

Veil of Darkness

A One-Round Living City Tournament

by Daniel S. Donnelly

A delicious meal is your reward for a simple task. The wine was fine, the food divine, and then the lights went out and the fun really started.

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

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

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

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

Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered 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

The *Veil of Darkness* follows *Soul Storm* in that the terrible weather affecting Ravens Bluff is being made even worse by the manipulation of evil deities and their followers. The Veil is again (much sooner than expected) back in town. Only this time the followers of Besheba and Shar have combined to bring yet another plague to Ravens Bluff. The city goes completely dark. It is up to the PCs to determine what has occurred and correct the situation. All spells that create light/fire do not function and fail if attempted.

NOTE: any magical items that generate light will not function at all. For example, a *sunsword* even though creating light is only part of its powers, will not

function. Also, items of Lathander are not functioning including holy swords. Remember none of the powers of these items seem to be functioning.

Natural torches seem to function fine, although the Veil makes their usefulness limited. The module is broken out into the following encounters:

Introduction:

The event begins with the lights going out on the PCs. They are all enjoying an excellent, well deserved meal at The Seven Tigers Inn as a reward for a past adventure. They know only those adventurers that they already know. Otherwise, they must meet in the dark. Luckily, a lantern is available nearby so they do not remain in the dark for long. A patrol from the city watch arrives after a while to make sure that everything is okay. The adventurers find out now that all magical lights and fires have been extinguished in the whole city.

Encounter One: Trip Back into Town

On the way back into town, PCs can see the darkened, mist-covered city below as they approach from the top of the hill. Only two faint lights glow in the Veil, one on the North side of town, and the other in the central business district. Here they meet a group of representatives of the Temple of Besheba. It is up to the PCs as to how they will react. Obviously the followers will not blurt out who they are and they are already very suspicious so it will be interesting as to how the PCs will react.

Encounter Two: Northside Please

The obvious clues are to determine where the light is coming from. The first possibility is to travel towards the North side of town. Note: This encounter and the next can be investigated in any order, but since this light is closer to the PCs, it is included first. The light comes from the Temple of Mystra. Inside the temple are many clergy attempting to determine what exactly is going on and why they were spared. The PCs are unable to get much information, but can speak with a Keeper of the Mystic Flame who may help them understand or not understand the problem.

Encounter Three: Going to Market

The other light comes from the market district, from a fairly new tavern called the Inn of the Golden Garter. It is a rowdy place, although fighting is frowned upon. The inside is completely lit, although the owner just shrugs since it has been lit since he bought the place. He doesn't quite understand all that is going on, although he isn't arguing since he is doing good business. At this point each of the PCs receives a

SENDING from the Keeper of the Mystic Flame. They would like to see the PCs as soon as possible at the Temple of Mystra.

Encounter Four: Trouble on the Way

It is time for the obligatory thug attack, but won't the PCs be disappointed when the only problem is that a mother is looking for her lost child. The seven year-old boy went down the stairs of their apartment and she can't find him. The PCs can search in the darkness of the Veil soon finding clues of the little boy's path. A slight problem will arise as they find the child.

Encounter Five: Path of Righteousness

Back at the Temple, the Knight explains what the Temple has determined. Since the PCs have already begun to explore the issue, he would like to send them searching for an answer. If they agree, he has one of them use a spell storing device and a specifically worded *find the path* spell to begin looking for a solution.

Encounter Six: Along the Path

The path brings the PCs through three obstacles. One combat, one trap, and one specifically for role-playing. It also brings them into conflict with Kudzo the druid of the Ravens Bluff sewers and his many rat friends. It is up to how the PCs handle themselves as to how the encounter proceeds.

Encounter Seven-A: Finding the Solution?

The PCs use this conclusion if they ignore Kudzo and continue on their path. An ancient druid and the remainder of the followers of Shar await the PCs here.

Encounter Seven-B: Agree with Kudzo

If the PCs agree to Kudzo's demands they will have the opportunity to surprise the followers of Shar and perhaps restore light to the city.

