

# The Rogue of the World

A One Round AD&D Living City Tournament

Part Four of the Five part tarot series

by Daniel S. Donnelly

“A strange message to be delivered to an unknown recipient leads the party into a grand adventure against an enemy thought long forgotten”

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 1998 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 name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

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

## Tier Structure

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

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

## DM Information

This is the fourth installment of the Tarot Series of Living City tournaments. During this tournament Madam Coth, a silk merchant in from the Ravens Bluff market district, will again contact the PCs. She is a Vistani and is very attuned to the workings of Fate and the future. It is not necessary for players to have already played the previous adventures, or is it necessary to play any of the future tournaments. But if

the players ask about the series, the tournaments break down as follows:

- Tarot I: *The Test of Fate's Strength*
- Tarot II: *The Stars & Moon Above*
- Tarot III: *The Light in the Lover's Eye*
- Tarot IV: *The Rogue of the World*
- Tarot V: *Along the Wheel of Fate*

*The Test of Fate's Strength*: It was within this module that the characters are first instructed in the ways of Fate, and fought their way through a maze of traps, monstrous creatures and diabolical magic to rescue Madam Coth from the clutches of Fate's chosen opponent—a high priestess of a yet unknown religion. The priestess had protected herself with three powerful guardians. The PCs defeated each of these guardians and won the first of Fate's challenges.

*The Stars & Moon Above*: The PCs were part of a large quest of the spirit. A number of puzzles were put to them and they had to solve at least three to complete the quest. A silver sphere of unknown material was their only guide.

*Light in The Lovers Eye*: Madam Coth had been experiencing some awful nightmares which involved the Temple of Sune. She contacted the PCs to help in the investigation, since the temple is one of her primary customers. The investigation led the PCs to a very exclusive "spa" and some very dangerous situations. The PCs eventually discovered a plot to kill or disfigure the High Priestess of Sune, hatched by a priestess of Talona and Mohammed.

In order to run this tournament you must make sure that you have read and understand the environmental effects that are surrounding Ravens Bluff. The city is still recovering from a very costly war. It survived an eighteen-month siege and many changes in the government..

This is the fourth module in what is going to be a series of five tournaments that involve Madam Coth, first found in *Luck Takes a Vacation*, and the influences of a mystical entity that she refers to as Fate. It seems that Madam Coth is under the impression, and without any other information the PCs will be under the same impression, that this entity she calls Fate has decided to test the different aspects of Ravens Bluff and in particular those that call her home. In actuality, Madam Coth has been cursed and *seems* to be the instigator of all the tests herself. A refuge from the forbidden veils of Ravenloft, Madam Coth is

experiencing the adverse effects of a curse laid upon her by Strahd himself during a weakening of the boundary between Ravenloft and Ravens Bluff. He so much hates to lose anyone from his realms, and not be able to leave himself. As the series of modules continues, Madam Coth will slowly lose her grip on the reality of this world and instead see a world created in her mind by Strahd's Curse. The PCs can not detect the curse unless they are of gypsy blood. Even then, it is very difficult, only a 15% chance of noticing. If a character is playing a gypsy kit or actually has claim to true Vistani blood, then roll percentile. On a roll of 01-15% they will notice what appears to be a dark shadow over Madam Coth. The most logical explanation is the tests of Fate that are centered on her. The Curse has many aspects to it. It is warping the reality that Madam Coth experiences while giving her subconscious powers that she would not normally have. The details of the curse will unfold as the series of modules continue, as will the details as to how certain events are being created.

Divination spells cast at or in reference to Madam Coth will automatically fail due to her supernatural existence. Fate as an entity is just Madam Coth's gypsy superstition wrapped about the reality that she perceives. To her, Fate is the hand that guides the gypsies and Fate provides all. It is known to test the believers, periodically assuring that it has chosen well when it chose the gypsy to guide.

At this point, it may be important to detail the abilities and capabilities of Madam Coth.

**Madam Coth, hf (Vistani) W14:** AL CG; AC 2; HD 10 +8; HP 68; Thac0 14; #AT 1 (or by spell); Dmg 1d4 (dagger); SA Spells, precognitive powers; SD Spells, assume wraithform at will; MR divinations on her don't work; SZ M; ML 18.

Equipment: Dagger, Moon Amulet  
Spells: as needed

Madam Cloth is a very wealthy silk merchant who deals often with the Temple of Sune and some of the better-dressed personalities in the city.

Madam Coth again summons the PCs claiming that the Rogue of the World is currently visiting Ravens Bluff. She does not know who this rogue is although she does know that his assistance may save the city from the judgment of Fate. Although she is not sure of the Rogue's appearance she has crafted a coin which will glow in his or her presence.

What, just a coin? Well Coth has a bit more information. Her dreams have centered on a number of

locations and she is positive that the Rogue can be found at one of them.

Finding the Rogue is just the beginning of this adventure. The PCs might have to make a very important decision that could affect the life of one of the city's dearest adventurers. It will be up to the PCs whether to seek revenge or follow the instructions of the Rogue to perhaps save King from destruction. Either way, a pitched battle and possible ramifications conclude the adventure.

### **Introduction:**

Madam Coth entertains the PCs at The Seven Tiger Inn. After a wonderful meal she tells them the tale of the Rogue of the World. It is a mythical tale but one she believes in firmly. She gives the PCs a small silver disk in which strange symbols are carved. A number of locations are mentioned as the possible whereabouts of The Rogue.

### **Encounter One: "The Search"**

This encounter is broken into four sub-encounters, one for each of the locations that Madam Coth believes the Rogue may be located. The locations are the Crescent Moon Inn, the Nevin Street Compter, Potions, Lotions & Notions, and the Silver Moon Playhouse. There is role-playing at each, but only the Nevin Street Compter and the Crescent Moon Inn will further the plot. Information gathered will lead the PCs to the Old Spill & Swill Tavern in Crow's End.

### **Encounter Two: "The Spill & Swill"**

The plot really starts to move as the PCs are "escorted" inside by a large number of armed men. Inside the coin glows brightly as a hidden voice tells them to turn over the message and their items. Of course, the PCs will probably not do this although the voice will settle on a small finder's fee. The voice belongs to Mohammed, an evil NPC and master thief. The men at the bar are his and he has the regular bar staff tied up near him. The PCs will have the choice of paying him or fighting a very difficult combat. There are problems with either choice since they are outnumbered and the room prevents most area of effect spells. Either way when the battle, or Mohammed is finished....

### **Encounter Three: "Meeting the Rogue"**

A small halfling will be found standing next to the PC with the coin and the message in his hand. This is the case even if Mohammed gets the message and an item from each. Mohammed might be a master but the Rogue is better. "Al" is a strange halfling and has some very distressing news. It seems that King, the companion of Ambassador Carrague is missing.

Madam Coth has dreamed about King's destruction and although as subtly searched the city no one knows his whereabouts. Of course, the Rogue knows where King is and even offers to help the PCs rescue him. Of course, his offer is to lead the PCs there and get them into the location with King. From there it is up to them. Encounter Four details the rescue of King while Encounter Five details the chasing of Mohammed.

#### **Encounter Four-A: "Rescue of King"**

A tricky trap-infested journey leads the PCs to an underground chamber. Beyond the chamber sounds and smells tell of the rooms evil. A mad wizard has captured King and is planning of experimenting with him. Before the PCs can interfere they must get past the other creatures that the wizard has completed his experimentation upon.

#### **Encounter Four-B: "Final Confrontation"**

The enemy wizard confronted in his laboratory escapes up the stairs, the PCs hot in pursuit. Upstairs is in fact the common room of The Roost, the headquarters of The Golden Roosters. The Roost has been undergoing "renovations" and many of the knights have not been visiting. The many animal heads are off the walls and the wizard is attempting to stave off his attackers with the assistance of a number of ex-knights whose services he bought. A special bit of boxed text might be here if a PC hands you a sealed envelope prior to the beginning of game play.

#### **Encounter Five:**

Abandoning King to his fate the PC chase after Mohammed. A quick encounter with an underground creature occurs and they run directly into an ambush. The battle here has no option for surrender—the fight is to the death. However, when the PCs return to the surface, King has already been killed and the Rogue no where to be found. (Conclusion-B)

#### **Conclusion-A:**

Madam Coth, the Rogue, and Ambassador Carrague are all gathered along with King at the Ambassador's home. The Ambassador is very happy to have King back home although he doesn't remember King leaving. Madam Coth sits quietly and unless disturbed attempts to find the meaning of this exercise. She is starting to have doubts of her own visions of Fate, although her dreams have become even more direct.

The Rogue of the World will approach the PCs and thank them for their humanitarian effort. He quickly returns any items the PCs lost to "Mohammed," smiling as he goes to each PC. He then walks himself out the door and simply disappears.

Carrague might also reward the PCs if they saved King, even though he doesn't remember King being lost.

## Players Introduction

*The evening air was brisk as you made your way up the hill towards the government offices and the noble estates. You were invited to dinner with Madam Coth, a gypsy and merchant of silks. She had a message delivered to each of you requesting your appearance at a Dinner of Fate this evening at The Seven Tiger Inn. Although you tried, she was not available earlier to question. Walking the narrow cobblestone road to the Inn you have encountered a number of others making the journey to The Seven Tiger Inn. Not a coincidence as the other adventurers were all invited to this dinner and introduced themselves.*

Allow the PCs to introduce themselves at this point. The entire introduction is done through role-playing. The NPCs and the information they have for the PCs are listed below:

**Arthur Wilde, hm B6:** Int Exceptional; AL NG; AC 8; MV 12; THAC0 18; hp 28; #AT 1; Dmg by weapon; SA spells; SD spells; MR nil; SZ M (5'10"); ML 12 (19 if protecting Bournetel)

Arthur is the owner of The Seven Tiger Inn. He is a bit over-weight but is very friendly and very much a man who likes to please his guests. He will be the one who greets the PCs at the door and takes their cloaks. (Find out who is wearing a cloak since it will begin raining before the end of dinner) He knows very little about the mission only having the following facts:

- Madam Coth only made the reservation this morning for dinner.
- He doesn't believe it has anything to do with his inn, guests, or his daughter.

The Seven Tiger Inn is an old large hunting lodge that was on the outskirts of the city 30 years ago. Since the growth of the city, it is still on the edge, but the old owner decided to move further away. It has three stories and is finely decorated, the main attraction being the heads of seven tigers mounted in the dining room. A small chamber off the dining room usually hosts a poker game each evening, although there doesn't seem to be anyone here this evening.

**Bournetel Wilde hef W6:** Int Genius, AL CG; AC 5 (armor); MV 12; THAC0 18; hp 16; #AT 1; Dmg 1-4; SA spells; SD spells; MR nil; SZ M (5'4"); ML 12 (19 if her fathers in trouble).

Spells Remaining: *affect normal fires, hold person, wraithform, mending*

Bournetel is the daughter of Arthur Wilde. Her mother, a full elf, unfortunately departed this world while bringing Bournetel into it. Bournetel has deep green eyes and a beautiful smile. She is studying at the Wizard's Guild and is considered an up-and-coming student of the arts. She will be serving the meal and can not add to the mission, although if asked she knows the following stories and rumors:

- There has not been as many poker games lately. Even the House of Thud business is slack. She doesn't know why but is not complaining.
- The Inn has been doing rather well since the unfortunate accidents a couple of years back. They had a fake ghost, a real ghost and then a number of PCs were attacked by followers of Cyric while staying here.
- Dinners have been very busy since The Roost is closed for renovations. A great number of knights have very fine taste in food and many do not appreciate the ambiance at The Crescent Moon Inn although the food is a little better.
- She is currently seeing Miles Killeen O'Kane, the son of Charles Oliver O'Kane. He is a fine warrior and a bit of a wizard as well. She will accept flattery with grace although she is in love and will not entertain any others. She does have a 18 charisma.

