

# Taps!

**A One-Round Living City Adventure**

**by Eugene Luster**

**Blurb:** Ever wonder what made you a hero?

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

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

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

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

## Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. 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+

## Adventure Background

This is the story of man bent on saving the city from the horrors of a future war. An undertaker named Jonathan Forrest discovers a simple means to control many undead with the assistance of Felicia Cartier, an enchantress/jeweler that has recently moved into the city. Jonathan coerces Felicia's help by threatening the remains of her dead spouse. His plan is to build an army of undead from the bodies of the soldiers brought to his funeral parlor. He is building an army to fight

the war of tomorrow. He became very sad as he had to prepare so many young men and women for burial during the recent war, that he determined there must be a better method to fight a war. By creating an undead army and having the undead fight for the city, he hopes to someday become a war hero. While building his army, he loses track of all other things, like time, current events, and the loss of some of his new soldiers. He is basically an absent-minded professor type that has lost his way.

Felicia develops copper rings for Jonathan. These are mystically linked to a master ring that Jonathan wears. The undead only obey the wearer of the master ring. The slave rings only work if placed on the left index finger prior to the body's animation. They do not allow a telepathic or sensory link to the master ring, therefore commands must be given vocally. Felicia wants out of this mad scheme, although she barely understands what Jonathan is doing. If the PCs ever investigate her, she will eventually break down and confess to what she has done. She will plead or try to hire the party into protecting her husband's remains at the parlor and will reward them for stopping Jonathan.

In the end, Jonathan needs only be convinced that this is not a really good idea, and that the army is unnecessary. If convinced, he will dismantle his army. Otherwise, the heroes will have to take out the undead army by manually destroying them or by discovering the secret of the master ring. The number of undead is expected to be unmanageable for most if not all parties.

In the meantime, a priestess of Talos named Electra Storm accidentally uncovers the large cache of undead in the Forrest Funeral Home's basement. Once she discovered that she could not command them in the normal way, she investigated more on the subject. Soon she learned she would first have to remove the rings to control them. So she hired a band of disreputable mercenaries to assist her gathering undead slaves. She wants the undead to retrieve a holy cargo that she suspects had been sunk with its ship out in the harbor during the war. Unfortunately for Electra, the cargo she wants is not in the shipwreck. The ship sits at the bottom of the harbor with a large number of sharks still feeding in the area. These sharks will remain here to pester the undead and the PCs as well. The PCs, if they decide to go down here, will have to use their own means and will have to fight the undead and the sharks. The ship being ransacked by the undead will have nothing of value. This encounter will only happen down at the harbor district with undead going into and out of the harbor during the late evening hours on the first night of the adventure. Electra will be commanding the undead from an alley and will still have her band of cutthroat accomplices on retainer to

battle the PCs. If things go bad for her, Electra will try to escape if possible.

## Prelude

Choose the highest Charisma characters to attend the following:

*As you listen to the priest, you also hear in the background the bards playing a song of mourning for the fallen. "While patrolling the sewers on his normal rounds, Jarax died valiantly battling the foes of the city, saving two of his friends in the process." You are at the funeral of a friend of yours. Sooner or later everyone dies, right? It just seems that heroes die sooner. Why do you and your friends have to be heroes? Why do you have to endanger your lives? What makes you heroes?*

*And when a hero dies, does it always have to be such a destructive manner that your friends and family won't recognize your body? Here, there is not enough of your friend left to have a decent burial. The entire ceremony is done with the coffin closed.*

*After the funeral, you repair together to a late lunch at a newer tavern, the Dancing Bear Inn.*

## Encounter One: Everything Always Starts in a Tavern

The adventure starts in the Dancing Bear tavern. A new establishment opened a few months after the war's end by an immigrant named Karlof Stravinsky. Karlof and family (wife, Marla, and three children, Tino, Alphonse, and Andrea) are trying to settle in Ravens Bluff. He and Marla want to give their children a chance not to grow up as gypsies, like themselves. Karlof "accidentally" found an army payroll shipment during the recent conflict that he has used to set up this fine eatery. The tavern has a gypsy motif and a menu of gypsy delicacies, such as baklava and gyros sandwiches.

*Since the grand opening of Dancing Bear, the tavern is packed with customers everyday and today is no exception. Amongst the crowd, you notice other adventurers, some you may know and others you may have only heard about.*

Now is a good time for the PCs to introduce themselves, if necessary. The tavern will be filled with all types of patrons trying Marla's fine cooking. Create

an atmosphere of a busy tavern dining room with patrons from all social levels.

*While trying to enjoy your meal, you overhear a common conversation about last rites: A young adult female voice says, "Well, Thomas was finally identified by his supervisor. We buried him, just a fortnight ago. It was a closed coffin ceremony because his remains were so ghastly." Another female voice pipes up with, "That is not odd. Many a funeral nowadays are being held with the casket closed. We live in very troubled times.."*

For anyone that makes their Detect Noise roll or Observation -4 roll, they hear from the corner of the common room the following conversation being carried on in much lower tones.

*A young male voice says, "I swear this time. I am not lying. I really saw the dead walking down at the docks last night. And no, I wasn't drunk last night. At least, not that drunk!" From another voice all you hear is whispers. Then in response the young male answers "Course, I didn't go to the Watch with this. What do you think I am? Stoopid!"...Etc.*

## Encounter Two: Noisy Streets

*As you are paying for your meal (3sp), outside a woman screams in terror!*

Upon investigation, the party will discover zombies wandering through the streets trying to catch their next victims. These undead were accidentally lost by Electra's thugs while transporting them to the Harbor district. This should be a simple battle for the PCs to win. Upon a successful Observation check or during the second round, the PCs will notice that all these zombies are missing parts of their left hands and forearms, especially the one that makes all of his attacks with the stump of his left arm. This zombie was in life left handed.

**Zombies** (# of PCs): Int Average; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD Immunity to Sleep, Charm, Hold, Death Magic, Poisons and cold based spells; MR Nil; SZ M (5'+ tall); ML Special.

Notes: These undead may be turned since they are not being directly controlled. Play up that one of these

zombies is left handed when trying to attack. Make this as humorous as you want.

Once the battle ends, a female bystander will move into the battle scene and try to cradle one of the zombies (if there is anything left, that is. If not, she will fall to her knees and start crying). If a PC approaches, she will continue to hug the remains of her dead son and rock him as she cries. If she is asked any questions, here are some of her possible answers:

- My name is Stella Dirkson. I am from Procampur.
- I am a widower.
- This is my son, Joey. He joined a merchant caravan four months ago.
- I received word two weeks ago that Joey had fallen bravely in battle against brigands.
- In the message, the caravan leader Hassiff wrote that they had laid Joey to rest here in Ravens Bluff.
- Hassiff left Joey's remains at the Forrest Funeral Home to be taken care of. I was told to check there to locate his grave. I have been there. I was thinking of bringing him home, but he has a lovely grave site just under a tree. (Must provide this clue)
- Yes, from what I have heard it was a closed casket funeral. I was told he was severely burned in the battle. How did you know? (The corpse does look a little burned, but just a little.)
- Yes, I can direct you to the Forrest Funeral Home over near the Temple district. (She will pass on the directions.)

As the party gets all this information, the City Watch will show up and want an explanation of what happened. If the PCs tell everything they know or suspect they know, the Watch leader, Sgt. Jackson, will inform the PCs that the rumors of wandering undead is growing. He will also inform them that there is a 50 gold piece reward each for finding and arresting those responsible for animating the dead. The Watch members will have heard sightings of undead walking around through most of the southern districts of the city. To collect the reward, the PCs need to turn in the miscreants and the evidence to a City Watch post.

If the party seeks to gather rumors from the City Watch, they can speak with Rolf Sunriver (or if you have a favorite Watch officer, use that one). If there is a Watch officer among the PCs, just give them the information. I suggest using Rolf Sunriver. Check for City Watch fame for Rolf to see if he will know any of

the PCs. If he does know a PC or more, play Rolf with a serious, 'get-it-done' sort of attitude. If he doesn't know any of them, play him as if they are bothering him or perhaps wasting some of his precious time. He will not know much about the information he is about to present the PCs, other than all of it has recently appeared on City Watch reports. He will present the following information:

- There have been five or six sightings of undead roaming the streets.
- It is possible that some kids have gotten hold of some magical device to animate the dead. This has happened before.
- One witness said one of the zombies sighted was a relative that went off to become a mercenary. He must have died and it is assumed that he has returned from the dead to take care of something left undone.
- Another theory is a renegade necromancer is randomly robbing graves for some malicious reason.

They may ask to investigate some of the closed coffin burials. The City Watch will give them permission. All they will find are empty coffins.

If the party goes to get rumors from the Temple of most civic religions, they can learn the following from any priest. If there is a civic religion priest in the PC group, just give them the information.