Conclusion A: This is used IF the PCs agree to Kudzo's demands but then go back on their word.

Conclusion B: This is used IF the PCs agree to Kudzo's demands and follow through to their word.

Conclusion C: This is used IF the PCs do not agree to Kudzo's demands and defeat the minions of Shar.

Conclusion D: This is used IF the PCs have failed in their task or did not decide to look into the problem at all.

Players Introduction

It was a very simple mission. Even someone right out of training could have done it. Still, work was scarce and the reward was a six course meal at The Seven Tiger Inn, near the top of the hill overlooking Ravens Bluff.

The Inn is a rustic old hunting lodge from days long ago, well decorated and heated from a huge fireplace in the great room. Five tiger heads are mounted in the common room, the other two decorating the gaming parlor.

Bournetel, a charismatic young girl who, along with her father, Arthur Wilde, runs the Inn, served the meal. The meal was wonderful. Obviously, you were vastly overpaid for the small task you performed, but food like this is very hard to find. The roasted pheasant and marinated duck was delicious as was the rest of the meal.

The Inn's common room could hold twenty but it is only partially full. As you survey the room, Bournetel begins to serve the desert: a soft cake with chocolate cream filling and a raspberry topping. Suddenly all the lights go out. Only the small light from the fireplace lights the common room.

At this point pick someone at the table. Pick someone who you know will either really start the role-playing or perhaps someone you think might need a slight hand in beginning to role-play. Bournetel is falling and the delicious cake is going right in the face of one of the PCs. If the PCs know each other they can be sitting together, if not, then they are apart at this point.

Remember no magical lights function including glowing items or *continual light*. Only natural flame gives off light. Once the cake has settled, allow the PCs to react. Then ask them to describe their characters.

Bournetel Wilde: hef W6: Int Very; AL CG; AC 7; MV 12; hp 18; THAC0 18; #AT 1; Dmg by weapon; SA spells; SD 30% resistant to sleep and charm; MR nil; SZ M (5'1" tall); ML 14.

Spells Remaining: *affect normal fires, sleep, cantrip, whispering wind, know alignment, hold person*

Bournetel is a drop-dead gorgeous 21-year-old wizard with dark hair and forest green eyes. She is very devoted to her father and proving to him that her magic will help the inn prosper.

Arthur Wilde hm B6: Int Very; AL LG; AC 7; MV 12; hp 20; THAC0 16; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 11.

Arthur is the gentleman's bard. He has spent much time within noble houses and is very cultured. He was unable to continue his adventuring career due to the death of his father. He does not know how or why his father was killed, only that nothing was stolen from the inn and no one else was injured.

Arthur is a handsome gentleman in his late forties, with a touch of gray streaking his dark black hair. Originally schooled in the far north he worked his way back home 15 years ago. On the way home he met and fell madly in love with, an elven magic-user named Sivestria. Eighteen years ago he lost Sivestria, but gained a daughter Bournetel.

The PCs will probably experiment with their light sources. Give them a little while to role-play and determine that only torch light or lantern light seems to be working. Looking outside will not help since The Seven Tiger Inn is in a secluded wooded area in the noble district. No lights are visible and the glow from the city can usually be seen.

After a short time, there will be a knock on the door and a city watch Sergeant will come into the Inn.

With a solid knock on the front door, a burly man in the garb of the city watch enters. "Good Evening Arthur. Everything seem to be all right? Besides the lighting problem of course. It seems the whole city just went out a few minutes ago. I am taking the patrol about to watch for looters and other thieves."

Arthur quickly runs down the minor problem that occurred here and thanks Sergeant Powders for his quick response. Finally he looks towards you and says, "I imagine you are all adventurers and want to look into this. Well don't let us delay you. The bill for this evening was prepaid, and the only course we haven't been able to serve is the dessert, although if you have a mind to stay, I am sure Bournetel and I can make do with a couple of lanterns and get that cake right out in a minute or two."