The final NPC is Madam Coth. Her statistics are found in the DM Introduction. She has the following that she can tell the PCs in her gypsy accent.

- Her dreams have been much clearer lately, she has seen places and things.
- A number of places have been often the subject of her dreams. She visited each of the locations this week but could not determine why she was focused upon them.
- Then last night, she dreamt of the Rogue of the World. He was coming to Ravens Bluff. But she was still unsure of where.
- She could not tell what he looked like, only that he was male. She could also not tell where he was, although she is sure that the locations that she

keeps seeing in her dreams are the key to finding him.

- She wants the PCs to find the Rogue using a coin she enchanted just for this purpose. She has a message that only he can read and needs his guidance. The message was also part of a trance that she survived. The message is found in **Handout #1**. The PCs can attempt to solve it although no solution is given. If a rogue wishes to use their read language ability make the role and give them one of the PC **Handout #1 (A-C)**. For each one that succeeds give them a different handout.

At some point one of the PC will probably ask, "who is The Rogue of the World". Madam Coth will laugh and ask them if they want to hear the story of The Rogue of the World. If they answer yes, read the following text to them:

***"I can understand you not knowing the story of the Rogue. It is not one often told. It began many years ago. There was a very talented thief named Forsineous. He stole from everyone. He was so good that when goods were stolen and no one able to determine how or who, it was always Forsineous that received the credit or the blame for the theft. Luckily for Forsineous, he lived in a very lawful city and without proof, he could not be convicted of theft. There is another story of Forsineous later in his life, would you like to hear it?"***

As long as the PCs answer yes continue with the story otherwise skip to the end of the story:

***"He was young, but his hands quicker than lightning. The stories told that he could empty a man's pouch evaluate what was inside and put what he did not want back before anyone would even notice. Then one day he decided to make the ultimate theft, only for the challenge for he did not smoke. He had purchased a nice ivory pipe from a merchant and filled it with the most wonderful tobacco from around the Realms.***

***"Having everything in place he acquired a room at the Singing Sword and waited. He did not have to wait long for a few hours latter in walked the old mage himself, Elminster. The rogue waited for his moment, and as he slowly walked by the old mage quickly switched pipes as Elminster began to light his own pipe.***

***"Now this was not your everyday pipe that he had stolen and it took Elminster a while to detect a***

*difference. Some say that Elminster had other things on his mind, others say it was do to the wonderful blend of tobacco which the rogue had filled the pipe; in any case the rogue, with a bow and a flourish returned Elminster's pipe to him.*

*"Now the story is different from this point on and I guess it depends on who you talk with, some say Elminster disintegrated the rogue on the spot. Others say he made the rogue immortal. Others say that Elminster died laughing and the rogue has been traveling the realms disguised as Elminster, it is the greatest single act of thievery since Solomon the Satyr emptied the entire stock of alcohol from the elves of Myth Drannor." With this Madam Coth relaxes and sips at her wine.*

The PCs are encouraged to role-play in the inn for a while. The food is wonderful and the atmosphere is outstanding. They still have a number of rooms available for rent (see certificate at the end of the module) Rent is 50 gp per tournament played for a regular deluxe room and 100 gp per tournament played for a master suite with servant's chamber. When the PCs are finished here, give them the message (**Handout #1**) and have Madam Coth give them the locations (**Handout #2**) and the coin.

## Encounter One: The Search

This is going to be broken up into the four sections, one for each of the areas the PCs could investigate. They are in order of importance to the plot, but that is for your sake as a GM.

### Encounter One-A: The Silvermoon Playhouse

The Silvermoon Playhouse is a very new business in Ravens Bluff. Local History checks must be made with a -6 penalty due to the newness of the structure. Bards do not suffer this penalty. A successful check indicates that the playhouse is very new, it is owned by a group of adventurers that worship Selune, goddess of the moon. The plays are usually very tasteful and very well done. They have been open for six weeks and are just beginning their fourth production. It is assumed that the PCs will investigate the Playhouse during the evening hours. It is closed and no one is available to answer questions during the day. They may attempt to

break in, and if this is their intent go to the break-in section.

***Making your way through the Memorial Park you pass the Temple of Selune before coming to the address for the Silvermoon Playhouse. The playhouse looks to be an elegant structure, which is connected to a grand sized mansion. There is a small line leading from the ticket office.***

Tickets are scarce for the show but there are some seats available. The show times are moonrise and two hours before sunrise. The show lasts for two hours. If the PCs are in-between shows there are a couple of people hanging about and the playhouse bar is open and serving. Yes, when the playhouse is not hosting a show, they often open the bar to the public and enjoy a clear view of the moon through the clear crystal roof.

**Ticket Office:** The woman in charge of selling tickets is named Doris. She is half-elven and is a 5<sup>th</sup> level priestess of Selune. She is very happy to discuss the shows and if the PCs are interested sell them a ticket to the show. Tickets are 5 gp for the upper balcony, 10 gp for the main seating level and 25 gp for the orchestra. The show is performed by many of the bards of the city and is about two lovers who find themselves only to be separated by the death of one of them. She is also selling tickets to the premiere of a new show beginning next week, which is a musical show about pirates and shipwrecks and a giant dragon turtle. The tickets for the premiere are 5x normal price.

**Doris, werebear female P(sp)5 of Selune:** Int High; AL CG; AC 9; MV 12; THAC0 17; hp 38; #AT 1 or 3; Dmg 1d6+1 or 1d6/1d6/1d8; SA shapechange into the shape of a bear, *infravision* 60-feet; SD silver or +1 or better weapon needed to hit; MR nil; SZ M or L; ML 19.

Spells Remaining: *cure light wounds* x3, *hold person* x2

**The Inside of the Playhouse:** The playhouse is gilded with golden trim and polished silver. The actual playhouse appears to be further inside the structure, with the ante-chamber one large drinking establishment. There are tables and a very long (60-foot) bar with two bartenders currently on duty. The ceiling of the ante-chamber is clear crystal and the evening sky is clearly visible from below.

**Bartenders:** The bartenders' names are Michael and Stanley and they are both followers of Selune. They are

not priests but apply their knowledge of mixing drinks for the pleasure of all. They feel quite honored to be working here at the Silvermoon Playhouse and can tell the PCs anything from the list below. Of course, being CG of alignment, they certainly do not mind tips. The special drink menu is **Handout #3**.

**Michael, hm P0**; Int Above Average; AL CG; AC 10; MV 12; hp 5; THAC0 21; #AT 1; Dmg by fist; SA nil; SD cover (bar); MR nil; ML 11

**Stanley, hm T7**; Int Above Average; AL CG; AC 7; MV 12; hp 35; THAC0 16; #AT 1; Dmg by fist; SA nil; SD cover (bar); MR nil; ML 11

- They do not have much of a thievery problem here. There are magical guards watching over the place.
- The last couple of plays have been very well attended. The ownership keeps costs down and a good number of the performers act for “free”.
- There was a strange man here a couple of days ago. It was hard to see his face. He looked around a lot but only ordered one drink. It was strange, I don’t remember collecting the glass from him and we did end up one glass short, but none of the wards went off.
- His hand was tattooed, those permanent kind that you get in prison, although it did appear as if the tattoo was very old.

If Stanley is approached by a rogue who identifies himself or herself using thieves cant, he will ask them to help him bring in a couple of new sets from the side of the building. There is indeed some very heavy curtains and drop canvases on the outside of the building. If more than one PC volunteers then he will accept their help but make sure to get the rogue by themselves. He has the following additional information:

- He believes that the individual who stole the glass is going by the name Mohammed.
- The person started to get a name for himself and actually drew away many of Mohammed’s old followers.
- Amazingly, the glass reappeared this morning, so it really was just a proving point to steal it, not theft for the value of the glass.

**Attending the Play:** The play is very good. The majority of the performers are members of the acting troupe but at least four visiting bards have parts as well. The music is wonderful and many in the audience

are encourage to sing along to many of the numbers. PCs who watch the show will be at +1 to any save vs. Fear for this adventure. Those will religion may attempt a proficiency check, success will indicate that there is a very small section of the scenes that actual constitutes worship to Selune; usually in the very beginning and very end of the play. This worship should be viewed as respectful not overbearing, and it appears as if the acting troupe uses this as their gift to Selune each evening. If the PCs wait until after the play and speak with the acting troupe, the troupe leader will speak with them. Her name is Yvandolyn. She can inform the PCs of the following:

**Yvandolyn hef B7**: Int Exceptional; AL CG; AC 6; MV 12; hp 40; THAC0 16; #AT 1; Dmg 1d8+1 (long sword); SA spells; SD 30% resistant to *sleep* and *charm*; MR nil; ML 12.

Spells Remaining: magic *missile*, *audible glamour*, *dancing lights*, *ghost pipes*, *lightning bolt*, *phantasmal force (improved)*

- The troupe was formed about three months ago, by a number of followers of Selune, but has been financed by Lorien Darkarrow.
- The troupe mmbers were trying to make it as actors, actresses, and writers but could not seem to catch a break. They have always been followers of Selune and heard about the damage to the temple in Ravens Bluff so they figured that since they were not making progress in the acting business they could at least help out here.
- The Silvermoon Playhouse is actually connected to the home of Lorien Darkarrow, and his wards that watch over the place. He had it built especially for the acting troupe.
- They keep prices down since they do not have to pay rent for the building and a number of Lorien’s friends sometimes join in for a few shows. At first they were a little jealous, but then they realized that these bardic masters were not attempting to take their livings, they were there to have fun. When the troupe realized that then they started to have more fun and everything is going great.
- They had one really bad show a couple of ten-day ago. Everyone was bad. So bad that people were starting to leave. Then a small halfling in the back of the audience shouted that he wanted his money back. Well, amazingly, the staff immediately returned everyone’s money. You can imagine how that interrupted the play. Well Horace, he was directing this particular show decided that if the audience had gotten their money back then why

should we continue. Good thing we had a number of “visitors” with us. One of the visitors, Madison, got a few of our singers together and went onstage. She told the audience to ignore the previous play and that we were going to perform a brand new play that evening. After a 30-minute break we did just that and the audience loved it. The new play was sold out for thirty days.

**Breaking Into the Playhouse:** Not the wisest of options but still one that should be considered. First, the playhouse has some protections about it during the day. The first is the large staff (cleaning and organization) that is always moving about the area, it should become a tough act to avoid the workers all. The second is that the back door, which is not used by the staff, goes into the home of Lorien Darkarrow. A *Mordenkenain’s hound* as well as a *guards and wards* spell guard the grounds past the door. Doris guards the main door until the cleaning people come at noon. She sleeps on the other side of the door. If the door is opened, and it is tough to open since it is *wizard locked*, Doris will be awakened and want to know what is going on. At this point, the PCs might be able to obtain the information they could find later, but Doris is in a bad mood. It’s not good to wake up a sleeping bear and she will make sure that they pay for their foolishness at the cost of 500 gp /tier or she will summon the watch.

Remember that this is a tax paying business owned by a knight and landowner of the city, the guards will protect it and the laws of the city will punish any offenders.

## Encounter One-B Potions, Lotions and Notions

*Potions, Lotions & Notions storefront is very tasteful with a simple wooden sign with the PLN lettering. The inside of the store is sparse, a couple of private round tables and a large wooden counter the only furniture. A fox-like man sits idly behind the counter working on a couple of pieces of parchment. “Good Day, My name is Silver Fox, how may we be of assistance? Need to make a trade? I might have a couple of good deals here if I can figure these inventory reports out properly. I thought having two stores would be just a little harder than one, it’s more like ten! Oh I guess it isn’t too bad, business is indeed good. You don’t happen to be good at puzzles, I was challenged to solve this by this evening but I can’t figure it out, if you could help I would be willing to give you a one-time discount.”*

Silver Fox is attempting to consolidate his inventory reports. He is not however, used to his inventory being shipped to and from another store. Besides, he has a very large bet riding on the solution to this puzzle. He is a great haggler and loves to deal. If the PCs want to volunteer to help, he will allow them. If they agree to help they have as much time as they like, however after a couple of minutes Silver Fox will try to start-up dealing with them. There is no time limit however, the time spent doing this is wasting time to solve the problem that Madam Coth entrusted to them. Give the PCs Players **Handout #4**.