- When the dead return, it is usually to accomplish something that they felt strongly needs to get done.
- We were called to pickup a zombie found walking the streets near the wharf yesterday. The zombie turned out to be a Ravens Bluff adventurer who was missing his left hand. We think he returned to complete some task, but perhaps he got lost. So, he wandered. We haven't had the spare time to speak with him about it. Most of our priests are still very busy with our post war duties, so we had him buried.

If the PCs decide they need to speak with him, and they want the temple representative to cast the *speak with dead* spell, charge them a 200 gp fee for the spell and 50 gp for the inconvenience and labor of getting the body from its grave. If they decide to want to speak with Joey (from the last encounter), charge them the 200 gp for the spell. Either zombie will tell basically the same thing. The zombie was forcibly brought back by some magic, and found itself wandering Ravens

Bluff alleys and wharves. It doesn't know any more than this. *(This is an apparent side effect of the slave rings. Just wing most of the other information, since it is not as pertinent to this adventure.)*

**Optional source of information.** If time is available, present the following:

As the party walks from away from the temple district, one of the characters (use the quietest PC) hears a "Pssst!" from a nearby dark alley. When they turn to notice what make the noise, a figure will step out of the shadows briefly and wave the party over. This is a young human female member of the Silent Network. Her street name is Gabby and she wears a dark, tight fitting clothing and has curly brown hair. She has a Charisma of 18 and a spellcraft of 19. If she notices anyone trying to cast anything, she will leave. She is protected by a few anti-divination and abjuration spells and items to protect her from the prying and controlling abilities of the PCs to get information for free. She is not who she appears to be. Also give her a mysterious way to leave, for example, there is a large billowing puff of smoke and she disappears. She has been following the party since they accepted the job from the citywatch. She will try to sell for a fee of 100 gold times the tier of the party sell them the following information. Play up this up and have fun with it.

*"About one week, some woman was cruising the local drinking establishments looking to hire a band of mercenaries for some grave-robbing job. It is believed that she hired a group, since we have not heard from her for several days. Her name is Electra Storm and she has lots of gold. Sources say she is a follower of Talos."*

## Encounter Three: Damsel in Distress

While on the way to either the Funeral Home or the docks, the party will run across Jonathan's daughter, Clarise. She has heard of the reputation of one of the PCs. Roll Upper Class Fame checks for everyone and choose the best roll for the following. She has a Charisma of 14 and has an Upper Class Fame of 4.

*Umm! Excuse me. Aren't you, \_\_<place name of famous PC here>\_\_? My name is Clarise. Could you please help me? I have heard great things about you.*

***Could you help me please?! I can pay. How about 10 gold pieces?***

Possible questions and questions:

What's wrong?

- Well, I may have a problem with my father. He has been acting very strangely for a while now. Over the last few weeks he has been slowly firing all of our staff. He would not give me any answers, when I would ask him why. Just said something about them getting in the way. Then he started to forbid me to parts of the house. I am at wit's end. The last straw was when he kicked me out of the house.

When did he first start acting this way?

- He has been acting so strange ever since he met that person. You know, kind of withdrawn and yet kind of happy. Yes, it might be that woman! He has been seeing this woman a lot more often than is probably proper. She is a widower. Well, he is a widower also, but still. It just doesn't seem right. He can't be in love with her, because he is too old. He is forty!

What would you like us to do?

- Would you please find out what is wrong with him please? He really is a good person, perhaps he is under some wicked enchantment?

What is his name? and Where does your father live?

- Jonathan Forrest. At our house, just north of the temple district.

What does your father do?

- He takes care of you for the afterlife. You know, he is an undertaker.

What is this woman's name? and Where does she live?

- Her name? Oh, you want her name! Her name is Felicia Cartier. Yes, I think she runs a jewelry business near the Mage's Guild.

At the termination of the meeting:

- Thank you for helping. Where should I meet you to conclude our business?

The PCs will have to ask questions to figure out that her father is Jonathan Forrest of the Forrest Funeral Home. This should not be too difficult. A successful Local History check will let the PC know how to get to

the Cartier's Jewelry Shop. Play Clarise as a ditzzy, valley girl who has been spoiled all her life.

The PCs may do encounters four, five, and six in any order or even disregard one or two of them to complete the tournament. It is up to the PCs on how they wish to proceed with their investigation.

## Encounter Four: Cartier's Jewelry

If the PCs choose to visit Cartier's Jewelry, they will discover a sign on the window. No matter what time they show up, it says "Closed". If they continue in anyway or just look in to the window, they will find a very attractive woman making copper rings. If they knock incessantly, Felicia will stop working and come to the door.

Common phrases she might say:

- **"Yes? How may help you?"**
- **"No, I am closed right now. Can you come back later?"** (*She hasn't been open for normal business for many days now.*)
- **"Umm, no, I am sorry. I know nothing about undead roaming the streets."** (*true*)
- **"Jonathan Forrest? Hmm, I do not think I know anyone by that name..."** (*obvious lie*)

Once she discovers that the PCs are trying to investigate her relationship with Jonathan Forrest, her statements will become defensive. She will only fight if the PCs start a battle. It will not take too much for her to collapse under the pressure. Just a little stress and she will break down into a flood of tears, mumbling the following:

<*sob*>

- I was just trying to take care of my husband Tobias.
- His body is at the Forrest Funeral Home. That man threatened not to bury my poor Tobias' remains.
- I have been forced to make rings for him. All those rings, I have made so many rings. I don't know what he wants with so many rings.
- I think I have made hundreds of them (rings).
- The rings are charged with energies of the charm and enchantment school. They are created to control the wearer.
- Yes, it would be obvious if someone was wearing a ring. The effects of these rings are not very subtle.

Any wearer would act like a zombie standing around waiting for the next command.

- Yes, there is a master ring. The wearer of that ring controls all the wearers of all the other rings.
- Oh, please help me protect the remains of my husband...I can reward you if you do?!
- Poor Tobias. What have I done?

<*sob*>

She will tell the PCs about how the rings are slaves to a master ring that she has already created for Jonathan. The slave ring must be placed on the left hand's index finger and that the rings do not allow telepathic ordering or sensory perception.

If the party helps retrieve Tobias Cartier's body from the Forrest Funeral Home, she will first offer to reward them with a sum of 1,500 gold pieces each. If they recover Tobias AND destroys the undead army AND Jonathan Forrest remains alive and well at the adventure's conclusion, she will change her reward to the magical rings listed in the Treasure Summary. She will not mention the magical rings at this time.

**Felicia Cartier, hf, W(E)13:** AL CG; AC -4 (Precast armor spell, dexterity, magic items, *stoneskin* precast/7); MV 12; hp 24; THAC0 17; #AT 1; Dmg 1d4+1 (*dagger +1*); SA spells; SD special; Str 8, Int 15, Wis 9, Con 8, Dex 16, Cha 13, Com 16; MR nil; SZ M (4'10"); ML 7(because of her stressful situation).

Magic Items: *dress +4*, *ring of protection +3*, *hairpin +1*, *dagger +1*

Spells Memorized: 1st level *cantrip*, *charm person*, *friends*, *read magic*, *detect magic*, *comprehend languages* 2nd level: *know alignment*, *glitterdust*, *forget*, *ray of enfeeblement*, *ESP*, *Tasha's uncontrollable hideous laughter*, 3rd level: *dispel magic*, *wraithform*, *hold person*, *suggestion*, *blink*, *fly* 4th level: *minor globe of invulnerability*, *polymorph self*, *stoneskin* (precast), *fumble*, *emotion* 5th level: *domination*, *fabricate*, *hold monster*, *teleport*, *feeblemind* 6th level: ~~*enchant an item* x3~~ (already used to create rings), ~~*contingency*~~ (precast-if she takes more than 12 hit points of damage, she will *teleport* to her bedroom.)

Notes: Felicia is a prim and proper lady and until recently, her life has been perfect. The kind of life little girls dream of. She has an Upper Class fame of 14. Now she is under a great deal of stress being forced to create the control rings for a madman. **None of her magic may be kept after the adventure by the PCs.**

## Encounter Five: Forrest Funeral Home

If the PCs investigate the Forrest Funeral Home, they will discover that the front door was carelessly left open (by Jonathan). If they investigate at night, most of the windows of the two-story building will be shuttered and dark. Most of the building will be filled with soldiers, except for common hallways, the foyer, one waiting room, the chapel of Kelemvor, the indoor privy, the receiving room, the kitchen, the coffin display room, and the preparation room. Jonathan has been stock-piling his creations in the rooms he doesn't need access to. He has been sleeping in the preparation room when he needs to. The soldiers are "stacked" in the as closely as possible.

**If the soldiers are discovered in any of the rooms, they will just stand there. They will not attack unless attacked. If only one is attacked in a room, then all the soldiers of that room will try to fight back.** Their orders are to wait. They are all waiting to fight for Ravens Bluff once more.

