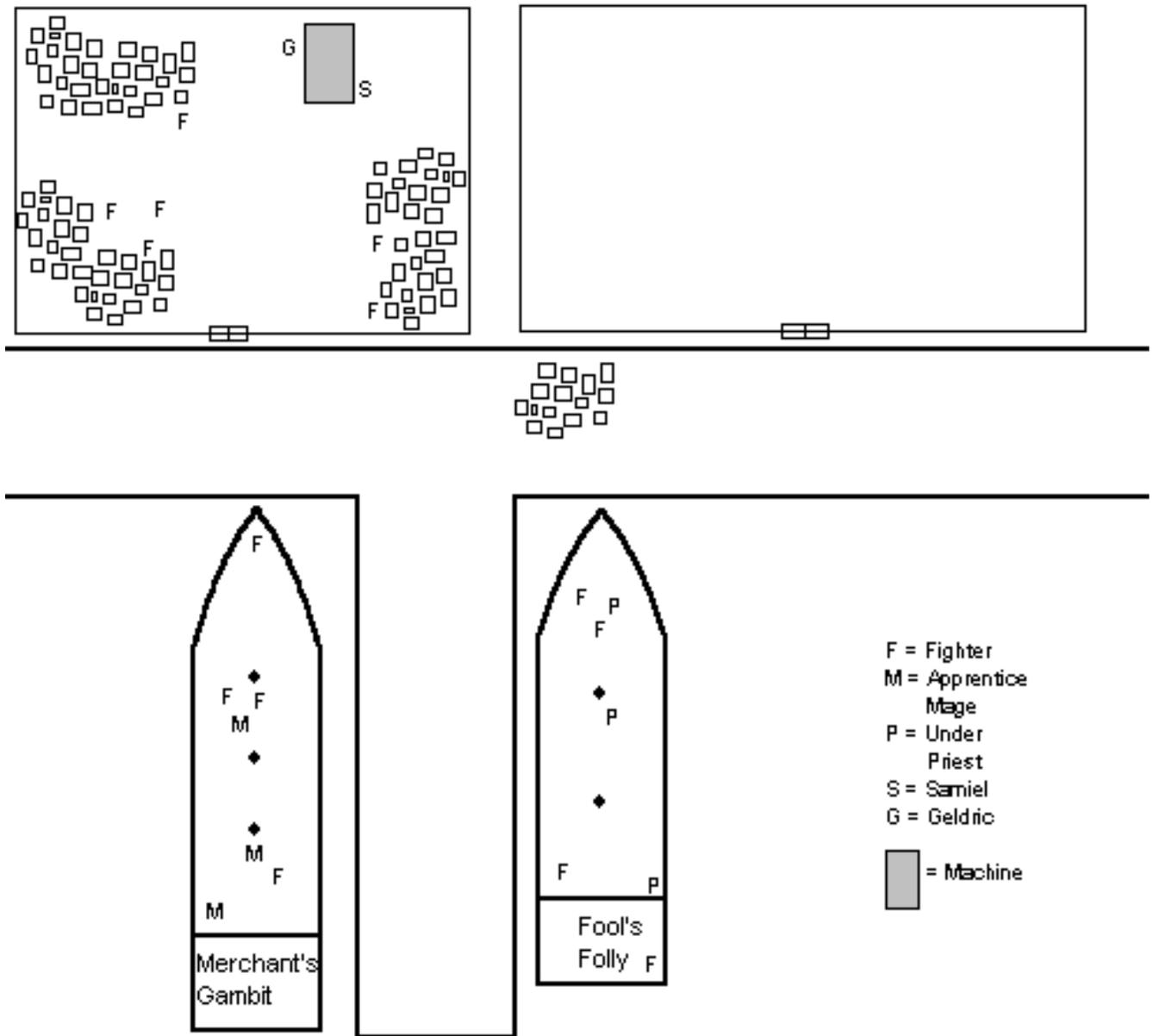
Safety toggle engagement necessary for ptonic activation and pump engagement.