The puzzle is:

The following was inscribed upon a mausoleum door found in the kingdom of Mulhorand.

*Two grandmothers, with their two granddaughters;  
Two husbands, with their two wives;  
Two fathers, with their two daughters;  
Two mothers, with their two sons;  
Two maidens, with their two mothers;  
Two sisters, with their two brothers;  
yet only six all lie buried here;  
All born legitimate, from incest clear.  
How might this happen?*

The answer: If two widows each had a son, and each widow married the son of the other and had a daughter by the marriage, all the relationships will be found to result in the Epitaph given to the PCs.

## TRADING

Silver Fox does have a few items he is willing to trade with the PCs. If they are interested he has the following items any of which are possibly for sale for the experience point value listed next to them. If the PCs wish to purchase any of these they must pay the entire purchase in magic. VOID the Magic Item and instruct the player to staple it to the back of the item purchased. NOTE: The item will not function unless properly paid for.

- *potion of healing:* 500
- *potion of extra-healing:* 1,000
- *short sword +2* 3,000
- *staff of curing (15 charges)* 30,000
- *wand of frost (5 charges)* 10,000
- *bracers of defense AC 5* 25,000

Note: If the PCs have assisted Silver Fox, he will give them a 5% discount on ONE item only.

## Encounter One-C

### The Nevin Street Compter

*The Nevin Street Compter is a three-story stone shell with a wooden interior. All the windows are fit with iron bars, those on the ground floor being extremely stout. The stout ironbound doors restrict entrance from outside the compound, although a view port and solid brass knocker center the door.*

Allow the PCs to knock on the door. The view port will open after a short period of time and a pair of older looking eyes will look out at them.

*Hey, what do you need? We're kind of busy right now.*

The man, Milford, will accept most any reason to allow the PCs to enter. Once inside the PCs will find themselves in a small ante-chamber with weapon racks. Milford will ask them to check their weapons if they plan to go in to visit a "guest".

**Milford, hm F9:** Int Average, AL LN; AC 4 (Splint Mail); MV 9; hp 89; THAC0 10; #AT 2; Dmg 1d8+3; SA nil; SD nil; MR nil; SZ M; ML 18; Age 68

Milford can give them the following pieces of information if they ask about visiting "guests" or the warden.

- The place is almost empty, most of the "guests" that are not in the Lord's level have been transported from the facility to another as a work detail.
- He is not sure where they are going but knows that when they come back, they continually complain about the darkness where they are working.
- The majority of visitors still come in to see the "room" of ex-Deputy Mayor Belanor Fenmarel. The cost to visit the room is 10 gp for 10 minutes.
- The new Minister of Prisons visited recently and he was the one who instructed the Warden to build a work force for use by the city.
- A number of men who work as guards at the prison hang out at the Spill & Swill Tavern. The PCs might be able to get more information from them about the work project.

The PCs can visit anywhere in the Compter that they wish, of course, it costs 15 gp to visit, an additional

amount if they want to visit the "room" of Belanor Fenmarel.

## Encounter One-D

### The Crescent Moon Inn

*A small stone building in the middle of the busy business district is the home of the Crescent Moon Inn, a restaurant and inn. Well known for the quantity and quality of its food and service. A sign outside reads, "Cleanliness is next to Godliness, enter and be closer to the heavens." A small child stands next to the door a bandage over his head and a small bowl in his lap.*

**Torwelli, halfM T7:** Int High; AL CG; AC 6 (dexterity); MV 12; hp 54; #AT 2; Dmg 1d4 (daggers); SA backstab; SD nil; MR nil; SZ S; ML 13

Torwelli is a halfling who still resembles a small child. He begs and claims to have been injured running messages during the war. This is actually the truth since he was injured running messages during the war, only it was not for the army. He acts as a lookout for those within the inn. He does not look for the watch, as much as troublesome adventurers. To that extent he will as loudly as possible ask for any spare change. He WILL warn those entering that the doorway is magical and will clean anyone entering.

When the PCs have had enough of Torwelli, they can enter the inn.

*The common room of the Inn is very busy with a large number of halflings, who seem to be enjoying a meal. You are not sure which meal since it is not really time for lunch or dinner but they all seem to be having a good time. You are surprised to see the small coin that Madam Coth handed you giving off a slight white glow. The glow intensifies and then fades. In the fading light of the coin, you see that the majority of halflings present have ceased eating to look at you. A slightly rounded halfling wearing an apron walks sternly towards you.*

*"What kind of magic is this that you bring into my establishment? Your not going to try anything funny, ha ha, now are you?"*

This is Harold, the owner and cook at The Crescent Moon Inn. He does not like obvious magic, and the coin has him on edge. He will question the PCs about the coin and what has brought them to his inn.

If they mention the Rogue of the World or Forsineous they can get information listed below. Of course, they will need to have a good meal and a glass of mead (8 gp/meal, 3 gp/drink).

- Forsineous is a sometimes customer who travels the realms between visits.
- He has heard all the stories about the Rogue of the World, and the Rogue is sort of treated as a hero to the other halflings of the world.
- He has heard that the Rogue maintains a headquarters in the outer planes with the other halfling deities.
- One of the halflings present was having drinks with Forsineous when the PCs entered, Forsineous left immediately but Beans, the halfling he was having a mid-morning snack with, knows where to find him.

**Beans, halfM T9:** Int Average; AL CG; AC 0 (studded leather); MV 9; hp 46; THAC0 15; #AT 2; Dmg 1d4+2 (daggers +1); SA backstab, Pick Pocket 89%; SD Hide in Shadows 95%, Move Silently 95%; MR nil; SZ M; ML 11; Charisma 13

Attributes: Quiet, Observant, Clever, Strong Sense of Fair Play, Athletic, Smiles all the Time  
S kills: Tumbling (18); Observation (12); Tracking (10); Singing (12); Cooking (17)

Beans is the assistant cook and part-time waiter at The Crescent Moon Inn. He made the acquaintance of The Rogue a number of years back and has a meal with him whenever he is in town. He will offer to lead the PCs to The Rogue, although if they insist he will simply tell them that he sometimes hangs out at The Spill & Swill Tavern since there are always pickpockets in the tavern. He loves to show up pickpockets.

## Encounter Two: The Spill & Swill

The PCs could get to the Spill & Swill in any of three methods. They could have picked up on the slight clue given by Milford at the Compter, or they could have been given the direction by Beans or be led by Beans to The Old Spill & Swill. If Beans is with the group he will make a break into the shadows of Crow's End, just as the men begin to appear, saying "They look like trouble, I'm out of here!" Of course, if the PCs have paid Beans for the information or for leading them here, HE DOES NOT ASK FOR ANY MONEY! He

will stick with the PCs, make sure to add his 9 levels to adjust the tier of the group.

*Located in the roughest area of the docks, this dilapidated tavern is known as a den of thieves, cutthroats, and the other dredges of Ravens Bluff. As you begin to approach the building, oily smoke pours from the broken chimney of the establishment. A large group of armed men appear from around the streets. "Good eve good people", says a one-eyed man with a pair of cutlasses in hand. "You be headed for the Spill. This ain't your normal district, we had better escort you inside. Don't worry we doesn't charge much, just a round of drinks and at the Spill that sure ain't much!"*

The PCs can act anyway that they wish. There are a large number of cutthroats here who will not hesitate to roll the PCs in order to take their money, however, they are actually being paid to lead them inside the Spill & Swill, by "Mohammed" who prefers to do his own stealing. However, let's not assume that the PCs will not battle the cutthroats' right here in the streets. If they do use the following spell strategy for Boris on those tiers in which Boris has spells (Note: Boris is behind the other warriors):

Round One: *prayer*

Round Two: *haste*

Round Three: *enervation* on the best-appearing warrior

Round Four & Five: *magic missile* on obvious spellcasters.

### Tier One:

**Cutthroats (15), hm T2:** Int Average; AL CN; AC 4 (leather & dex); MV 12; hp 12; THAC0 20; #AT 2; Dmg 1d4+1 (daggers); SA backstab, Pick Pockets 35%; SD Hide in Shadow 35%, Move Silently 35%; MR nil; SZ M; ML 10

The cutthroats will fight to kill the PCs, no taking of prisoners. They will start making morale checks when they have lost 6 members to death, or 8 members to death/magic.

### Tier Two:

**Cutthroats (15), hm T6:** Int Average; AL CN; AC 3 (studded leather & dex); MV 12; hp 36; THAC0 17; #AT 2; Dmg 1d6+1 (short swords); SA backstab, Pick Pockets 55%; SD Hide in Shadow 55%, Move Silently 55%; MR nil; SZ M; ML 13

The cutthroats will fight to kill the PCs, no taking of prisoners. They will start making morale checks when they have lost 6 members to death, or 8 members to death/magic.

### **Tier Three:**

**Cutthroats (15), hm F7/T8 (dual classed):** Int Average; AL CN; AC 3 (studded leather & dex); MV 12; hp 81; THAC0 15; #AT 5/2; Dmg 1d8+1 (long sword) x2 / 1d6+1 (short sword); SA backstab, Pick Pockets 55%; SD *stoneskins* (1d6-4 remaining), Hide in Shadow 55%, Move Silently 55%; MR nil; SZ M; ML 13

**Cutthroat Leader (Boris), hm W7/Sp7 (Mask):** Int Exceptional; AL CN; AC 2 (*bracers of defense AC 6 & Dex*); MV 12; hp 32; THAC0 18 (flail) or 15 (net); #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d (innate), *shadow door* 1/d (innate), *shadow monsters (crossbowmen)* 1/d, *demi-shadow monsters* 1/d, Pick Pockets 45%; SD *stoneskins* (7 remaining), *shadowcloak* already cast (-3 to attack Boris and -1 per die), Hide in Shadow 45%, Move Silently 45%; MR 30% resistance to *sleep* and *charm person*; SZ M; ML 13.

Spells Remaining: Priest: 1<sup>st</sup>: *cure light wounds, cause light wounds, protection from good* (already cast), 2<sup>nd</sup>: *weighty chest* (already cast on net), *heat metal, withdraw, hold person*, 3<sup>rd</sup>: *protection from fire, meld into stone, prayer* (WILL CAST FIRST).

Wizard: 1<sup>st</sup>: *magic missile x2, charm person, phantasmal force*, 2<sup>nd</sup>: *detect invisibility, mirror image, protection from paralysis (FR)* (already cast), 3<sup>rd</sup>: *haste, slow*, 4<sup>th</sup>: *enervation*

The cutthroats will fight to kill the PCs, no taking of prisoners. They will start making morale checks when they have lost 6 members to death, or 8 members to death/magic. Remember that each of the cutthroats may have some *stoneskins* that might be remaining. They can have none left, after all this is Crow's End and they have been in fights.

### **Tier Four:**

**Cutthroats (15), hm F7/T8 (dual classed):** Int Average; AL CN; AC 3 (studded leather & dex); MV 12; hp 81; THAC0 15; #AT 5/2; Dmg 1d8+1 (long sword)x2 / 1d6+1 (short sword); SA backstab, Pick Pockets 55%; SD *stoneskins* (1d8-4 remaining), Hide in Shadow 55%, Move Silently 55%; MR nil; SZ M; ML 13

**Cutthroat Leader (Boris), hm W8/Sp9 (Mask):** Int Exceptional; AL CN; AC 2 (*bracers of defense AC 6 & Dex*); MV 12; hp 42; THAC0 18 (flail) or 15 (net); #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d (innate), *shadow door* 1/d (innate), *shadow monsters (crossbowmen)* 1/d, *demi-shadow monsters* 1/d, Pick Pockets 45%; SD *stoneskins* (9 remaining), *shadowcloak* already cast (-3 to attack Boris and -1 per die), Hide in Shadow 45%, Move Silently 45%; MR 30% resistance to *sleep* and *charm person*; SZ M; ML 13.