Sgt. Powders has been patrolling this area since there WAS a city watch. He has a group of five guardsmen with him if there are any problems. The guardsmen are all 1-6th level and Sgt. Powders is 8th level. Arthur is by no means trying to rush the PCs out the door. In fact, he is simple reacting the way a non-adventuring

adventurer would among others that do adventure. He is simply assuming that the curiosity of the PCs will take them away from his inn so he is making sure that they realize he will not be insulted if they leave before the meal is concluded.

If the PCs stay, go ahead and serve dessert; nothing else will happen here at The Seven Tiger Inn. If they leave, continue with Encounter One. If for some reason the group of PCs decides to NOT investigate, then the adventure is over. They cannot change characters and begin the adventure. If they decide not to go, then that is it. If the PCs decide to stay at the Inn that evening the rooms are 10 gp/night. The next day the Veil is still in town. Use Conclusion C.

Encounter One: Trip Back to Town

NOTE: if the PCs do not have a torch or lantern of their own, Arthur will give them a torch which should last until they get back down the hill and into town.

The dark path from The Seven Tiger Inn back to the edge of the city is uneventful. That is not to say that every shadow and fog-covered bush did not seem to move, preparing to ambush your group.

Still, without more than a few adrenal rushes, you find yourself at the top of Government Hill looking down at the Veil-covered city. It seems odd that for all the years that The Veil covered the city, no one thought to come up to the top of the hill and look down upon the foggy streets.

There are no lights on at any of the government offices further down the ridge and the small estates near the road junction also seem dark. Looking down into the city, there seems to be two glowing areas in the city. It seems that light of some source, a large source at that is being generated near the North Gate of the city and somewhere in the central business district.

As you attempt to picture the buildings near the light sources without success, a group of travelers finish their journey up the hill. There are five of them, four dressed in common clothing and one in a green silk shirt and fancy brown breeches.

"Hello, and well met. If you are thinking of heading down into town, I strongly advise against it.", says a simple robed man, leading the group. A prominent necklace with an obsidian cat hangs from his neck, its silver chain shining in the starlight. "The Veil is dreadful, and bad fortune awaits any who attempt to pass through without sufficient light. The Veil is usually bad enough but we are heading to

see the mayor and see what she will do to restore light.”

“That’s correct Horace,” says the man in finery, “the Temple of Mystra shouldn’t be the only place with magical lights. That is far too elitist even for me.”

This is not a tiered encounter. The priest and his followers are on the way to finger the followers of Shar for this crime. They were instructed by Beshaba to assist the Temple of Shar in this endeavor but after it was accomplished to turn them in since it is their misfortune to actually worship the darkness that resulted from the combined ritual. Horace will explain that he likes cats and that a very close friend who is no longer with him gave him the necklace. All this is very true.

Of course they are paranoid, moreso than most traveling about on this night. They each get a save versus any type of mind reading magic. NPCs have their normal save vs. spell listed, including any wisdom bonuses.

Horace, hm Sp(Beshaba)8: Int Exceptional; AL CE (masked to indicate N); AC 4 (ring mail & dexterity); MV 12; hp 64; THAC0 14; #AT 1; Dmg 1d6+3 (*flail +1*); SA spell-like abilities: *Tasha’s Uncontrollable Hideous Laughter* 1/d, *Bane of Beshaba* 1/d, *Misfire* 1/d; SD 30% resistant to sleep and charm; MR nil; SZ M (5’8” tall); ML 15.

SAVING THROW: 9

Spells Remaining: TOM: *Random Causality, Call Upon Faith, Invisibility Purge* PH: *Command, Hold Person, Prayer, Cure Light Wounds x2, Cure Serious Wounds, Dispel Magic* F&A: *Misfire, Bane of Beshaba*

Severalough Borlon, hm F7: Int Average; AL CN; AC 1 (-3 when tumbling)(leather, dex & swash); MV 12; hp 78; THAC0 base 12 plus special; #AT 2; Dmg 1d6+4 (saber); SA called shots; SD tumbling (lowers AC by 4 even IF attacking, because of the saber); MR nil; SZ M (6’1” tall); ML 19.

Equipment: *saber of everstriking*.