Ten percent of all soldiers found in any other room besides the huge basement are skeletons.

The following room descriptions may be of interest: (For other rooms, please wing it.)

- A pleasant **foyer** with a coat closet. The foyer and coat closet is empty. For the most observant of PCs, it will seem a little dusty and deathly quiet. There is an odd odor that permeates the air, but the PCs should probably conclude it is here since this is a mortuary.
- A **coffin display** room. This room is empty other than the coffins on display. The PCs will see coffins made of many different types of materials, most types of woods and even one made of bronze. Again, for the most observant of PCs, it will seem a little dusty and deathly quiet. There is an odd odor that permeates the air, but the PCs should probably conclude it is here since this is a mortuary.
- **Bedrooms** for Jonathan and Clarise Forrest both with walk-in closets. Both of these rooms and their adjoining closets are filled with 100 soldiers each. Looking into the rooms, they appear a mess, especially with all those corpses standing around. The rooms reek of the sweet smell of rotting flesh. Unless combat starts, there is no sound here.
- An additional 5 **guest bedrooms** with closets. All of these rooms are filled with 80 soldiers each. Looking into the rooms, they appear a mess, especially with all those corpses standing around.
- The rooms reek of the sweet smell of rotting flesh. Unless combat starts, there is no sound here.
- A **kitchen**. Empty. This room seems unkept and mostly unused for a few days. The smell of rotting vegetables and fruit lingers here. Over in the fireplace, sits a cauldron with some sort of soup in it. The soup has been here for a number of days now, so it is spoiling also.
- A **pantry**. Filled with 60 soldiers. Looking into the room, it appears a mess, especially with all those corpses standing around. Food stores are scattered everywhere. The rooms reek of the sweet smell of rotting flesh. Unless combat starts, there is no sound here.
- A small **dining room**, filled with 40 soldiers. Looking into the room, it appears a mess, especially with all those corpses standing around. The dining table has been turned over to make more room for the current recruits. The rooms reek of the sweet smell of rotting flesh. Unless combat starts, there is no sound here.
- A **living room**, filled with 200 soldiers. Like many of the other rooms in the building, this one is a mess, especially with all those corpses standing around. All the furniture has been turned over, destroyed, or removed to make more standing room for the recruits. The rooms reek of the sweet smell of rotting flesh. Unless combat starts, there is no sound here.
- Indoor **privy**, it uses green slime at the bottom of the toilet to get rid of waste. Empty room. This is probably one of the best smelling rooms in the building. It has a sort of evergreen smell (*cantrip* spell made permanent).
- A **chapel** to Kelemvor. Empty room. A sense of contentment permeates this chapel. This small room has been untouched by the recent goings-on.
- Four **waiting rooms**. One is empty and the other three are filled with 40 soldiers each. Looking into the rooms, they appear a mess, especially with all those corpses standing around. The rooms reek of the sweet smell of rotting flesh. Unless combat starts, there is no sound here.
- A **receiving area** in the back of the building. Empty. Nothing really out of the ordinary here, there is a wheel barrel here and a few empty crates.
- Two **storage rooms** with extra coffin materials. Filled with 40 soldiers each. Looking into the rooms, they appear a mess, especially with all those corpses standing around. The rooms reek of the sweet smell of rotting flesh. Unless combat starts, there is no sound here.

- A **cremation room**. Filled with 20 soldiers. Like many of the other rooms in the building, this one is a mess, especially with all those corpses standing around. The rooms reek of the sweet smell of rotting flesh and cinder. Unless combat starts, there is no sound here.
- An **attic**. Filled with 300 soldiers. It is amazing that so many recruits are up here. The rooms reek of the sweet smell of rotting flesh and dust. Unless combat starts, there is no sound here.
- A **study** with a number of books about death, the after life, and necromancy. Filled with 40 soldiers. This once functional study, is now a wreck. All the furniture has been turned over, destroyed, or removed to make more standing room for the recruits. The rooms reek of the sweet smell of rotting flesh and the musty odor of books. Unless combat starts, there is no sound here.
- Two **storage rooms** filled with cadavers from the war that are kept chilly with the presence of an ice elemental in each. The elemental will not attack anyone. It is so cold in here you can smell the ice, and hear it crunch under foot if PCs move into here.
- The **preparation room**. The party will discover Jonathan here. He is currently preparing new recruits. There are 20 new recruits here now. Like all other rooms, this one reeks of death, but there is something different. You hear someone mumbling to themselves behind the wall of recruits before you. Once one of the PCs can work his or her way around the recruits, they will see Jonathan working on a new cadaver. If the party decides to fight the wall of recruits, Jonathan will undoubtedly try to protect his minions through the use of spell-casting. This should be a role-playing encounter unless the PCs start something. Jonathan will gladly talk about his work and how he expects to become a hero of the city. Anyone especially showing interest in his work will get the complete lowdown on how Jonathan is creating his army. See below on how Jonathan will normally react to the PCs.
- A very huge and empty looking **basement**. Jonathan keeps a *vacancy* spell continuously running down here to hide the bulk of his undead army. Here stacked like cordwood is his army. Early on, this is where he started storing his soldiers. He keeps up the illusion because he is forgetting that this is not the only place that he is stashing them anymore. The PCs only will detect (no save is necessary since this room is filled with soldiers.) the illusion if they enter the room and

start bumping into the soldiers. There will be so many undead here that the party should not be able to win if they start a fight. It may be possible only through ingenious use of tactics and magic. If this should happen, keep in mind character endurance. The characters will eventually get tired if they are just trying to slug it out with the undead, but the soldiers will never tire.

If the party confronts Jonathan and they do not have any sort of proof that he is breaking the law, he will deny their accusations and order them out of his house. At no time will he ever threaten to call for the City Watch. He will only start fighting with the PCs if they start a battle or start damaging his place of business, or he suspects them of being enemy agents. Then, he will also command help from his army. If he should be killed or incapacitated and no one places the master ring on within a turn, his "army" will start wandering out on their own. They will kill hundreds throughout the city before being stopped. **If this happens, the PCs have a very good chance in gaining 1 or more Infamy Point(s).**

Upon confronting Jonathan, and if the party has proof about his "army" in the basement, he will tell them his plans to save the city the next time war happens. If the PCs can prove to him that this isn't such a great idea (a reaction check with modifiers based on how convincing the PCs are, Charisma (if any), and how well they roleplay this), he will ask for help to destroy his "army." If they assist him, he will reward the party with the master ring as a souvenir. It is non-magical on anyone but Jonathan, but it is worth 3,500 gp. He will never threaten to call for the Watch. To help him destroy the army, over the next few weeks he will order his soldiers to position themselves to be killed again. For example, he would order as many of his soldiers as possible to fit in a 30-foot diameter circle and have a PC cast *fireball* in the center of the circle, or he could have the soldiers fight each other until destroyed.

**In the back of the basement, behind the army, is the body of Tobias Cartier.**

**Jonathan Forrest, hm, W(N)13:** AL N; AC 8(Dex); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d3 (surgical knife); SA spells; SD nil; Str 10, Int 16(17), Wis 7, Con 12, Dex 13, Cha 14, Com 11; MR nil; SZ M (5'); ML 9

Magic Item: The master ring is *ring of clear thought* for him. It is non-magical for anyone else.

Spells Memorized: 1st level: *cantrip* x2, *detect magic*, *read magic*, *detect undead*, *chill touch* 2nd level: *spectral hand*, *detect evil*, *continual light* x2, *protection from cantrips* 3rd level: *hold undead*, *delude*, *slow*, *dispel magic* x2 4th level: *enervation*, *Otiluke's resilient sphere*, ~~*vacancy*~~ x2 (One is always in use covering up the contents of the basement), *solid fog* 5th level: ~~*animate dead*~~ x5 (used to create more soldiers) 6th level: *reincarnation*, *globe of invulnerability*, *repulsion*

Notes: Jonathan should be played as a mix between mad scientist and absent-minded professor. He is obsessed with wanting to save the city from the war. He will not start a fight with the PCs unless he is defending himself, his home, or they give him reason to believe they are enemy agents here to stop him. If he just kept up with current events...

**Zombies (hundreds):** Int Non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD immunity to sleep, charm, hold, death magic, poisons, and cold based spells; MR Nil; SZ M (5'+ tall); ML Special.

Note: the zombies of this encounter, since they have overwhelming numbers, will try to **overbear** the characters. To quicken combat, for every zombie that can reach a character add a cumulative +1 to the first zombie's attack on the character. If the attack is successful, the character is dragged down and receives 1d8 hit points of damage each round until either a successful bend bars roll or other party members help them.

**Skeleton** (hundreds of these too): Int Non; AL N; AC 7 MV 12, HD 1, hp 6 THAC0 20 #AT 1; Dmg 1d6; SA Nil; SD half damage from edged and piercing weapons, immunity to fear, sleep, charm, hold, death magic, poisons and cold based spells; MR Nil; SZ M (5'+ tall); ML Special.