Spells Remaining: Priest: 1<sup>st</sup>: *cure light wounds, cause light wounds, protection from good* (already cast), 2<sup>nd</sup>: *weighty chest* (already cast on net), *heat metal, withdraw, hold person*, 3<sup>rd</sup>: *protection from fire, meld into stone, prayer* (WILL CAST FIRST).

Wizard: 1<sup>st</sup>: *magic missile x2, charm person, phantasmal force*, 2<sup>nd</sup>: *detect invisibility, mirror image, protection from paralysis (FR)* (already cast), 3<sup>rd</sup>: *haste, slow*, 4<sup>th</sup>: *enervation*

**Kor, half-orc F9:** Int Animal; AL non; AC 6 (ring mail); MV 12; hp 90; THAC0 10; #AT 2; Dmg 1d10+6; SA nil; SD *stoneskins* (10-1d6 remaining); MR 10% (no one knows why but he does); SZ M (6'8"); ML 20

The cutthroats will fight to kill the PCs, no taking of prisoners. They will start making morale checks when they have lost 6 members to death, or 8 members to death/magic. Remember that each of the cutthroats may have some *stoneskins* that might be remaining. They can have none left, after all this is Crow's End and they have been in fights. Kor is stupid and is sort of the "pet" of Boris. He will protect Boris but once Boris sends Kor into the fray all control is lost.

### **Tier Five:**

**Cutthroats (15), hm F7/T8 (dual classed):** Int Average; AL CN; AC 3 (studded leather & dex); MV 12; hp 81; THAC0 15; #AT 5/2; Dmg 1d8+1 (long sword)x2 / 1d6+1 (short sword); SA backstab, Pick Pockets 55%; SD *stoneskins* (1d8-4 remaining), Hide in Shadow 55%, Move Silently 55%; MR nil; SZ M; ML 13

**Cutthroat Leader (Boris), hm W8/Sp9 (Mask):** Int Exceptional; AL CN; AC 2 (*bracers of defense AC 6 & Dex*); MV 12; hp 42; THAC0 18 (flail) or 15 (net); #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d (innate), *shadow door* 1/d (innate), *shadow monsters (crossbowmen)* 1/d, *demi-shadow monsters* 1/d, Pick Pockets 45%; SD *stoneskins* (9 remaining),

*shadowcloak* already cast (-3 to attack Boris and -1 per die), Hide in Shadow 45%, Move Silently 45%; MR 30% resistance to *sleep* and *charm person*; SZ M; ML 13.

Spells Remaining: Priest: 1<sup>st</sup>: *cure light wounds, cause light wounds, protection from good* (already cast), 2<sup>nd</sup>: *weighty chest* (already cast on net), *heat metal, withdraw, hold person*, 3<sup>rd</sup>: *protection from fire, meld into stone, prayer* (WILL CAST FIRST).

Wizard: 1<sup>st</sup>: *magic missile x2, charm person, phantasmal force*, 2<sup>nd</sup>: *detect invisibility, mirror image, protection from paralysis (FR)* (already cast), 3<sup>rd</sup>: *haste, slow*, 4<sup>th</sup>: *enervation*

**Kor & Drun, half-orc brothers F9:** Int Animal; AL non; AC 6 (ring mail); MV 12; hp 90; THAC0 10; #AT 2; Dmg 1d10+6; SA nil; SD *stoneskins* (10-1d6 remaining); MR 10% (no one knows why but they do); SZ M (6'8"); ML 20

The cutthroats will fight to kill the PCs, no taking of prisoners. They will start making morale checks when they have lost 6 members to death, or 8 members to death/magic. Remember that each of the cutthroats may have some *stoneskins* that might be remaining. They can have none left, after all this is Crow's End and they have been in fights. Kor & Drun are stupid and is sort of the "pets" of Boris. They will protect Boris but once Boris sends them into the fray all control will be lost.

NOTE: When the battle is over, or if the PCs are willing to follow the cutthroats into the bar for a drink, continue with the following. We are going to reuse the stats from above inside the bar. Adjust the names if you need to assuming that the PCs defeated the cutthroats outside the bar. There are an additional 6 cutthroats inside the bar making the total 21.

*The inside of the 30x30 room is not much cleaner than the outside. There are a very large number of men positioned inside as well as any of those that accompanied you into the establishment. The chipped paint and scratch murals tell of the type of clientele found in the Spill & Swill. (If they agreed to pay for drinks finish the following: Your tab comes to 13 silver pieces for the drinks as the bartender pours out ale for your escorts)*

*As you begin to take offense to the odor coming from the room, you spot a well-dressed halfling at the opposite end of the bar, next to him seems to be a large number of sacks. "I believe you have a message for me?", he states with more than a hint of spite. "My name is Mohammed and you have a message*

*no? Tell you what, I will accept the message as the ultimate thief of the city and you will each give me one permanent magical item for the trouble of me finding you. You will agree to this of course?"*

If the PCs are going to interrupt Mohammed, give them an observation check to determine that the sacks next to him are indeed moving and that there is no sign of the normal tavern staff. Remember he is appearing as a halfling since he realizes that many members of the adventuring community made stupid deals with halfling deities. A local history at -4 will reveal that the original Mohammed was not a halfling, and a check at -8 will reveal that the notorious Mohammed is dead, so this cannot be him. However, if Stanley told them that this was an imposter then they really can not assume that he is not a halfling. His given name was actually Mortnimer and he is wanted in Tantras and Procampur. Anyone with local history—Procampur can make a proficiency check at -6 to recognize the MO of Mortnimer. Make it very apparent that the people around the bar are all watching their every move and that there is no way:

1. That the PCs could surprise the cutthroats or Mohammed,
2. That a PC could attack Mohammed before at least four cutthroats could cut them off.
3. That the PCs could cast most area of affect spells without bringing down the entire tavern, of course some may work but not many.

Beans will state that the halfling in the bar is not the Rogue of the World.

**"Mohammed", gm (appears as a halfling) P7/T10:** Int High; AL NE; AC 1; MV 12; hp 52; THAC0 11; #AT 2; Dmg 1d6+4 (*short sword +3 of speed*); SA spells, *Ring of Spell Turning*; SD spells, *stoneskins* (12 active), *protection from paralysis, spell turning*; MR 30% (from *potion of magic resistance*); SZ M; ML 14.

Spells Remaining: Priest: 1<sup>st</sup>: *cause fear, command, cure light wounds, detect magic, silence 15' radius*, 2<sup>nd</sup>: *fire trap, glyph of warding, hold person, hold person, know alignment*, 3<sup>rd</sup>: *create food & water, dispel magic*, 4<sup>th</sup>: *free action* (active)

If the PCs attack, Mohammed will step out through a secret back wall door and await the elimination of the PCs. It is much better for the plot if Mohammed gets away, so for these purposes he is +6 to all saving throws. If the PCs lose the fight they will not be killed but they will each have TWO items stolen. These must be carried on them, and items of holding (and all they

contain will be taken first). The cutthroats use *detect magic* and are smart enough, okay, “Mohammed” has instructed them to take bags, vests, bustier, backpack, quivers first then armor, weapons and rings. When the PCs wake up go to Encounter Three.

If the PCs pay “Mohammed”, which is not an unwise thing to do, then he immediately spills a bag of continual dark coins (12 copper) and leaves as mentioned before. The others will leave out every exit they know of, there are six secret exits throughout the building including a direct path into the sewers.

If the PCs defeat “Mohammed”, then immediately grant each of them ONE FAME POINT in general and ONE INFAMY POINT in Lower Class (he was a sort of anti-hero). “Mohammed” is not that tough a foe, however his reputation is extensive. The city watch will confiscate all of his equipment as it has all been stolen during the past number of months. The watch arrives within two rounds of the start of the fight, waiting until the fight settles down before entering. After the PCs settle with the watch, and this also includes a 1,000 gp per PC reward to be paid after it is verified that the man is actually “Mohammed” (which he is not), continue with encounter three.

Mortnimer heard the story of Mohammed and has attempted to emulate him in his own way. The stories told of his daring and the fear many had of him. He immediately attracted followers which sort of surprised him, but who was he to turn down the help. If his disguise is dispelled, the men fighting for him will stop for a round unless they are visibly attacked. They realize that Mohammed is a wizard and thus they are surprised but will recover to protect him. If there is a Procampur character in the group that recognized him then it is possible through good role-playing to convince the rogues to surrender (run away).

## Encounter Three: Enter the Rogue

The PCs could get to this encounter in many different ways, thus there is NO boxed text. However, a sample text is listed below, you will need to adapt it based upon the actions taken by the PCs in Encounter Two.

*The darkness of the Spill & Swill disappears as a halfling hand comes up from the bar with a tall glass of something clean and refreshing. “Wow that was*

*something! At least they didn’t get me scroll.” Amazingly he has the message scroll in his hand.*

This is the Rogue of the World. He has picked “Mohammed’s” pocket even as the Master Thief was exiting the building. If the PCs defeated “Mohammad”, the Rogue will be very impressed. In any case, The Rogue will examine the note from Madam Coth looking it over a couple of times. He will then look to the PCs:

***“You know I gave up puzzles a number of years ago, drove me nuts. The cipher that Madam Coth used is even older than that. Have you had any luck deciphering the message that would save us a lot of time?”***

The Rogue will be amazed if the PCs have not opened the letter and at least attempted to decipher the letter. You can role-play the rogue as very friendly and helpful, he just loves life.

If the PCs have not deciphered the message have the Rogue take a look at it and then jot down some notes. Give the players **Handout #1-d**. Of course, some PCs will want to go immediately after “Mohammed”, allow them too although have the Rogue say something like “What about the Note?” If they continue after “Mohammed” continue with Encounter Five.

***“Here this part is very simple, I think she is using a progressive substitution pattern, but I am not sure, why don’t you work on it while I get myself a drink, you want anything?”***

At this point the PCs will probably think about the tavern staff. They might have remembered it earlier but it should be obvious as the Rogue walks past the sack-covered staff. The staff as long as they are alive and unhurt will be happy to set-up the bar for the PCs that rescued them. The regular owner is out of town and Huril is tending bar today.

**Tavern Staff:** mixed gender humans (5): Int Average; AL CN; AC 10; MV 12; HD 1; hp 4; THAC0 21; #AT 1; Dmg 1d2 (fist); SA nil; SD nil (cover behind bar usually); MR nil; SZ M; ML 7

If the PCs are able to solve the puzzle allow them five minutes. Otherwise the Rogue will sit down with a grimace on his face and take a look, coming up with the solution in a matter of moments. Explain the solution as he reads the note. Finally look over each of the adventurers.

*“Well I guess you will do. Your Madam Coth tells me that one of my old friends has gone missing. That isn’t good and I like to protect my friends. I am pretty sure I know where he is. You see I saw a strange wizard type, can’t trust them wizards (glare at any obvious wizards in the group) in the sewers with a number of animals and I didn’t think about it then, but King might have been one of the animals. The place is trapped pretty heavily, but I think I can draw you a map.” With that the Rogue sits and begins to scribble out a map,*

Give the PCs Players **Handout #5**. The Rogue is going to check out a couple of other possibilities but states that he will meet with the PCs later in the day at the home of Ambassador Carrague.