**DM Aid # 1  
Map of Street**



- Legend:**
- Building A: *The Kettle of Many Things*
  - Building B: *Morigan's Complete Components*
  - Building C: *The Drunken Dwarf*
  - Building D: *Adventurer's End*
  - Building E: *Adventuring Gear*
  - Building F: *Burnt-out remains of Heavenly Scents*

## DM Aid #2 Warehouse Map



### DM Aid #3

#### Summarized data for Wrath of Talos encounter

##### Summoned Aid:

##### Master Delshir will send:

**Merchants Guard hm F5 (8):** AL CG; AC 5; MV 9; hp 36; THAC0 14; #AT 3/2 (spec w/long sword); Dmg 1d8+5 ; SA nil; SD nil; MR nil; SZ M; ML 15

##### The City Watch will send:

**Privates hm F2 (12):** AL LN; AC 8 MV 12; hp 12; THAC0 18; #AT 1 Dmg 1d8+3; SA nil; SD nil; MR nil; SZ M; ML 15

**Senior Corporal Justinious F5/M5:** AL LN; AC 3; MV 9; hp 27; THAC0 16; #AT 1; Dmg 1d8+1; SA spells; SD spells; MR nil; SZ M; ML 15

Spells: 1st level - *magic missile, sleep, shield*; 2nd level - *web, detect invisibility*, 3rd level – *fly*

##### The Temple of Gond will send:

**Gondsmen hm P4 (8):** AL N; AC 3; MV 6; hp 24; # AT 1; Dmg 1d6+1 (1d10 with arquebus); SA spells, 1-shot arquebus\*; SD spells; MR nil SZ M; ML 15

Spells: 1st level - *cure light wounds x2, light*; 2nd level - *heat metal, chill metal*

Powers: *unseen servant*

\* On a hit roll of 1 or 2 it backfires doing 1d6 damage to the wielder. If a 10 is rolled for damage, roll the d10 again and add this to the total (continuing as long as 10s are rolled)

##### The machine:

As the PCs are about to enter the minions of Talos will activate the machine, but because they do not have the control device, it goes berserk. Each round, roll a d10 for the effects and consult the following chart.

1-2 Machine stands idle

3-4 Flail with arms. Divide 10 attacks amongst everyone in a 15' radius of the machine. THAC0 12 Dmg 1d4+1

5-6 Pick up (or drop) one person or object within 10' of the device (THAC0 6). People will take 1d6 constriction damage per round until dropped or they break free (bend bars roll to break free).

7-8 Pick up (THAC0 6) and throw one individual within 10' of the device

1-2 at a random person within 30' (THAC0 8). Both take 2d6 damage.

3-4 at the floor (4d6 damage).

5-6 out into the harbor (1d6 damage plus drowning for people in metal armor).

9 Move 15'. Roll a d8 to determine direction. Everyone in the path takes 2d6 damage unless they make a dexterity check.

1 N, 2 NE, 3 E, 4 SE, 5 S, 6 SW, 7 W, 8 NW

10 The machine shuts down.

## Event Survey:

Return with scoring packet, but separate from packet.

1) Did the PCs attack the night stalkers?

YES

NO

How many did they kill? \_\_\_\_\_

Did they stay and protect the locals or finish the mission?

PROTECT  
LOCALS

FINISH  
MISSION

2) Did the PCs summon assistance from (circle all that apply):

Master Delshir   City Watch   Temple of Gond

3) Did the PCs defeat the Talosians?

YES

NO

4) Were they approached by the Thieves' Guild afterwards?

YES

NO

Did they give it to the thieves?

YES

NO

Did they fight the thieves?

YES

NO

Did they win?

YES

NO

5) Who got the device in the end?

Master Delshir   City Watch   Temple of Gond   Thieves

6) Did the PCs come up with anything particularly clever to deal with an aspect of this event? If so, what? \_\_\_\_\_

YES

NO

\_\_\_\_\_

## New Monsters:

### Night Stalkers

CLIMATE / TERRAIN:	Any	FREQUENCY:	Very rare
ORGANIZATION:	Solitary	ACTIVE TIME:	Night
DIET:	None	INTELLIGENCE:	Varies
TREASURE:	Varies	ALIGNMENT:	Chaotic evil
<hr/>			
NO APPEARING:	1-4		
ARMOR CLASS:	2 or 8, see below		
MOVEMENT:	9		
HIT DICE:	Varies, see below		
THACO:	Varies, see below		
# OF ATTACKS:	1		
DAMAGE / ATTACK:	Special		
SPECIAL ATTACKS:	Enervation/ <i>magic jar</i> + see below		
SPECIAL DEFENSE:	Silver or magic weapons needed to hit/turn as ghosts + see below		
MAGIC RESISTANCE:	Nil		
SIZE:	M		
MORALE:	Special		

Night stalkers are the undead spirits who were either killed by another night stalker's enervation attacks or died while using the powers of a *necklace of Tharkush*. Servants of Shar, goddess of the night, they usually roam about at night or in places of darkness, though they take no harm from sunlight. They hate the forces of goodness and life and the followers of Selune, desiring to make such beings one with them.