Note most of the skeletons have been equipped with missile weapons and they will not be hesitant to fire into melee.

## Encounter Six: Wharf District

This encounter only happens on the first night of the adventure. If the PCs investigate the docks, they will find nothing unless they are there sometime after eight bells. In the harbor district near the warehouses, the PCs will notice a lone shambling form wandering out of an alley and going into the water. If they wait a couple of minutes at the same place, they will see another shambling figure coming out of the water

carrying a box. All the boxes the zombies carry out are filled with water-logged paper. If someone makes a successful tracking roll in that area of beach, they will determine that at least twice the party's size of zombies are going in and out of the harbor at this point. With an Observation roll, they can notice that these zombies are all missing their left hands and they seem kind of chewed up. Closer inspection will reveal tattered war uniforms and other signs of soldiery.

DM Note: Play up the fact that these are dead soldiers...slightly chewed on dead soldiers - due to the sharks.

These undead have been "liberated" from the funeral home by Electra Storm, a priestess of Talos. She is using the zombies in an attempt to retrieve the cargo of a ship that had been sunk in the harbor. Unfortunately, she is having them tear apart the wrong shipwreck. The reason she doesn't do it herself is because the shipwreck is encircled by hungry sharks. She and a hired band of the Ravens Bluff thugs are waiting in a large dark alley between the warehouses for the zombies to do the dirty work. This alley is really a warehouse utility access road and is forty feet wide. They have a rogue lookout atop one of the buildings.

If the PCs move into the area, the lookout will warn Electra and her band. Upon warning, they will prepare for battle (if it becomes necessary). They will defend themselves if the party investigates their alley, but they will not defend the undead, as they are cheap to come by. For every minute of real time the party spends investigating the undead at the alley entrance, Electra and crew will have a minute to prepare spells.

This should be the most challenging combat of the module, so if you need to, change the spell caster spells as needed.

**Note:** Electra has a ring of quick action, which allows her to win initiative automatically. Not for her whole side, just for her. It has as many charges as she can use in this combat. She will use all the charges in the first rounds of combat. The characters CANNOT acquire this item.

### **Total Levels 6-13:**

**Thugs, hm, F1 (2):** Int Average; AL NE; AC 7 (studded leather); MV 12; HD 1; hp 6; THAC0 20; #AT 1 or 2/1; Dmg 1d6 (hand axe or short bow); SA Nil; SD Nil; MR Nil; SZ M (5'+ tall); ML 9.

**Leo, hm F3:** Int Average; AL NE; AC 5; MV 12; HD 3; hp 27; THAC0 14 (specialization and Str); #AT 3/2 or 2/1; Dmg 2d4 + 7 (*bastard sword* +2 used two handed plus Str and Specialization) or 1d8+3 (strength long bow); SA Nil; SD Nil; Str18/01; MR Nil; SZ M (6'+ tall); ML 11.

**Dirk, hm, (on the roof overlooking the wharf) T2:** Int Average; AL NE; AC 6 (Dex); MV 12; HD 2; hp 10; THAC0 20; #AT 1; Dmg 1d4 (backstab bonus); SA Nil; SD Nil; MR Nil; SZ M (5'7" tall); ML 10.

Special Abilities: Hide in Shadows: 55% Move Silently: 60% Detect Noise:30% Climb Walls:70% Tumbling(18).

Note: Dirk will attempt to sneak down from the roof and backstab on round three. He will retreat if he sustains 6 hit points damage.

**Darthan, hm W2:** Int Average; AL NE; AC 8(Dex); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d3 (dart); SA spells; SD nil; MR nil; SZ M (5'); ML 9;

Spells Memorized: 1st level *burning hands, taunt*.

Note: Darthan will try to retreat hastily if he takes 4 hit points of damage or if 66% of the other bandits are incapacitated.

**Electra Storm, hf, P5 Priestess of Talos (Stormlord):** AL CE; AC 6 (leather armor and *discus shield*+1); MV 12, fl18(c); hp 43; THAC0 18; #AT 1; Dmg 2d4+1 (morning star and Str), 1d8+1 (*discus shield* plus Str); SA spells and granted abilities; SD immunity to electricity; Str16, Int14, Wis18, Con16, Dex13, Cha12, Com15; MR nil; SZ M (5'4"); ML 16;

Magic Items: *discus shield +1, ring of quick action*.

Spells Memorized: 1st level Spells: *cure light wounds* x2, *faerie fire, sanctuary, detect magic* 2nd level Spells: *wind lash, hesitation, chill metal, aid, withdraw* 3rd level Spells *storm shield, dispel magic*  
Granted Abilities: *shocking grasp* 1/day, *call lightning* 1/day or *ride the wind* 1/day, *water walk* at will, *control winds* 1/day;

Notes: Electra is a smart and wise follower of Talos. She will know when to retreat and fight another day. If Electra takes more than 15 hit points but less than 25, she will cast *withdraw* and cast all her healing spells on herself. If she takes 25 or more hit points of damage or if over half of her accomplices are taken out of the battle, she will attempt to get away, primarily by using *ride the wind* and *control winds* abilities.

### Suggested Spell Tactics

If they are forewarned of the PCs' presence, Electra will try to precast in this order, one per round of forewarning: *detect magic, aid* on herself, *storm shield* centered on herself, *ride the wind* on herself.

Once combat has started Electra will cast in this order: *hesitation, faerie fire* on the most obvious front line fighter type, *chill metal* on the most heavily metallic armored character, *wind lash*

Darthan will cast in this order: *taunt* an obvious spell caster, *burning hands* any PC getting near him

### Total Levels 14-25:

**Thugs, hm, F3 (2):** Int Average; AL NE; AC 7 (studded leather); MV 12; HD 3; hp 18; THAC0 18; #AT 1 or 2/1; Dmg 1d6 (hand axe or short bow); SA Nil; SD Nil; MR Nil; SZ M (5'+ tall); ML 9.

**Leo, hm, F5:** Int Average; AL NE; AC 5 (chain mail); MV 12; HD 5; hp 45, THAC0 11 (specialization and Str); #AT 3/2 or 2/1; Dmg 2d4 + 7 (*bastard sword* +2 used two handed plus Str and specialization) or 1d8+3 (strength long bow); SA Nil; SD Nil; Str18/51; MR Nil; SZ M (6'+ tall); ML 11.

**Dirk, hm, (on the roof overlooking the wharf) T4:** Int Average; AL NE; AC 6 (Dex); MV 12; HD 4; hp 20; THAC0 19; #AT 1; Dmg 1d4 (backstab bonus); SA Nil; SD Nil; MR Nil; SZ M (5'7" tall); ML 10

Special Abilities: Hide in Shadows: 75% Move Silently: 80% Detect Noise: 40% Climb Walls: 80% Tumbling (18).

Note: Dirk will attempt to sneak down from the roof and backstab on round three. He will retreat if he sustains 15 hit points damage.

**Darthan, hm W4:** Int Average; AL NE; AC 8(Dex); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d3 (dart); SA spells; SD nil; MR nil; SZ M (5'); ML 9;

Spells Memorized: 1st level *burning hands, taunt, enlarge* 2nd level *ray of enfeeblement, Tasha's uncontrollable hideous laughter*

Note: Darthan will try to retreat hastily after he takes 8 hit points of damage or 66% of the other bandits are incapacitated.

**Electra, hf, P7 Priestess of Talos (Stormlord):** AL CE; AC 6 (leather armor and *discus shield* +1); MV 12, fl18(c); hp 61; THAC0 16; #AT 1; Dmg 2d4+1 (morning star and Str), 1d8+1 (*discus shield* plus Str); SA spells and granted abilities; SD immunity to

electricity; Str16, Int14, Wis18, Con16, Dex13, Cha12, Com15; MR nil; SZ M (5'4"); ML 16;

Magic Items: *discus shield +1*, *ring of quick action*.

Spells Memorized: 1st level Spells: *cure light wounds x2*, *faerie fire*, *sanctuary*, *detect magic* 2nd level Spells: *wind lash*, *hesitation*, *chill metal*, *aid*, *withdraw* 3rd level Spells *storm shield*, *dispel magic*, *prayer* 4th level Spells: *chaotic combat*, *cure serious wounds*

Granted Abilities: *shocking grasp* 1/day, *call lightning* 1/day or *ride the wind* 1/day, *water walk* at will, *control winds* 1/day, *7HD lightning bolt* 1/day;

Notes: Electra is a smart and wise follower of Talos. She will know when to retreat and fight another day. If Electra takes more than 21 hit points but less than 35, she will cast *withdraw* and cast all her healing spells on herself. If she takes 35 or more hit points of damage or if over half of her accomplices are taken out of the battle, she will attempt to get away, primarily by using *ride the wind* and *control winds* abilities.