NOTE: The PCs might split up at this point. Some of them chasing Mohammed and some trying to save King. Both must be done immediately for any chance of success. Do not reduce the tier value (besides taking Beans out) if they split up.

## Encounter Four-A: The Rescue of King

The PCs get to this point by following the directions given to them by the Rogue of the World.

Again there is no boxed text. Use the Map to lead the PCs towards the end of the module and the conclusion. They will easily find the loose sewer grate near the Cresno China Shoppe, and be able to go through the sewers into the large deep pool area.

This is where you will want to get them very paranoid. First describe the stench of the sewers, although it doesn’t smell as bad in this area (yet!). When they approach the large pool go to the pool description below: I would suggest getting marching order etc, before the description.

### **LARGE POOL AREA:**

*Before you lies a large collector of sewage. The pool must be at least forty feet across to the next passage and the sewage swirls aimlessly as if guided by an unseen hand.*

The PCs will MOST LIKELY be expecting an attack of some sort, so why should we disappoint them. There is indeed something living in this filth and the PCs can

take care of it if they want. Otherwise, it is just a matter of SWIMMING across the 12-foot deep pool of garbage.

**Undead Beholder (Death Tyrant), Hurforthorio:** Int special; AL LE; AC 0/2; MV Fl 2 [C]; hp 60; THAC0 7; #AT 1; Dmg 2-8; SA nil; SD Anti-Magic Ray; MR nil; SZ L; ML 15

Hurforthorio has lost the ability to utilize his eyestalks. Only his central eye still functions. This eye will however negate all magic with 60-feet of its position. This will rid the PCs of any active spells as the anti-magic strikes them. Hurforthorio was instructed many years ago to remain here and defend to the death (again). He will do as instructed. Unfortunately, the Rogue when he traveled through left the beholder alive after taking all the eyestalks.

Death tyrants are rotting, mold-encrusted beholders. They may be shriveled, wounds exposing their internal, spherical networks of circular ribs, among the remnants of their exoskeletal plates. All sport wounds, some have eyestalks missing, or a milky film covering their eyes. They move and turn more slowly than living beholders, striking and bringing their eyes to bear last in any combat round.

Death tyrants are immune to sleep, charm and hold spells. If not controlled by another creature through magic, a death tyrant hangs motionless until its creator's instructions are fulfilled (for example, "Attack all humans who enter this chamber until they are destroyed or flee. Do not leave the chamber."). If no instructions are given to a "new" death tyrant, it attacks all living things it perceives. Death tyrants occur spontaneously in very rare instances. In most cases, they are created through the magic of evil beings -- from human mages to illithid villains. Some outcast, magic-using beholders have even been known to create death tyrants from their own unfortunate brethren.

Death tyrants have no self-awareness or social interaction; they are mindless servants of more powerful masters. "Mindless" is a relative term; the once highly intelligent brains of death tyrants still use eyes skillfully to perceive and attack nearby foes. When a death tyrant is controlled by another being, consider it to have the intelligence of its controller.

Death tyrants are created from dying beholders. A spell, thought to have been developed by human mages in the remote past, forces a beholder from a living to an undead state, and imprints its brain with instructions. "Rogue" death tyrants also exist: those whose instructions specifically enable them to ignore all controlling attempts. These are immune to the

control attempts of all other beings. Beholders often leave them as traps against rivals.

Human spell researchers report that control of a death tyrant is very difficult. A beholder's mind fluctuates wildly in the frequency and level of its mental activity, scrambling normal charm monster and control undead spells. A special spell must be devised to command a death tyrant.

### **TRAPPED HALLWAY AREA:**

There are indeed four traps in the area, they are a series of four trip wires. The wires do nothing but alert the wizard that he has guests on the way. The wires are just under the surface of the sewage so are -10% to find.

There is also a pressure plate in the center section of the hallway. The plate is activated if more than 500 pounds is placed upon it. (There is 200 pounds of sewage on it currently) When activated the plate swings open dumping the PCs and the sewage down through additional tunnels and eventually in a rush of water out into the filthy harbor. PCs trapped this way can return to the sewer tunnels but not for at least two hours. They will also suffer 1d100% of their hit points in damage from the very uncomfortable, very suffocating trip to the harbor.

### **MAIN ROOM:**

Again the room detail are all the DM's Map. The wizard is already going up the stairs. When the PCs open the door read the text below:

*The chamber beyond is dry, startling so. In fact a number of incense burners and oily torches surround a pool of blood and bones. You can just make a shape moving out of sight up the stairs to the left, as creatures begin to emerge from cages to both your right and your left. A familiar bark comes from another set of cages to the right of the door.*

*The creatures are hideous, appearing like animals you might find near Ravens Bluff but horrible misformed and corrupted.*

The creatures are all very similar to hellhounds, except that the wizard escaping up the stairs has created them. The creatures have different statistics but should be described as ponies, dogs, cats, rabbits, squirrels, skunks, etc. They all have one thing in common, the flames that show when they breathe and the look of madness in their eyes. One of the creatures on each tier has two heads and gets double the number of attacks as its brethren. This included double the number of breath weapon attacks as well. The creature has one head of a

dog and the other of a mountain cat. Important Note: The breath weapon of the creatures is not magical enough in nature to require saving throws for magical items caught in its path when the PC fails a saving throw vs. breath weapon. Thus, no item saves are required. Non-magical flammables will catch on fire dealing an extra 1d4 hit points of damage at the BEGINNING of each round. Thus someone with normal clothing will be on fire and will not be able to cast spells until the fire is extinguished.

**VERY IMPORTANT NOTE:** When the Fight starts, begin counting the rounds. The wizard requires six rounds to take care of her business upstairs before she departs the area. Thus, the PCs only have six rounds to get upstairs, if they do not the wizard has escaped.

### **Tier One**

**Hell-Creatures (1):** Int Animal; AL N (E); AC 6; MV 12; HD 4; hp 30; THAC0 17; #AT 1; Dmg 1d4; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

**Two-headed Hell-Creatures (1):** Int Animal; AL N (E); AC 6; MV 12; HD 4; hp 30; THAC0 17; #AT 2; Dmg 1d4; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

They can breathe fire at the same PC that they are attacking for 2 hit points of damage, save vs. breath weapon for 1 hit point of damage. NOTE: They do not need to successfully hit the PC's armor class, just the armor class adjusted for dexterity and magic, to do the fire damage. VERY IMPORTANT NOTE: The fire is normal fire, not magical fire and items are not required to make saving throws if the PC misses their saving throw versus breath weapon.

### **Tier Two**

**Hell-Creatures (3):** Int Animal; AL N (E); AC 6; MV 12; HD 4; hp 30; THAC0 17; #AT 1; Dmg 1d4; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

**Two-headed Hell-Creatures (1):** Int Animal; AL N (E); AC 6; MV 12; HD 4; hp 30; THAC0 17; #AT 1; Dmg 1d4; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

They can breathe fire at the same PC that they are attacking for 2 hit points of damage, save vs. breath weapon for 1 hit point of damage. NOTE: They do not need to successfully hit the PCs armor class, just the armor class adjusted for dexterity and magic to do the

fire damage. VERY IMPORTANT NOTE: The fire is normal fire, not magical fire and items are not required to make saving throws if the PC misses their saving throw versus breath weapon.

### **Tier Three**

**Hell-Creatures (5):** Int Animal; AL N (E); AC 5; MV 12; HD 4; hp 30; THACO 17; #AT 1; Dmg 1d6; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

**Two-headed Hell-Creatures (1):** Int Animal; AL N (E); AC 5; MV 12; HD 4; hp 30; THACO 17; #AT 1; Dmg 1d6; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

They can breathe fire at the same PC that they are attacking for 4 hit points of damage, save vs. breath weapon for 2 hit point of damage. NOTE: They do not need to successfully hit the PCs armor class, just the armor class adjusted for dexterity and magic to do the fire damage. VERY IMPORTANT NOTE: The fire is normal fire, not magical fire and items are not required to make saving throws if the PC misses their saving throw versus breath weapon.

### **Tier Four**

**Hell-Creatures (11):** Int Animal; AL N (E); AC 4; MV 12; HD 6; hp 45; THACO 15; #AT 1; Dmg 1d8; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

**Two-headed Hell-Creatures (1):** Int Animal; AL N (E); AC 4; MV 12; HD 6; hp 45; THACO 15; #AT 2; Dmg 1d8; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

They can breathe fire at the same PC that they are attacking for 6 hit points of damage, save vs. breath weapon for 3 hit point of damage. NOTE: They do not need to successfully hit the PCs armor class, just the armor class adjusted for dexterity and magic to do the fire damage. VERY IMPORTANT NOTE: The fire is normal fire, not magical fire and items are not required to make saving throws if the PC misses their saving throw versus breath weapon.

### **Tier Five**

**Hell-Creatures (17):** Int Animal; AL N (E); AC 4; MV 12; HD 6; hp 45; THACO 15; #AT 1; Dmg 1d10; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

**Two-headed Hell-Creatures (1):** Int Animal; AL N (E); AC 4; MV 12; HD 6; hp 45; THACO 15; #AT 1; Dmg 1d10; SA breathe fire; SD half damage from fire; MR nil; SZ M; ML 20

They can breathe fire at the same PC that they are attacking for 10 hit points of damage, save vs. breath weapon for 5 hit point of damage. NOTE: They do not need to successfully hit the PCs armor class, just the armor class adjusted for dexterity and magic to do the fire damage. VERY IMPORTANT NOTE: The fire is normal fire, not magical fire and items are not required to make saving throws if the PC misses their saving throw versus breath weapon.

Once the PCs have destroyed the foul abominations, they will find King and two other dogs in one of the cages. The one furthest away from the door on the right wall holds King. King and the others seem unharmed. The PCs might not yet free King since they still have a wizard to catch. The other two dogs both have collars on. One has a golden pendent stating: *Owned by Argent Raphael of Ravens Bluff*; the other just reads: *Ravens Bluff City Watch K-9 Division*.

## **Encounter Four-B: The Final Confrontation**

The final battle occurs in the Roost, home of the Golden Roosters. Any PC with the Local History NWP may attempt to make a check to know this, Knights of the Golden Rooster automatically realize the location. As long as they have gotten up before the wizard has escaped (six rounds from the start of the fight with the hell creatures from the last encounter) continue with the following text. Otherwise fill out the summary form and go to Conclusion-A.

*The stairs lead up and out of a pantry door. The sounds of movement heard not far away. Moving towards them you find what must be the evil necromancer as she is giving final instructions to a number of additional creations.*

*The room is fairly large being 90'x60' and its walls and floor seem to be in a state of disrepair. An empty mahogany bar stands to one side and looks kind of familiar.*

The wizard Pyra Deathmaster has a *rod of parrying* and *robes of the wraith*, which function as follows:

- *Rod of parrying* (4 charges) - the rod may be used as a melee weapon (club proficiency) and does

1d8+5 (no strength bonuses apply). It can also be used to parry attacks. This option takes a charge and must be stated at the beginning of the round. It may not be recharged, and once its charges are gone it functions as a normal club.

- *Robes of the wraith* -These robes provide AC 4 protection to evil wizards and priests, AC 6 protection to neutral wizards and priests, and no protection to anyone else. The robes are permanently black with a bloodstained design. Undead are automatically non-hostile to the wearer. The robes have the permanent smell of death and repulse normal animals and reduce Reaction checks among humanoids by one category (worse) for the whole group of people with the robe wearer.

### Tier One:

**Pyra Deathmaster: hef W(fire el)5/P6 (Kelemvor):** Int Genius; AL LE; AC 3 (robe of the wraith); MV 12; hp 30; THAC0 13; #AT 1; Dmg 1d8+5 (*rod of parrying*); SA spells; SD parrying as per rod, +3 to save vs. mental attacks; MR 30% resistance to sleep and charm person; SZ M; ML 14.