**Combat:** Like ghosts, night stalkers are non-corporeal, though they exist in the astral plane rather than the ethereal plane. Also like a ghost, a night stalker can *magic jar* anyone within 60 yards. If the *magic jar* fails, it will semi-materialize (AC 2) and attempt to enervate its foes. This enervation attack suppresses one level for every 5 hit dice of the night stalker with each attack. Thus, a 6 hit dice night stalker which hits will suppress two levels per attack. If an individual is suppressed below 0 level, he dies and will arise within the next week as a night stalker under the original's control. Suppressed levels will be recovered after 8 hours. Until it becomes semi-material, it can't be hurt by attacks or spells. If battled on the astral plane, it is AC 8.

Those slain by night stalkers retain the memories and skills they had in life (though clerics are now followers of Shar and are limited to the spells and powers she grants). They also gain 2 hit dice with the suffusion of dark energy which brings them to this state.

**Habitat/Society:** Night stalkers can be encountered nearly anywhere and are not tied to any particular location. If encountered in civilized areas, it is generally in the form of a victim of a *magic jar*. Any location where they intend to remain for a period of longer than a week must have a shrine dedicated to Shar built there.

Night stalkers are generally solitary creatures. When encountered in groups, it is generally a night stalker lord and its minions that are encountered. Even so, the Lord generally sends its minions off to do its bidding rather than keep them near it. Night stalker lords are often motivated by a desire for vengeance and will use all the tools at its disposal to achieve its wrath. They rarely take personal action in the matter unless they are fully confident of their victory. Lesser night stalkers are considered to be tools by the night stalker lord, and it will gladly sacrifice them if it forwards its motives.

**Ecology:** Night stalkers have no place in the land of the living. They were created by Shar to increase her power in the realms. They are creatures of darkness and evil that seek to extend Shar's darkness across the world. Nearly unknown because of the limited ways they may appear, people often mistake them for wraiths.

# Kelvin Delshir, Master Merchant, Member of the House Vesper in the Merchant's Council

7<sup>th</sup> Level Human Male Fighter

**STR:** 17  
**INT:** 18  
**WIS:** 9  
**DEX:** 14  
**CON:** 15  
**CHR:** 15

**AC Normal:** 10 (-1)  
**AC Rear:** 10 (1)  
**Hit Points:** 53  
**Alignment:** C.G.

## Weapon Proficiencies:

Long Sword (Specialized), Short Sword, Dagger,  
Short Bow, War Hammer

## Non-Weapon Proficiencies:

Appraising (18), Bureaucracy (18), Crowd Working  
(15), Etiquette (15), Heraldry (18), Persuasion (15),  
Read/Write Common (19)

## Spells/Day:

None

## Physical Appearance

Whenever seen publicly Master Delshir is attired in neat, well tailored garb, never ostentatious or flashy. He is 38 years old, but looks about 30. He is an active energetic sort of man with a slim build and below average height. His hair is brown with a reddish cast and his eyes are green. He has a neatly trimmed mustache and goatee.

## Position and Duties

He is a member of several Trade consortiums both in the city and across the sea of Fallen Stars. His duties in House Vesper vary and currently his full support is behind Queldino Tasamber, the head of the house, though he one day hopes to head the house himself.

## Personality, Motivation, Manner and Style

Master Delshir has a dynamic personality. His energy and drive keep him in the thick of things when he wants and his speaking skills are

phenomenal. He is a firm believer in the principles of self interest and will act accordingly when dealing with others. He will never attempt to get someone to do something for nothing, he will minimally show the other person how the action he desires will benefit them. He has a fascination with ancient artifacts, antiques and collectables and will always pay top coin for it.

## Magic Items

*War hammer +3, ring of truth, long sword +1, girdle of many pouches*

## History

Born to the fourth generation of the Delshir Merchant family of Ravens Bluff he comes from a family of wealth and affluence. In his early years his tutor told him stories of ancient civilizations and from this has sprung a fascination with anything of ancient origin. He is often willing to spend great sums of money in order to acquire such objects. Kelvin's parents died several years ago, His father when earthquakes plagued the city, dropping a warehouse on him, and his mother when a Dragon Turtle sank the ship she was traveling on. He has a younger Sister named Susannah (36). Kelvin is married to Reyanna Starsen (38), originally of Procampur. They have a son named Peter who is 18 years old.