### **Suggested Spell Tactics**

If they are forewarned of the PC's presence Electra will try to precast in this order, one per round of forewarning: *aid* on herself, *storm shield* centered on herself, *ride the wind* on herself, *prayer*, *detect magic*, *chaotic combat* on Leo

Darthan will try to precast *enlarge* on Leo

Once combat has started Electra will cast in this order: *hesitation*, *random casualty* on the most obvious front line fighter type, *faerie fire* on the most obvious front line fighter type, *chill metal* on the most heavily metallic armored character, *wind lash*

Darthan will cast in this order: *taunt* an obvious spell caster, *Tasha's uncontrollable hideous laughter* on any obvious spell caster, *ray of enfeeblement* on the most obviously strongest PC, *burning hands* any PC getting near him

### **Total Levels 26-37:**

**Thugs, hm, F5 (2):** Int Average; AL NE; AC 7(studded leather); MV 12; HD 5; hp 30; THAC0 16; #AT 1 or 2/1; Dmg 1d6 (hand axe or short bow); SA Nil; SD Nil; MR Nil; SZ M (5'+ tall); ML 9.

**Leo, hm, F7:** Int Average; AL NE; AC 5(chain mail); MV 12; HD 7; hp 63, THAC0 9(specialization and Str); #AT 2/1; Dmg 2d4 + 8 (*bastard sword* +2 used two handed plus Str and specialization) or 1d8+4

(strength long bow); SA Nil; SD Nil; Str18/76; MR Nil; SZ M (6'+ tall); ML 11.

**Dirk, hm, (on the roof overlooking the wharf) T6:** Int Average; AL NE; AC 6(Dex); MV 12; HD 6; hp 30; THAC0 18; #AT 1; Dmg 1d4(backstab bonus); SA Nil; SD Nil; MR Nil; SZ M (5'7" tall); ML 10

Special Abilities: Hide in Shadows:95% Move Silently: 95% Detect Noise:55% Climb Walls:90% Tumbling(18).

Note: Dirk will attempt to sneak down from the roof and backstab on round three. He will retreat if he sustains 20 hit points damage.

**Darthan, hm, W6:** Int Average; AL NE; AC 8(Dex); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d3 (dart); 1d4 (dagger) SA spells; SD nil; MR nil; SZ M (5'); ML 9.

Spells Memorized: 1st level *burning hands*, *taunt*, *enlarge*, *shield* 2nd level *ray of enfeeblement*, *Tasha's uncontrollable hideous laughter* 3rd level *dispel magic*, *haste*

Note: Darthan will try to retreat hastily after he takes 12 hit points of damage or 66% of the other bandits are incapacitated.

**Electra Storm, hf, P9 Priestess of Talos (Stormlord):** AL CE; AC 6 (leather armor and *discus shield +1*); MV 12, fl18(c); hp 79; THAC0 16; #AT 1; Dmg 2d4+1(morning star and Str), 1d8+1(*discus shield* plus Str); SA spells and granted abilities; SD immunity to electricity; Str16, Int14, Wis18, Con16, Dex13, Cha12, Com15; MR nil; SZ M(5'4"); ML 16.

Magic Items: *discus shield +1*, *ring of quick action*.

Spells Memorized: 1st level Spells: *cure light wounds x2*, *faerie fire*, *sanctuary*, *detect magic*, *command* 2nd level Spells: *wind lash*, *hesitation*, *chill metal*, *aid*, *withdraw*, *hold person* 3rd level Spells *storm shield*, *dispel magic*, *random casualty*, *prayer* 4th level Spells: *chaotic combat*, *inverted ethics*, *cure serious wounds* 5th level Spells: *storm cone*

Granted Abilities: *shocking grasp* 1/day, *call lightning* 1/day or *ride the wind* 1/day, *water walk* at will, *control winds* 1/day, *9HD lightning bolt* 1/day

Notes: Electra is a smart and wise follower of Talos. She will know when to retreat and fight another day. If Electra takes more than 27 hit points but less than 45, she will cast *withdraw* and cast all her healing spells on herself. If she takes 45 or more hit points of damage or if over half of her accomplices are taken out of the battle, she will attempt to get away, primarily by using *ride the wind* and *control winds* abilities.

### Suggested Spell Tactics

If they are forewarned of the PC's presence, Electra will try to precast in this order, one per round of forewarning: *aid* on herself, *storm shield* centered on herself, *ride the wind* on herself, *detect magic*, *prayer*, *chaotic combat* on Leo

Darthan will try to precast *enlarge* on Leo

Once combat has started Electra will cast in this order: *inverted ethics* on any obvious paladin/knightly types, *miscast magic* on any obvious spellcaster, *hesitation*, *random casualty* on the most obvious front line fighter type, *storm cone* on any characters hanging outside of melee, *faerie fire* on the most obvious front line fighter type, *chill metal* on the most heavily metallic armored character, *wind lash*, *hold person* on as many as possible, *lightning bolt* if the *storm shield* is down

Darthan will cast in this order: *taunt* an obvious spell caster, *Tasha's uncontrollable hideous laughter* on any obvious spell caster, *ray of enfeeblement* on the most obviously strongest PC, *dispel magic* on any obvious magical enchantments detrimental to his side, *burning hands* any PC getting near him

### Total Levels 43-56:

**Thugs, hm, F7 (2):** Int Average; AL NE; AC 7 (studded leather); MV 12; HD 7; hp 42; THAC0 14; #AT 3/2 or 2/1; Dmg 1d8 (battle axe or long bow); SA Nil; SD affected by *invisibility 10' radius*; MR Nil; SZ M (5'+ tall); ML 9.

**Leo hm F9:** Int Average; AL NE; AC 5(chain mail); MV 12; HD 9; hp 81; THAC0 7(specialization and Str); #AT 2/1; Dmg 2d4 + 8 (*bastard sword* +2 used two handed plus Str and specialization) or 1d8+5 (strength long bow); SA Nil; SD affected by *invisibility 10' radius*; Str18/91; MR Nil; SZ M (6'+ tall); ML 11.

**Dirk hm (on the roof overlooking the wharf) T8:** Int Average; AL NE; AC 6 (Dex); MV 12; HD 8; hp 40; THAC0 17; #AT 1; Dmg 1d4 (backstab bonus); SA Nil; SD Nil; MR Nil; SZ M (5'7" tall); ML 10.

Special Abilities: Hide in Shadows: 95% Move Silently: 95% Detect Noise: 85% Climb Walls: 95% Tumbling (18).

Note: Dirk will attempt to sneak down from the roof and backstab on round three. He will retreat if he sustains 30 hit points damage.

**Darthan, hm, W8:** Int Average; AL NE; AC 8 (Dex); MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d3 (dart); 1d4 (dagger) SA spells; SD affected by *invisibility 10' radius* (center); MR nil; SZ M (5'); ML 9.

Spells Memorized: 1st level *burning hands*, *taunt*, *enlarge*, *shield* 2nd level *ray of enfeeblement*, *Tasha's uncontrollable hideous laughter* 3rd level *dispel magic*, *haste*, *blindness*, ~~*invisibility 10' radius*~~ (already cast on the bandits and Electra) 4th level: *dimension door*, *minor globe of invulnerability*

Note: Darthan will try to cast *dimension door* to retreat after he takes 18 hit points of damage or 66% of the other bandits are incapacitated.

**Electra Storm, hf, P11, Priestess of Talos (Stormlord):** AL CE; AC 6 (leather armor and *discus shield* +1); MV 12, fl18(c); hp 83; THAC0 14; #AT 1; Dmg 2d4+1(morning star and Str), 1d8+1 (*discus shield* plus Str); SA spells and granted abilities; SD immunity to electricity, affected by *invisibility 10' radius*; Str16 Int14 Wis18 Con16 Dex13 Cha12 Com15; MR nil; SZ M (5'4"); ML 16.

Magic Items: *discus shield* +1, *ring of quick action*.

Spells Memorized: 1st level Spells: *cure light wounds* x3, *faerie fire*, *sanctuary*, *detect magic*, *command* 2nd level Spells: *wind lash*, *hesitation*, *chill metal*, *aid*, *withdraw*, *hold person* 3rd level Spells *storm shield*, *dispel magic*, *random casualty*, *prayer*, *miscast magic* 4th level Spells: *chaotic combat*, *inverted ethics*, *cure serious wounds*, *spell immunity(magic missile)* 5th level Spells: *storm cone*, *cure critical wounds* 6th level Spells: *word of recall*

Granted Abilities: *shocking grasp* 1/day, *call lightning* 1/day or *ride the wind* 1/day, *water walk* at will, *control winds* 1/day, *10HD lightning bolt* 2/day, *control weather* 1/day

Notes: Electra is a smart and wise follower of Talos. She will know when to retreat and fight another day.. If Electra takes more than 31 hit points but less than 49, she will cast *withdraw* and cast her healing spells on herself. If she takes 49 or more hit points of damage or if over half of her accomplices are taken out of the battle, she will attempt to get away, primarily by using *word of recall* or secondarily by using her granted *ride the wind* and *control winds* abilities.