Spells Remaining: Cleric: 1<sup>st</sup>: *command, cure light wounds, cause light wounds, 2<sup>nd</sup>: slow poison, fire trap* (on flask of oil), 3<sup>rd</sup>: *dispel magic, hold animal*

Wizard: 1<sup>st</sup>: *burning hands x2, affect normal fires, 2<sup>nd</sup>: flaming sphere, pyrotechnics, 3<sup>rd</sup>: fireball*

**Skeletons Animal (8):** Int Non; AL N; AC 8; MV 6; HD 1-1; hp 5; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD see below; MR see below; SZ S; ML 20

All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests.

Skeletons appear to have no ligaments or musculature, which would allow movement. Instead, the bones are magically joined together during the casting of an animate dead spell. Skeletons have no eyes or internal organs.

Combat: Animal skeletons almost always bite for 1-4 points of damage, unless they would obviously inflict less (i.e., skeletal rats should inflict only 1-2 points, etc.).

Skeletons are immune to all sleep, charm, and hold spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed

to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2-8 points of damage per vial striking the skeleton.

Skeletons are immune to fear spells and need never check morale, usually being magically commanded to fight to the death. When a skeleton dies, it falls to pieces with loud clunks and rattles.

### Tier Two:

**Pyra Deathmaster: hef W(fire el)7/P8 (Kelemvor):** Int Genius; AL LE AC 3 (robe of the wraith); MV 12; hp 42; THAC0 11; #AT 1; Dmg 1d8+5 (*rod of parrying*); SA spells; SD stonelines (6 remaining), parrying as per rod, +3 to save vs. mental attacks; MR 30% resistance to sleep and charm person; SZ M; ML 14.

Spells Remaining: Cleric: 1<sup>st</sup>: *command, cure light wounds x2, cause light wounds x2, 2<sup>nd</sup>: slow poison, hold person, speak with animals, fire trap* (on flask of oil), 3<sup>rd</sup>: *dispel magic x2, hold animal, animate dead, 4<sup>th</sup>: free action* (already cast), *curse* (lose 1 point of strength per tournament)

Wizard: 1<sup>st</sup>: *burning hands x2, affect normal fires, taunt, 2<sup>nd</sup>: flaming sphere, pyrotechnics, mirror image 3<sup>rd</sup>: fireball, flame arrow 4<sup>th</sup>: fire shield* (hot) (already cast)

**Skeletons Animal (8):** Int Non; AL N; AC 8; MV 6; HD 1-1; hp 5; THAC0 20; #AT 1; Dmg 1d4; SA nil; SD see above; MR see above; SZ S; ML 20

### Tier Three:

**Pyra Deathmaster: hef W(fire el)7/P8 (Kelemvor):** Int Genius; AL LE; AC 2 (robe of the wraith & dex); MV 12; hp 42; THAC0 11; #AT 1; Dmg 1d8+5 (*rod of parrying*); SA spells; SD stonelines (7 remaining), parrying as per rod, +3 to save vs. mental attacks; MR 30% resistance to sleep and charm person; SZ M; ML 14.

Spells Remaining: Cleric: 1<sup>st</sup>: *command, cure light wounds x2, cause light wounds x2, 2<sup>nd</sup>: slow poison, hold person, speak with animals, fire trap* (on flask of oil), 3<sup>rd</sup>: *dispel magic x2, hold animal, animate dead, 4<sup>th</sup>: free action* (already cast), *curse* (lose 1 point of strength per tournament)

Wizard: 1<sup>st</sup>: *burning hands x2, affect normal fires, taunt, 2<sup>nd</sup>: flaming sphere, pyrotechnics, mirror image 3<sup>rd</sup>: fireball, flame arrow 4<sup>th</sup>: fire shield* (hot) (already cast)

**Ju-Ju Zombies (8):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 30; THAC0 15; #AT 1; Dmg 3d4; SA see below; SD see below; MR see below; SZ M; ML 20

Zombies move very slowly, always striking last in a combat round. They are given only simple, single-phrase commands. They always fight until called off or destroyed, and nothing short of a priest can turn them back. They move in a straight line toward their opponents, with arms out-stretched, seeking to claw or pummel their victims to death. Like most undead, zombies are immune to sleep, charm, hold, death magic, poisons, and cold-based spells. A vial of holy water inflicts 2-8 points of damage to a zombie.

These creatures are made when a wizard drains the life force from a man-sized humanoid creature with an energy drain spell. Their skin is hard, gray, and leathery. Ju-ju zombies have a spark of intelligence. A hateful light burns in their eyes, as they realize their condition and wish to destroy living things. They understand full-sentence instructions with conditions, and use simple tactics and strategies. Since they became zombies at the moment of death, their bodies tend to be in better condition. Ju-ju zombies use normal initiative rules to determine when they strike. They are dexterous enough to use normal weapons, although they must be specifically commanded to do so. These zombies can hurl weapons like javelins or spears, and can fire bows and crossbows. Their Dexterity allows them to climb walls as a thief (92%) and they strike as a 6 Hit Die monster. Ju-ju zombies are turned as specters.

The animating force of a ju-ju zombie is more strongly tied to the Negative Material plane. The result is that only +1 or better magical weapons can harm them. Regardless of the magic on the weapon, edged and cleaving weapons inflict normal damage, while blunt and piercing weapons cause half damage. In addition to normal zombie spell immunities, ju-ju zombies are immune to mind affecting spells and psionics, illusions, and to electricity and magic missiles. Fire causes only half damage.

#### **Tier Four:**

**Pyra Deathmaster: hef W(fire el)10/P9 (Kelemvor):** Int Genius; AL LE; AC 0 (robe of the wraith & dex); MV 12; hp 62; THAC0 11; #AT 1; Dmg 1d8+5 (*rod of parrying*); SA spells; SD stonemarks (12 remaining), parrying as per rod, +3 to save vs. mental attacks; MR 30% resistance to sleep and charm person; SZ M; ML 14.

Spells Remaining: Cleric: 1<sup>st</sup>: *command, cure light wounds x2, cause light wounds x2*, 2<sup>nd</sup>: *slow poison*,

*hold person x2, speak with animals, fire trap* (on flask of oil), 3<sup>rd</sup>: *dispel magic x2, hold animal, animate dead x2*, 4<sup>th</sup>: *free action* (already cast), *curse* (lose 1 point of strength per tournament), *protection from lightning* (already cast), 5<sup>th</sup>: *slay living*

Wizard: 1<sup>st</sup>: *burning hands x3, affect normal fires, taunt*, 2<sup>nd</sup>: *flaming sphere, pyrotechnics, mirror image* 3<sup>rd</sup>: *fireball x2, flame arrow* 4<sup>th</sup>: *fire shield* (hot) (already cast), *wall of fire*, 5<sup>th</sup>: *summon shadow, cloudkill*

**Ju-Ju Zombies (16):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 30; THAC0 15; #AT 1; Dmg 3d4; SA see above; SD see above; MR see above; SZ M; ML 20

#### **Tier Five:**

**Pyra Deathmaster: hef W(fire el)13/P13**

**(Kelemvor):** Int Genius; AL LE; AC -1 (robe of the wraith & dex); MV 12; hp 72; THAC0 9; #AT 1; Dmg 1d8+5 (*rod of parrying*); SA spells; SD stonemarks (12 remaining), parrying as per rod, +3 to save vs. mental attacks; MR 30% resistance to sleep and charm person; SZ M; ML 14.

Spells Remaining: Cleric: 1<sup>st</sup>: *command, cure light wounds x3, cause light wounds x2*, 2<sup>nd</sup>: *slow poison, hold person x2, speak with animals, fire trap* (on flask of oil), *wraithform* 3<sup>rd</sup>: *dispel magic x2, hold animal, animate dead x2, protection from fire* (already cast) 4<sup>th</sup>: *free action* (already cast), *produce fire, curse* (lose 1 point of strength per tournament), *protection from lightning* (already cast), 5<sup>th</sup>: *slay living x2, flame strike*, 6<sup>th</sup>: *fire seeds, heal*

Wizard: 1<sup>st</sup>: *burning hands x5, affect normal fires, taunt*, 2<sup>nd</sup>: *flaming sphere x2, pyrotechnics, mirror image* 3<sup>rd</sup>: *dispel magic x2, fireball x2, flame arrow x2* 4<sup>th</sup>: *fire shield* (hot) (already cast), *wall of fire, minor globe of invulnerability* (already cast), *polymorph other* 5<sup>th</sup>: *summon shadow, cloudkill, teleport, animate dead*, 6<sup>th</sup>: *death spell, Tenser's transformation*

**Fire Elemental:** Int Low; AL N; AC 2; MV 12; HD 16; hp 120; THAC0 5; #AT 1; Dmg 3d8; SA see below; SD +2 or better weapon to hit; MR nil; SZ L; ML 15

On the Prime Material Plane, a fire elemental appears as a tall sheet of flame. The fire elemental will always appear to have two armlike appendages, one on each side of its body. These arms seem to flicker back into the creature's flaming body, only to spring out from its sides seconds later. The only facial features of a fire elemental are two large glowing patches of brilliant blue fire, which seem to function as eyes for the

elemental. Like all common elementals, fire elementals rarely speak on the Prime Material plane, though their voices can be heard in the crackle and hiss of a large fire.

**Combat:** Because they resent being conjured to this plane, fire elementals are fierce opponents who will attack their enemies directly and savagely, taking what joy they can in burning the weak creatures and objects of the Prime Material to ashes. In combat, a fire elemental lashes out with one of its ever-moving limbs, doing 3-24 points of damage. Any flammable object struck by the fire elemental must save versus magical fire at a -2 or immediately begin to burn.

Fire elementals do have some limitations on their actions in the Prime Material plane. They are unable to cross water or non-flammable liquids. Often, a quick dive into a nearby lake or stream is the only thing that can save a powerful party from certain death from a fire elemental. Also, because their natural abilities give them some built-in resistance to flame-based attacks, creatures with innate fire-using abilities, like red dragons, take less damage from a fire elemental's attack. The elemental subtracts 1 point from each die of damage it does to these creatures (to a minimum of 1 point of damage per die).

No matter the actions of the PCs, The Roost is in serious trouble. There is a percentage chance equal to 50% +10%/round of combat that the fires will burn out of control and The Roost will be lost. NOTE: If a PC specifically mentions that they are putting out fires, then each round they put out fires will not count towards the total. However, there is still a good chance that the fire magic wielded by Pyra will still do in The Roost.

Pyra's story is that she is completely insane, once having been a favorite of Myrkul. She gives lip service to Kelemvor but is truly attempting to reconstruct a body for Myrkul at least that is what she thinks. Of course the reason she is in Ravens Bluff, is that she heard of the Evil Incarnate (*A Near Death Experience*) that was claiming to be Mrykul.

## Encounter Five: Revenge against "Mohammed"

This is the encounter that should only be run, if the PCs go after Mohammed. They can easily track the many cutthroats that left the tavern. The tracks all lead into a sewer grate and down into the dark abysmal sewers of Ravens Bluff.

***Following the tracks of the wanted criminal Mohammed, you make your way down into the depths of Ravens Bluff's sewers. Only the faint light of a torch leads you towards your prey.***

This is the last chance for the PCs to turn around and still continue with the module. If they don't smell the ambush and leave go ahead and continue.

***Suddenly, the light goes out as the sounds of scurry go quiet.***

Have the PCs roll for surprise. During the first round a number of Carrion Crawlers will attack the PCs. "Mohammed", whose men will attack the PCs two rounds later, has summoned them. Logistically, the carrion crawlers attack in round one, and two. "Mohammed's" men become visible in round two, but will not be able to attack until round three. NOTE: Remember the creatures are summoned and thus can be prevented from attacking by use of spells such as protection from evil and can be dispelled as summoned creatures.

### **Tier One-Three:**

**Carrion Crawler (6):** Int Non; AL N; AC 3/7; MV 12; HD 3+1; hp 25; THAC0 17; #AT 8; Dmg special; SA paralysis; SD nil; MR nil; SZ L; ML 20

The carrion crawler is a scavenger of subterranean areas, feeding primarily upon carrion. When such food becomes scarce, however, it will attack and kill living creatures.

The crawler looks like a cross between a giant green cutworm and a cephalopod. Like so many other hybrid monsters, the carrion crawler may well be the result of genetic experimentation by a mad, evil wizard.

The monster's head, which is covered with a tough hide that gives it Armor Class 3, sprouts eight slender, writhing tentacles. The body of the carrion crawler is not well protected and has an armor class of only 7. The monster is accompanied by a rank, fetid odor, which often gives warning of its approach.

**Combat:** The carrion crawler can move along walls, ceilings and passages very quickly, using its many clawed feet for traction.

When attacking, the monster lashes out with its 2' long tentacles, each of, which produces a sticky secretion that can paralyze its victims for 2-12 turns. A save versus paralyzation is allowed to escape these effects. They kill paralyzed creatures with their bite,

which inflicts 1-2 points of damage. The monster will always attack with all of its tentacles.

Carrion crawlers are non-intelligent, and will continue to attack as long as any of their opponents are unparalyzed. Groups of crawlers attacking together will not fight in unison but will each concentrate on paralyzing as many victims as they can. When seeking out prey, they rely primarily on their keen senses of sight and smell. Clever travelers have been known to fool an approaching carrion crawler with a sight and smell illusion, thus gaining time to make good their escape.

**Cutthroats (10), hm F7/T8 (dual classed):** Int Average; AL CN; AC 3 (studded leather & dex); MV 12; hp 81; THAC0 15; #AT 5/2; Dmg 1d8+1 (long sword)x2 / 1d6+1 (short sword); SA backstab, Pick Pockets 55%; SD stonelines (1d6-4 remaining), Hide in Shadow 55%, Move Silently 55%; MR nil; SZ M; ML 13

**Cutthroat Leader, hm W7/Sp7 (Mask):** Int Exceptional; AL CN; AC 2; MV 12; hp 32; THAC0 18 (flail) or 15 (net); #AT 1; Dmg 1d6+1 (flail); SA darkness 1/d (innate), shadow door 1/d (innate), shadow monsters (crossbowmen) 1/d, demi-shadow monsters 1/d, Pick Pockets 45%; SD stonelines (7 remaining), shadowcloak already cast (-3 to attack him and -1 per die), Hide in Shadow 45%, Move Silently 45%; MR 30% resistance to sleep and charm person; SZ M; ML 13.

Spells Remaining: Priest: 1<sup>st</sup>: *cure light wounds, cause light wounds, protection from good* (already cast), 2<sup>nd</sup>: *weighty chest* (already cast on net), *heat metal, withdraw, hold person*, 3<sup>rd</sup>: *protection from fire, meld into stone, prayer*

Wizard: 1<sup>st</sup>: *magic missile x2, charm person, phantasmal force*, 2<sup>nd</sup>: *detect invisibility, mirror image, protection from paralysis* (FR) (already cast), 3<sup>rd</sup>: *haste, slow*, 4<sup>th</sup>: *enervation*

The cutthroats will fight to kill the PCs, no taking of prisoners. They will start making morale checks when they have lost 6 members to death, or 8 members to death/magic. Remember that each of the cutthroats may have some stonelines that might be remaining.

#### **Tier Four-Five:**

**Carrion Crawler (10):** Int Non; AL N; AC 3/7; MV 12; HD 3+1; hp 25; THAC0 17; #AT 8; Dmg special; SA paralysis; SD nil; MR nil; SZ L; ML 20

**Cutthroats (10), hm F7/T8 (dual classed):** Int Average; AL CN; AC 3 (studded leather & dex); MV 12; hp 81; THAC0 15; #AT 5/2; Dmg 1d8+1 (long sword)x2 / 1d6+1 (short sword); SA backstab, Pick Pockets 55%; SD stonelines (1d8-4 remaining), Hide in Shadow 55%, Move Silently 55%; MR nil; SZ M; ML 13

**Cutthroat Leader, hm W8/Sp9 (Mask):** Int Exceptional; AL CN; AC 2; MV 12; hp 42; THAC0 18 (flail) or 15 (net); #AT 1; Dmg 1d6+1 (flail); SA darkness 1/d (innate), shadow door 1/d (innate), shadow monsters (crossbowmen) 1/d, demi-shadow monsters 1/d, Pick Pockets 45%; SD stonelines (9 remaining), shadowcloak already cast (-3 to attack him and -1 per die), Hide in Shadow 45%, Move Silently 45%; MR 30% resistance to sleep and charm person; SZ M; ML 13.

Spells Remaining: Priest: 1<sup>st</sup>: *cure light wounds, cause light wounds, protection from good* (already cast), 2<sup>nd</sup>: *weighty chest* (already cast on net), *heat metal, withdraw, hold person*, 3<sup>rd</sup>: *protection from fire, meld into stone, prayer*

Wizard: 1<sup>st</sup>: *magic missile x2, charm person, phantasmal force*, 2<sup>nd</sup>: *detect invisibility, mirror image, protection from paralysis* (FR) (already cast), 3<sup>rd</sup>: *haste, slow*, 4<sup>th</sup>: *enervation*

The cutthroats will fight to kill the PCs, no taking of prisoners. They will start making morale checks when they have lost 6 members to death, or 8 members to death/magic. Remember that each of the cutthroats may have some stonelines that might be remaining.

#### **ALL TIERS:**

**“Mohammed”, gm (appears as a halfling) P7/T10:** Int High; AL NE; AC 1; MV 12; hp 52; THAC0 11; #AT 2; Dmg 1d6+4 (short sword +3 of speed); SA spells, Ring of Spell Turning; SD spells, stonelines (12 active), protection from paralysis, spell turning; MR 30% (from potion of magic resistance); SZ M; ML 14.

Spells Remaining: Priest: 1<sup>st</sup>: *cause fear, command, cure light wounds, detect magic, silence 15' radius*, 2<sup>nd</sup>: *fire trap, glyph of warding, hold person, hold person, know alignment*, 3<sup>rd</sup>: *create food & water, dispel magic*, 4<sup>th</sup>: *free action* (active)

After the battle is over, the PCs can retrieve their items and return to the streets of Ravens Bluff, go to Conclusion-B.

## Conclusion-A: The Home of Ambassador Carrague

The PCs must have rescued King to get here.

*Madam Coth and Ambassador Carrague listen patiently to your tale. The ambassador falls asleep with King at his feet, for a short period of time but awakens just in time for the thrilling conclusion. "I still don't remember King ever going out, when did you say he was missing?"*, the ambassador asks you.

Allow the PCs to interact with Madam Coth and the Ambassador who is over 120 years old and shows his age. Madam Coth will be puzzled over the whole task since it does not show much in the way of Fate's tests. She is well dressed as usual but she does appear to have not slept in a while. After a while read the following:

*You have finished your story and had a good glass of port when a firm hand lands on your shoulder. "Good Evening", says The Rogue, his friendly eyes sparkling in the candlelight. "I am glad to see you have succeeded, I was worried about King. Carrague old-one, did you give them something good? Really, King was in trouble. There get the good adventurers a prize while I give them my own thanks."*

The Rogue will thank them and give them back the items given to "Mohammed". If they fought "Mohammed" and lost, but refused to go after him due to King's disappearance, the Rogue will have all the items back. If anyone chased after "Mohammed" and did not succeed, then those items do not come back.

*The Rogue giving you back the items given to "Mohammed" you think about how he must feel right now when the Ambassador comes out of his study and the Rogue is suddenly gone. "I still can't remember why I should be rewarding you, but I am sure you have done just fine. Thank you. I don't know what I would have done without your help. Funny, I don't remember what I did with your help, but this ought to square the deal." The ambassador hands you a lovely ivory pipe as you follow Madam Coth back into the foggy streets of Ravens Bluff.*

## Conclusion-B: City Watch

The PCs must have forgone the rescue of King and instead went after and finished off "Mohammed" to get here.

*Captain Aven Elonis listens to your story. "So you believe that the criminal you captured was the infamous criminal Mohammed? Didn't you know he is dead? Someone even watched him remain dead when they paid the Temple of Chauntea to bring him to life again. Don't despair, the person you apprehended was still a very infamous rogue from Procampur named Mortnimer who was wanted in a number of cities. He's worth 1,000 in reward. Good work."*

That's 1,000 gp total, not each.

This Ends  
*The Rogue of the World*

## Experience Point Summary:

Experience is calculated as follows for Living City events.

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

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

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

### Encounter One:

Solving the puzzle

75 xp

### Encounter Two:

Solving Silver Fox's puzzle 25 xp  
 Defeating Mohammed and his men w/o damage to the structure or deaths among the staff 200 xp  
 OR  
 Defeating Mohammed and his men w/ damage to the structure or deaths among the staff 100 xp  
 OR  
 Assessing the situation and conceding to Mohammed's demands 100 xp

**Encounter Three:**

Solving the puzzle with clues from the Rogue 25 xp  
 Note this may not be added to the 75 xp found in Encounter One. Either the award in Encounter One or this award should be given for the puzzle, not both

**Encounter Four-A:**

Defeating the wizard's creatures 100 xp

**Encounter Four-B:**

Defeating the wizard and rescuing King 200 xp

**Encounter Five:**

Defeating or capturing "Mohammed" and men 200 xp  
 OR  
 Surviving the ambush and getting away with their lives 100 xp

Total Experience for Objectives: 600 xp  
 Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,100 xp**

For Tier 2: 2,200 xp  
 For Tier 3: 3,300 xp  
 For Tier 4: 4,400 xp  
 For Tier 5: 5,500 xp

**Treasure Summary:**

If it's not on this list, the PCs cannot keep it.

- *Bracers of defense AC 6* (Tiers Three-Five)
- 1,000 gp for capturing/bringing in Mohammed/Mortnimer
- *Rod of parrying* (4 charges) - the rod may be used as a melee weapon (club proficiency) and does 1d8+5 (no strength bonuses apply). It can also be used to parry attacks. This option takes a charge and must be stated at the beginning of the round.

It may not be recharged, and once its charges are gone it functions as a normal club.

- *Robes of the wraith* - These robes provide AC 4 protection to evil wizards and priests, AC 6 protection to neutral wizards and priests, and no protection to anyone else. The robes are permanently black with a bloodstained design. Undead are automatically non-hostile to the wearer. The robes have the permanent smell of death and repulse normal animals and reduce Reaction checks among humanoids by one category (worse) for the whole group of people with the robe wearer.
- *Ivory Pipe of Aroma* - when smoked this pipe creates a warm, friendly scent in a 10-foot cubic area. It can produce the scent of any plant, or woodland scent including garlic and wolfsbane. This scent has no game mechanic effect—it just smells nice. Scents which would drive away hostile creatures (such as wolfsbane or garlic repelling werewolves) provide no more protection from the creatures than the actual plant would provide.

Stuff traded from Silver Fox

- *potion of healing*: 500 xp traded
- *potion of extra-healing*: 1,000 xp traded
- *short sword +2*: 3,000 xp traded
- *staff of curing (15 charges)*: 30,000 xp traded
- *wand of frost (5 charges)*: 10,000 xp traded
- *bracers of defense AC 5*: 25,000 xp traded

Certificates for voided items traded in must be attached these certificates for the items to be valid.

Room rented at the Seven Tiger Inn. Rent is 50 gp per tournament played for a regular deluxe room and 100 gp per tournament played for a master suite with servant's chamber.

**Fame Award**

One point in General for capturing "Mohammed." One infamy point is also accrued for this action, as Mohammed is a kind of anti-hero (even though dead).