### Suggested Spell Tactics

If they are forewarned of the PC's presence, Electra will try to precast in this order, one per round of forewarning: *aid* on herself, *storm shield* centered on herself, *ride the wind* on herself, *spell immunity(magic*

missile) on herself, *prayer*, *detect magic*, *chaotic combat* on Leo

Darthan will try to precast in this order, one per round of forewarning: *enlarge* on Leo, *minor globe of invulnerability*, *shield*, *haste* on the warriors of his band and then within the limits of the spell (he may only affect 8 persons) he will target Electra, himself, and Dirk in this order.

Once combat has started Electra will cast in this order: *inverted ethics* on any obvious paladin/knightly types, *miscast magic* on any obvious spellcaster, *hesitation*, *storm cone* on the rear area of the battle, *random casualty* on the most obvious front line fighter type, *faerie fire* on the most obvious front line fighter type, *chill metal* on the most heavily metallic armored character, *wind lash*, *hold person* on as many as possible, *lightning bolt* twice if the *storm shield* is down

Darthan will cast in this order: *taunt* an obvious spell caster, *Tasha's uncontrollable hideous laughter* on any obvious spell caster, *ray of enfeeblement* on the most obviously strongest PC, *dispel magic* on any obvious magical enchantments detrimental to his side, *blindness* on any spellcaster or missile weapon user, *burning hands* any PC getting near him

### **Total Levels 57+:**

**Thugs, hm, F9 (2):** Int Average; AL NE; AC 7 (studded leather); MV 12; HD 9; hp 54; THAC0 12; #AT 3/2 or 2/1; Dmg 1d8 (battle axe or long bow); SA Nil; SD affected by *invisibility 10' radius*; MR Nil; SZ M (5'+ tall); ML 9.

**Leo, hm F11:** Int Average; AL NE; AC 5 (chain mail); MV 12; HD 11; hp 87; THAC0 4 (specialization and Str); #AT 2/1; Dmg 2d4 + 10 (*bastard sword* +2 used two handed plus Str and specialization) or 1d8+6 (strength long bow); SA Nil; SD affected by *invisibility 10' radius*; Str18/00; MR Nil; SZ M (6'+ tall); ML 11.

**Dirk, hm (on the roof overlooking the wharf) T10:** Int Average; AL NE; AC 6(Dex); MV 12; HD 10; hp 50; THAC0 16; #AT 1; Dmg 1d4(backstab bonus); SA Nil; SD *invisibility*; MR Nil; SZ M (5'7" tall); ML 10.

Special Abilities: Hide in Shadows: 95% Move Silently: 95% Detect Noise: 95% Climb Walls: 95% Tumbling (18).

Note: Dirk will attempt to sneak down from the roof and backstab on round three. He will retreat if he sustains 40 hit points damage.

**Darthan, hm, W10:** Int Average; AL NE; AC 8 (Dex); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d3 (dart); 1d4 (dagger) SA spells; SD affected by *invisibility 10' radius* (center); MR nil; SZ M (5'); ML 9;

Spells Memorized: 1st level *burning hands*, *taunt*, *enlarge*, *shield* 2nd level *ray of enfeeblement*, *Tasha's uncontrollable hideous laughter*, *invisibility* (precast on the Dirk) 3rd level *dispel magic*, *haste*, *blindness*, ~~*invisibility 10' radius*~~ (precast on the bandits and Electra) 4th level: *dimension door*, *minor globe of invulnerability*, 5th Level: *cone of cold*, *wall of fire*

Note: Darthan will try to cast *dimension door* to retreat after he takes 24 hit points of damage or 66% of the other bandits are incapacitated.

**Electra Storm, hf, P13 Priestess of Talos (Stormlord):** AL CE; AC 6 (leather armor and *discus shield* +1); MV 12, fl18(c); hp 87; THAC0 12; #AT 1; Dmg 2d4+1 (morning star and Str), 1d8+1(*discus shield* plus Str); SA spells and granted abilities, SD immunity to electricity, affected by *invisibility 10' radius*; Str16, Int14, Wis18, Con16, Dex13, Cha12, Com15; MR nil; SZ M(5'4"); ML 16;

Magic Items: *discus shield* +1, *ring of quick action*.

Spells Memorized: 1st level Spells: *cure light wounds* x3, *faerie fire*, *sanctuary*, *detect magic*, *command*, *call upon faith* 2nd level Spells: *wind lash*, *hesitation*, *chill metal*, *aid*, *withdraw* x2, *hold person*, *draw upon holy might* 3rd level Spells *storm shield*, *dispel magic*, *random casualty*, *prayer*, *miscast magic*, *protection from fire*, *bestow curse* 4th level Spells: *chaotic combat*, *inverted ethics*, *cure serious wounds*, *repel insects*, *spell immunity (magic missile)* 5th level Spells: *storm cone*, *cure critical wounds* 6th level Spells: *word of recall*, *heal*

Granted Abilities: *shocking grasp* 1/day, *call lightning* 1/day or *ride the wind* 1/day, *water walk* at will, *control winds* 1/day, *10HD lightning bolt* 3/day, *control weather* 1/day

Notes: Electra is a smart and wise follower of Talos. She will know when to retreat and fight another day. If Electra takes more than 35 hit points but less than 53, she will cast *withdraw* and cast her healing spells on herself. If she takes 53 or more hit points of damage or if over half of her accomplices are taken out of the battle, she will attempt to get away, primarily by using *word of recall* or secondarily by using her granted *ride the wind* and *control winds* abilities.

### **Suggested Spell Tactics**

If they are forewarned of the PC's presence, Electra will try to precast in this order, one per round of forewarning: *aid* on herself, *storm shield* centered on herself, *ride the wind* on herself, *spell immunity*(*magic missile*) on herself, *protection from fire* on herself, *prayer*, *chaotic combat* on Leo

Darthan will try to precast in this order, one per round of forewarning: *enlarge* on Leo, *minor globe of invulnerability*, *haste* on the warriors of his band and then within the limits of the spell (he may only affect 8 persons) he will target Electra, himself, and Dirk in this order; *shield*

Once combat has started Electra will cast in this order: *storm cone* on the rear area of the battle, *random casualty* on the most obvious front line fighter type, *hesitation*, *faerie fire* on the most obvious front line fighter type, *chill metal* on the most heavily metallic armored character, *inverted ethics* on any obvious paladin/knightly type, *miscast magic* on any obvious spellcaster, *wind lash*, *hold person* on as many as possible, *lightning bolt* three times if the *storm shield* is down.

Darthan will cast in this order: *cone of cold* at any opportune time hereafter trying not to hit his side, *taunt* an obvious spell caster, *Tasha's uncontrollable hideous laughter* on any obvious spell caster, *wall of fire* the rear area of the battle, *ray of enfeeblement* on the most obviously strongest PC, *dispel magic* on any obvious magical enchantments detrimental to his side, *blindness* on any spellcaster or missile weapon user, *burning hands* any PC getting near him

**Treasure on mercenary band:** 183 GP, 53 SP, 101 CP, 25 GP Garnet, and a *bastard sword* +2. Darthan has a 100 gp pearl. If the party is able to capture or kill Electra, she has a *discus shield* +1, 44 pp, 23gp, 11sp, and 12 (10 gp each) gems. The PCs cannot keep her *ring of quick action* (it should be used up anyway).

## **Shark Encounter (Optional)**

Play this encounter only if there is enough time to play it out. About 200 meters offshore, at the bottom of the murky harbor water, lies a ship named the Sea Wagon. In the gloom, zombies slowly work around the debris and pick up boxes to return to the surface. A large school of sharks are feeding on the zombies. If the

characters wish to investigate the ship, they will probably have to fight the sharks and the zombies. The ship has nothing of value. Electra, who did not get close enough to read the ship's bow, has the undead slaves scrounging through the wrong shipwreck.

### **Total Levels 6-13:**

**Sharks** (1 per PC): Int Animal; AL N; AC 7; MV 24; HD 3; hp 10; THAC0 18; #AT 1; Dmg 1d4+1; SA Nil; SD Nil; MR Nil; SZ M; ML 10.

**Zombies** (1 per PC): Int Non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD immunity to sleep, charm, hold, death magic, poisons, and cold based spells; MR Nil; SZ M (5'+ tall); ML Special.

### **Total Levels 14-25:**

**Sharks** (1 per PC): Int Animal; AL N; AC 5; MV 24; HD 5; hp 20; THAC0 16; #AT 1; Dmg 1d6+1; SA Nil; SD Nil; MR Nil; SZ M; ML 10.

**Zombies** (1 per PC): Int Non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD immunity to sleep, charm, hold, death magic, poisons, and cold based spells; MR Nil; SZ M (5'+ tall); ML Special.