OR

None, as the rescue of king will not be talked much about by anyone involved.

**Story Summary**  
for use at the First Run- Winter Fantasy

Convention Only

Circle the appropriate answers:

Did the PCs decipher the puzzle without assistance?	YES	NO
Did the PCs break-in to the playhouse?	YES	NO
Did the PCs go to each of the Search encounters?	YES	NO
Did the PCs feel the trading with Silver Fox was fair?	YES	NO
Did the PCs go into the bar with the cutthroats or was there a fight in the streets of Crow's End?	GO	FIGHT
Did the PCs battle Mohammed in the tavern or did they give into his demands and give him magical items?	FIGHT	GIVE
Did the PCs succeed in rescuing King?	YES	NO
Did Pyra Deathmaster get away?	YES	NO

Judge: Return this with scoring packet.

## DM Solution to Players Handout

### Message from Madam Coth to The Rogue of the World

*To the Rogue of World: I have sensed something extremely wrong in the city and with my own visions. We have met in the past and another friend is missing.*

*King is nowhere to be found, if you could please attempt to locate King, these adventurers may be of GREAT assistance.*

The solution is that each letter in the puzzle is displaced by the amount of the letter in the message thus, the T in To is displaced by one to become U. Then the O is displaced by two to become Q. The numbers are reset after each message line. Thus, the e in extremely is going to be represented by an F.

Players Handout #1

Message from Madam Coth  
to The Rogue of the World

UQ WLJ XVODO ZR GVTEX: D DXTD SFPVII YVUNDSUAU  
FZWVJSLTH GCAAU XD KZX WDPV YMD XKWL RE VEW FTEVCCI. NW  
ICYI RKA QW DSQ COHJ RFW UIKQFDR GTLISJ PA VSDEVBV.  
LKQK NY UW FRPDR HD RV XHOIZ, FD XOY ERYQJ WTNKDQ NHIUGL  
UQ OSHGAQXX VUAU, IXVKX UYRBLUSUGUW RGF JN YQ  
HTHEY GZARCEMAQT

Players Handout #1A

Message from Madam Coth  
to The Rogue of the World

translated by a rogue with a Read Language skill of between 1% & 50%

In the world of truth: I have become insistent  
extremely wrong of our king and such am for heroics. We  
must bet in the game for another flower is strength.  
King is no power to be found, in all death mortal thieves  
of immortal King, exact adventurers for so be  
death omniscient

Players Handout #1B

Message from Madam Coth to  
The Rogue of the World

translated by a rogue with a Read Language skill of between 51% & 85%

To the world of thief: I have sensed something  
extremely wrong of our king and such am for heroics. We  
have bet in the game and another flower is strength.  
King is no power to be found, in all death mortal thieves  
of immortal King, these adventurers for so be  
death omniscient.

Players Handout #1C

Message from Madam Coth  
to The Rogue of the World

translated by a rogue with a Read Language skill of between 86% & 95%

To the rogue of thief: I have sensed something  
extremely wrong in our king and such my own heroics. We  
have met in the game and another friend is strength.  
King is no power to be found, if you power mortal thieves  
To Immortal King, these adventurers may be of  
death omniscient.

Players Handout #1D

Message from Madam Coth  
to The Rogue of the World

translated by The Rogue of the World quickly

to the rogue of world

UQ WLJ XVODO ZR GVTEX: D DXTD SFPVII YVUNDSUAU

FZWVJSLTH GCAAU XD KZX WDPV YMD XKWL RE VEW FTEVCCI. NW

ICYI RKA QW DSQ COHJ RFW UIKQFDR GTLISJ PA VSDEVBV.

LKQK NY UW FRPDR HD RV XHOIZ, FD XOY ERYQJ WTNKDQ NHIUGL

UQ OSHGAQXX VUAU, IXVKX UYRBLUSUGUW RGF JN YQ

HTHEY GZARCEMAQT

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y
Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W

T+1 = U

O +2 = Q

## Players Handout #2

### Locations given to the PCs from Madam Coth and the dreams in which the locations played a part

Location 1: The Nevin Street Compter: Madam Coth had a dream that a new prisoner was being brought in and that the prisoners name was Forsineous. She checked there but no prisoner of that name was brought in recently. She also checked Belanor's old room just in case.

Location 2: The Silvermoon Playhouse: Here Madam Coth dreamt about a play involving the rogue. She is not sure if this dream was not the result of overworking the situation. Although the dream had a sort of funny ending as the show did not go on, since the rogue had literally stolen the show.

Location 3: The Crescent Moon Inn: In many recent dreams, Madam Coth has remembered the Crescent Moon, although none of them involved the Rogue directly. She is not sure if anything can be found here, in fact she has had lunch there twice this week without anything occurring.

Location 4: Potions, Lotions & Notions: The magic traders have often been part of Madam Coth's dreams since the mysterious owners are involved in many events in the city. She is not sure what they might have to offer, but does remember asking for a blue rose in one or two of the dreams.

Players Handout #3

## Drink Menu at the Silvermoon Playhouse

### The Moon's head Brace

a white colored drink with the flavor of wild mushrooms, sure to make the room spin  
15 gp

### The Walling Furniture

a hard apple cider mixed with a taint of brownish liquor, a few of these and you would swear the furniture  
just jumped out and attacked your legs  
20 gp

### Silvermoon Ale

brewed a small group of dwarves near the distant city of Silvermoon, very hearty bodied ale  
10 gp

### The Silver Moonbeam

a wine made with local grapes, the grapes only harvested with the light of the full moon upon them, it is  
said to have a divine robustness to the wine  
50 gp

**Players Handout #4**

Silver Fox puzzle

The following was inscribed upon a mausoleum door found in the kingdom of Mulhorand.

*Two grandmothers, with their two granddaughters;*

*Two husbands, with their two wives;*

*Two fathers, with their two daughters;*

*Two mothers, with their two sons;*

*Two maidens, with their two mothers;*

*Two sisters, with their two brothers;*

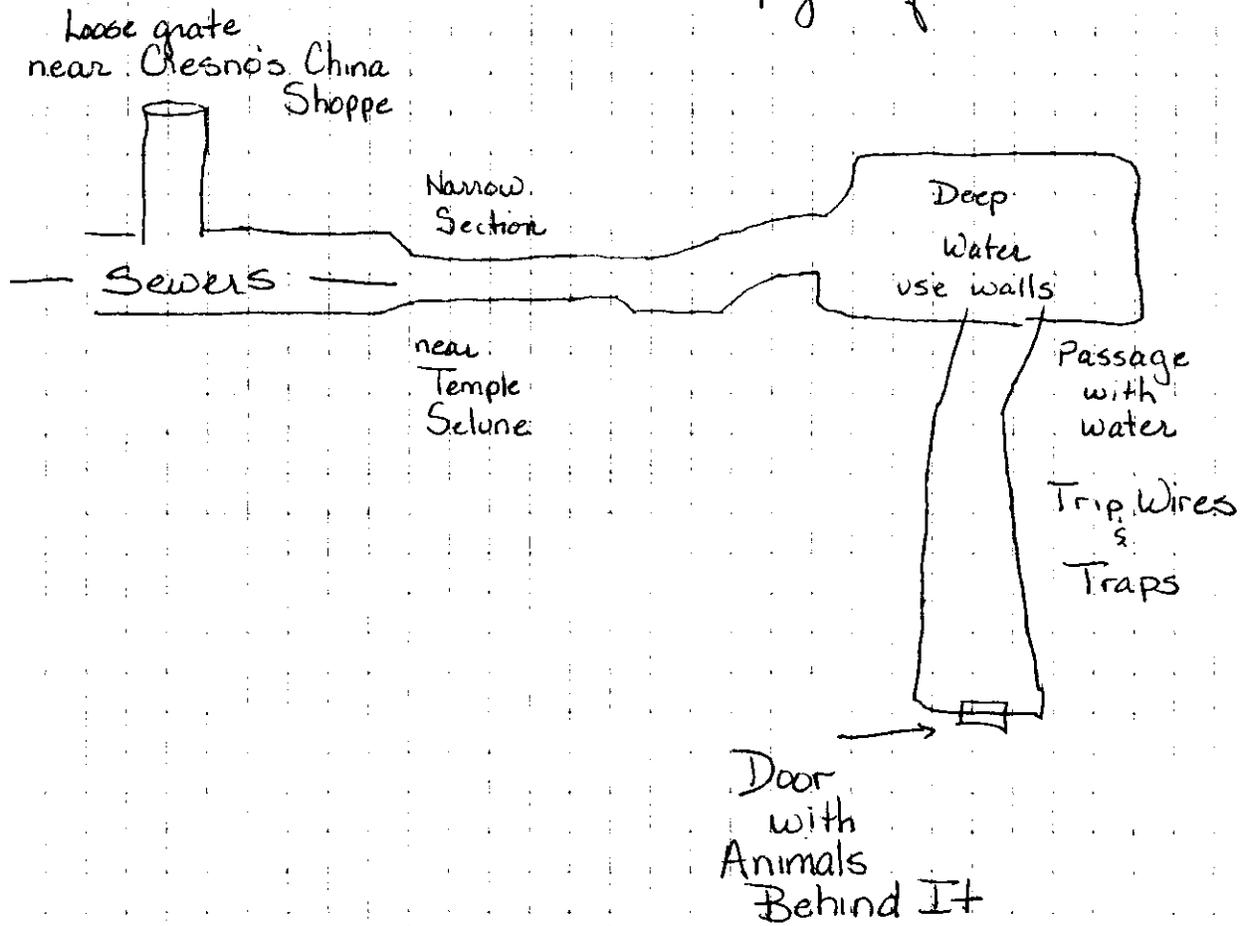
*yet only six all lie buried here;*

*All born legitimate, from incest clear.*

*How might this happen?*

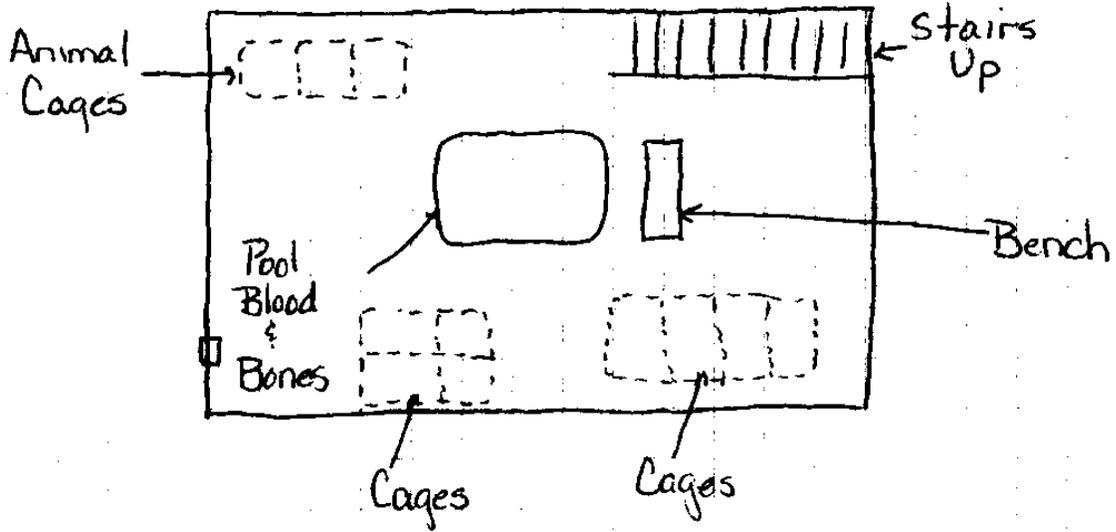
# Player's Handout #5

## Rogue of the World



# DM MAPS Rogue of the World

## Underground Chamber:



## Sewer Chasing 'Mohammed':