### **Total Levels 26-37:**

**Sharks** (1 per PC): Int Animal; AL N; AC 5; MV 24; HD 5; hp 30; THAC0 16; #AT 1; Dmg 1d8+1; SA Nil; SD Nil; MR Nil; SZ M; ML 10.

**Zombies** (1 per PC): Int Non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD immunity to sleep, charm, hold, death magic, poisons, and cold based spells; MR Nil; SZ M (5'+ tall); ML Special.

### **Total Levels 38-56:**

**Sharks** (1 per PC): Int Animal; AL N; AC 3; MV 24; HD 7; hp 42; THAC0 14; #AT 1; Dmg 1d10+1; SA Nil; SD Nil; MR Nil; SZ M; ML 10.

**Zombies** (1 per PC): Int Non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD immunity to sleep, charm, hold, death magic, poisons, and cold based spells; MR Nil; SZ M (5'+ tall); ML Special.

## **Total Levels 57+:**

**Sharks** (1 per PC): Int Animal; AL N; AC 1; MV 24; HD 9; hp 54; THAC0 12; #AT 1; Dmg 1d12+1; SA Nil; SD Nil; MR Nil; SZ M; ML 10.

**Zombies** (1 per PC): Int Non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD immunity to sleep, charm, hold, death magic, poisons, and cold based spells; MR Nil; SZ M (5'+ tall); ML Special.

## **Epilogue**

There are three probable outcomes.

1) If the PCs release the undead into the city.

*There hasn't been a darker day since the end of the war. Zombies wander the city killing defenseless civilians that they happen upon. Riots erupt demanding protection from the undead hordes and punishment for those that have brought this infestation upon the city. One such riot attracts some of the zombies and they attack. Many more die. The City Watch tries tirelessly to protect everyone, but there seems to be just too many wandering freely. The Phoenix knights valiantly track the undead down one by one, it will just be a matter of time. A day later, a common herald cries out, "Hundreds of innocent citizens die to a mass infestation of zombies that suddenly appeared within the city walls. Stay in your homes until the authorities can have time to find them all! It will take at least a tenday to locate and destroy all of them."*

No reward from the City Watch. Each PC earns 1 infamy point, if the City Watch or government officials ever find out. If any of the PCs ever confess to releasing the undead in the city, they and the rest of the party will be either fined 1,000 gold per tier or be incarcerated for one year per tier. The PCs may still earn the rewards from Felicia (gold), and/or Clarise (10 gold) though.

2) If the PCs take care of the undead army in the city and turn in Jonathan.

*Thus ends another adventure. The army destroyed, the madman sent away for his errant ways. All in all a good day. A day later, a common herald cries out, "Mad man stopped by local heroes! Stories abound in many taverns all with a different twist about how yet another villain of the city had met his end."*

*Everything quiets down eventually, but you already know that here in the Living City, that it won't remain tranquil for long.*

Each PC gets 1 Fame Point in City Watch or General and the 50 gold reward from the City Watch. No reward from Clarise, but they may still be rewarded by Felicia (gold).

3) If the PCs take care of the undead army, but do not turn in Jonathan.

*Thus ends another adventure. The army destroyed. Jonathan has reasoned with and he now acknowledges the error of his ways. With your help, the city has averted yet another catastrophe. You remain silent about your activities, to allow Jonathan to run his business as normal. Another day passes, all is quiet, and you wonder what you might be doing tomorrow. Everything quiets down eventually, but you already know that here in the Living City, that it won't remain tranquil for long...*

It is possible to earn a Fame Point for defeating Electra. They may still earn a reward from Clarise (10 gold and a kiss on the cheek) and/or from Felicia (gold or jewelry). They each will also receive a scroll good for a complementary deluxe burial at the Forrest Funeral Home from Jonathan.

## **The End**

## **Experience 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

Question the NPCs about the tavern conversations 25 xp  
 Notice 'Hushed' conversation 25 xp

### Encounter Two

Question Mother about her son's funeral 50 xp  
 Collect rumors from the City Watch members about the Undead 25 xp  
 Collect information from the priests of Kelemvor about the undead 25 xp

### Encounter Three

Discover Clarise's father operates the Funeral Home 25 xp

### Encounter Four

Get Felicia to confess about the rings 50 xp  
 Discover the magical qualities of the rings 75 xp  
 Recover her husband's body 100 xp

### Encounter Five

Discover the secret in the basement 50 xp  
 Convince Jonathan that the War is over 100 xp  
 Release the Undead Army into the city -500 xp

### Encounter Six

Discover what the Electra's zombies are doing 50 xp  
 Defeat Electra's Band 100 xp  
 Kill or capture Electra 100 xp  
 Blame Electra for the Undead infestation 50 xp

Total Experience for Objectives: 850 xp  
 Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,350 xp**

For Tier 2: 2,700 xp  
 For Tier 3: 4,050 xp  
 For Tier 4: 5,400 xp  
 For Tier 5: 6,750 xp

## Treasure Summary

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

### Encounter Two

- 50 gp

### Encounter Three

- 10 gp plus a deluxe funeral

### Encounter Four

If they are successful in helping Felicia get her husband's remain back.

1,500 each

OR if they retrieve the body of the husband and Jonathan is not hurt by this action and the army is destroyed, they each receive a choice below:

- *Ring of infravision negation:* The ring creates a field around the wearer that hides his/her body heat from infravision. It works once per day for up to six hours. Onyx ring designed with two elven-like eyes on the front.
- *Ring of cantrips:* Four times a day a bard or mage may call upon a single *cantrip* effect, which lasts for one turn or until the user stops concentrating on it. Electrum ring that sparkles as if it was lightly coated with diamond dust.
- *Ring of fashion:* Once per day, the wearer may command the ring to clothe him/her in any style clothing desired. The clothing lasts for one hour. Gold ring with a ruby solitaire.
- *Ring of safety:* The ring may negate one failed saving throw. This ring works one time only, and then becomes non-magical. A silver ring with a large square cut emerald mounted.

### Encounter Five

- The master ring is non-magical on anyone but Jonathan, but it is worth 3,500 gp.

### Encounter Six

- 183 GP, 53 SP, 101 CP, 25 gp Garnet
- *Bastard sword +2*
- 100 gp pearl
- 44 pp, 23gp, 11sp, and 12 (10 gp each)
- *Discus shield +1:* This is a medium circular shield that may be cast like a discus. It flies out, strikes a glancing blow on its target, and returns. A minimum strength of 16 and a minimum dexterity of 12 are required to throw the shield properly. The shield is cast one-handed. The caster need not make a roll to catch it when it comes back in the same round. Opponents may attempt to catch the shield, but must roll to strike AC -6 and have both hands free, otherwise the opponent takes maximum possible damage. The caster is -2 to hit

at medium range and -5 to hit at long range. The shield functions as a +1 shield also. This device must be used at a penalty to attack roll unless the user has opted to take proficiency with it as a possible weapon. It is an edged weapon. When it successfully strikes, the shield does 1d8 hp damage. The ranges for the shield are 10 yds for short range, 20 yards for medium range, and 30 yards for long range. Apply a -1 to hit for every 10 mph of blowing winds.

**Fame Award**

1 point in City Watch or General for stopping the undead.

1 Infamy point for releasing the undead on city and being discovered doing so.

# Talosian Stormlord Special Spells

2nd Level

**Wind Lash** (Alteration, Evocation)

Sphere: Weather

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 5

Area of Effect: One Being

Saving Throw: 1/2

This spell creates an invisible, weightless whip of hard-edged air extending from the limb of the caster. With this construct, the caster can strike with his or her normal THAC0 at one chosen opponent, dealing 2 points of damage per level per successful attack. In any round in which the wind lash successfully strikes, all target spellcasting that has a casting time of more than 1 is ruined, and the target must make a saving throw vs. paralyzation or be hurled to the ground, taking an additional 1 point of damage and forcing all fragile carried items to make a saving throw vs. fall.

The caster can switch targets at will, but switching targets takes a round, during which time no one can be attacked by the *wind lash*. The nature of the *wind lash* is such that only the chosen target is struck. Other beings are aware of the spell because it emits terrifying snarling wind noises and may even blow away small, light objects such as cap-feathers and parchments that are not securely gripped (but they suffer no damage). If the spellcaster casts another spell while this spell is still in effect, the *wind lash* dissipates immediately. A *wind lash*-wielder can employ magical items simultaneously with a *lash* if they can be wielded with one hand.

3rd Level

**Storm Shield** (Abjuration)

Sphere: Protection, Weather

Range: 10 yards/level

Components: V, S

Duration: 6 rounds + 1d4 round

Casting Time: 6

Area of Effect: Special

Saving Throw: None

This spell creates a floating, weightless, mobile barrier of solid air that blocks all damage from wind, lightning, normal missiles, and heat or cold. A *storm*

*shield* attracts all electrical discharges within 30 feet and absorbs them so no harm is done to nearby beings. It automatically neutralizes any extreme heat (including fire), or cold (including ice), that it comes in contact with, but does so only once for each extreme. A *storm shield* neutralizes a second encounter or round of contact with either extreme heat or cold, but as it does so, the *storm shield* itself dissipates, ending the spell.

A *storm shield* is always about 6 inches thick and occupies a square, flat area of 10 feet/level, stopping where it encounters solid obstacles. It can be fitted into a narrow passage or opening, so as to seal it entirely or be made to fold in on itself if the caster so wills to make it a smaller barrier that can be moved about in narrow confines without becoming stuck. The caster can move the *shield* by force of will at MV 12 (B) and turn or tilt it as desired, until she or he engages in other spellcasting, whereupon control over the *shield* is lost, and it remains stationary until the spell expires.

A *storm shield* is effective from all sides, but it only deflects normal missiles; a sword or other weapon can be thrust through it with no effect on either the *shield* or the attack.

5th Level

**Storm Cone** (Alteration, Evocation)

Sphere: Elemental, Weather

Range: 5 yards/level

Components: V, S

Duration: 4 rounds + 1 round/ 3 levels

Casting Time: 8

Area of Effect: 60-foot-long cone, 20 in diameter at its mouth

Saving Throw: Special

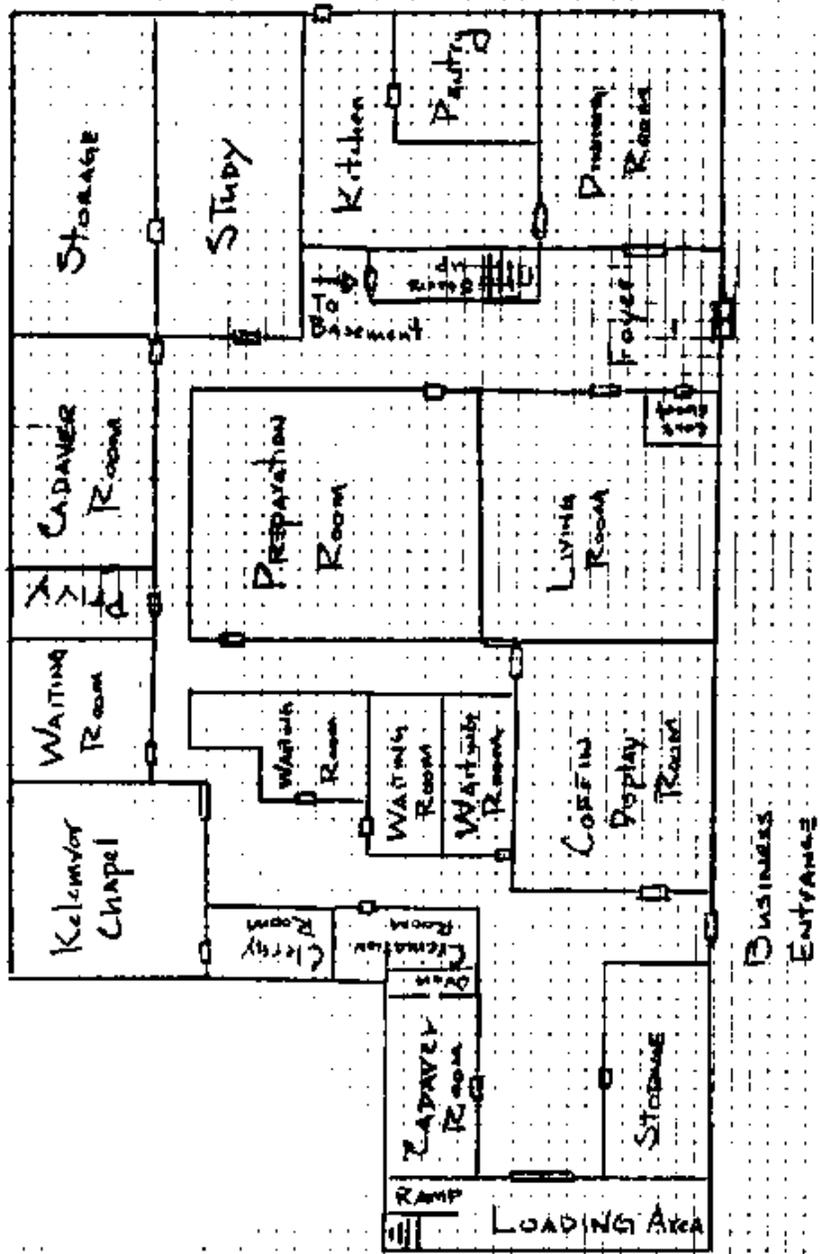
This spell creates a whirling vortex of wind in a 60-foot-long cone shape that flares from its apex close to the caster to a mouth 20 feet in diameter. The caster can move the *storm cone* up, down, or sideways 10 feet in each round of its existence. The *storm cone* lasts 4 rounds plus 1 round every three whole levels of experience the caster has above 9th level (5 rounds at 12th, 6 at 15th level, etc.).

A *storm cone* whirls about all the beings it touches, buffets them with invisible "stones" of solid air contained within the *storm cone*, and stabs them with tiny lightning bolts that arc about continuously within the vortex. The whirling and buffeting effect forces touched beings to make a saving throws vs. fall

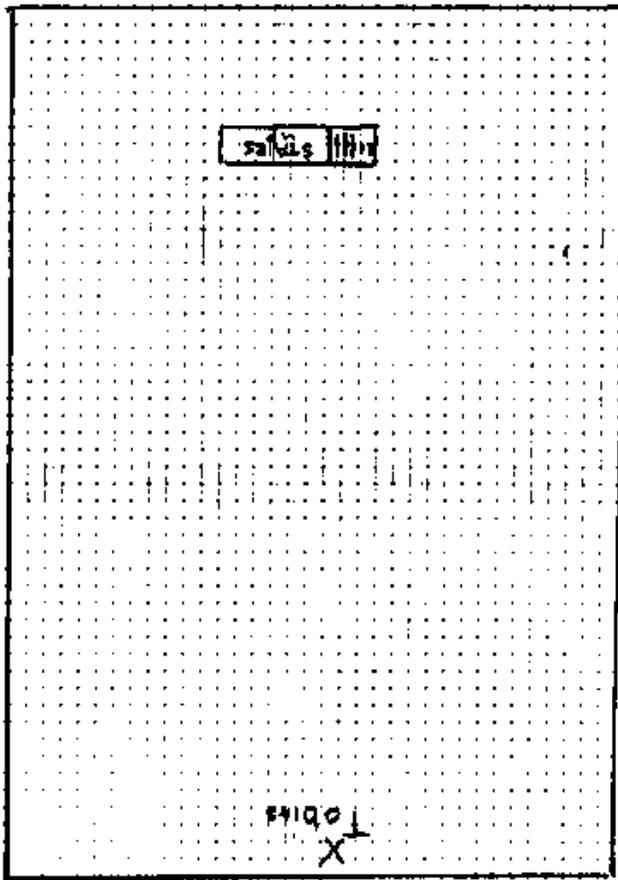
*and* crushing blow for all worn or carried items and inflicts on all creatures 5d4 points of damage. The lightning bolts strike creatures touched by the storm cone for an additional 2d4 points of damage and force the affected beings to make saving throws vs. lightning for all worn or carried items unless they are protected against lightning damage. Both buffeting damage and lightning damage are suffered in each round of contact with the *storm cone*.

A successful saving throw vs. spell halves the physical damage (round down); there is no save against the lightning. Beings caught within a *storm cone* cannot cast spells or launch attacks and can only fight free of the storm cone by making a successful Strength and Dexterity ability checks on the same round.

Note: If the PCs are protected by *stoneskin*, remove all *stoneskin* from the first round of buffeting air damage and then apply the lightning damage.

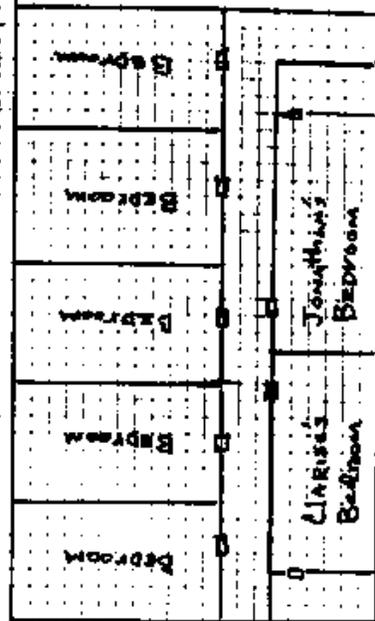


Forrest  
Funeral  
Home  
1st Floor



BASMENT

Forrest  
FUNERAL  
HOME



Upper Floor



Attic