SAVING THROW: 13

saber of everstriking: This saber always hits an intended target unless an impossible blow is attempted. The weapon has no attack or damage bonuses, but a peculiar thing happens when such a sword is used in combat.

If the sword is swung at an opponent and the die roll indicates a miss, then the wielder of the sword loses a number of hit points equal to the amount of

damage it scores on the opponent (including strength and other magical bonuses).

If the sword is used against an opponent that can only be hit by magical weapons, it drains an extra set of hit points for every “plus” normally needed. Thus, double if the creature requires +1 weapons, triple for +2 etc.

Severalough uses called shots (-4) at vital areas. This causes double normal damage. if he finds a well protected opponent, (and loses too many hit points) he will strike normally.

ANY CHARACTER WHO PICKS UP THIS SWORD IS CURSED TO ALWAYS DRAW THIS SWORD IN ANY FURTHER COMBAT, AND WILL IGNORE ALL OTHER WEAPONS CARRIED IN FAVOR OF THIS ONE. IF THE CURSE IS REMOVED, THE SWORD IS DESTROYED.

Beshaba Followers: Ike, Georgio, Mustov (3), hm T3: Int Low; AL CN; AC 8 (dexterity only); MV 12; hp 15; THAC0 19; #AT 2; Dmg 1d4+1 (daggers); SA backstab x2 damage; SD tumbling (-4 AC if not attacking); MR nil; SZ M; ML 10.

Remember that the followers are not after the PCs. This is not a personal thing. In fact, if they ask about the lights going out, Horace tells them that they are going to see the mayor about the very problem. Horace believes that a group of Shar followers are behind the plot. If a PC detects for lies, these will not detect as lies. Horace is protected from the magic and is in fact telling part of the truth. Horace is not sure where the Shar followers are. He listened in to a conversation at the Sleepy Dwarf Tavern. He thinks they are based somewhere in the sewer system.

Obviously with the Veil in town, only adventurers and city watch members are on the streets. Plus unsavory types... but the PCs don’t strike Horace as the unsavory types.

If the PCs try to read the minds of the followers, they are all thinking about seeing the mayor, wondering if she is as good looking as the stories tell. They also wonder where the Shar hideout is and why the followers of Shar have done this. They reveal no incriminating evidence.

If Pcs try to read Severalough’s mind, he is considering them. “Strike that one in the heart, then spin and slash the knee of the one in gray...” He thinks of himself as the greatest swashbuckler and is always mapping out his battles. He contradicts himself and rethinks battles over and over until they leave or a fight commences.

Encounter Two Northside Please

This encounter occurs when the PCs decide to explore the Temple of Mystra to determine why there are still lights within.

The Veil is thick and you quickly lose sight of your companions as you move down into the fog. Slowly getting your bearings, you begin to move together in the direction of Mystra's temple. The small light created by your torch doesn't seem to shine through the oily fog. Up ahead a small glow becomes larger and larger as a quick pain in your spellcasters' head distinctly identifies the Temple of Mystra.

The Temple of Mystra resides in a magic dead area. It will cause all magic to be nullified while in the temple. Items and active spells return once the temple is left, although spell duration may have been exceeded before the PCs leave.

Once inside the Temple, it becomes fairly obvious that everyone is moving about quickly, excited about the current situation. Role-play the PCs trying to get the attention of the many different people in the Temple. You can use male and female priests. A number of acolytes offer to get someone across the building for the PCs, but never seem to get the person to come see the PCs. Even if one of the PCs is a priest or priestess of Mystra, the hierarchy will have trouble getting the time to speak with them.

Eventually, if the PCs raise some noise or if a PC is a priest or priestess of Mystra a man walks over to the group.

Finally it appears as if you have gotten some attention. An older man walks up to you. I am Sir Serviltor. How may I help you? As you can see we are very busy this evening, and don't have time for explanations. I can answer some questions, but then I must continue to look into this matter of darkness. Of course, I will take your names so if there is need of your assistance later, I might be able to contact you. Let's begin with your questions."

Sir Serviltor is a Keeper of the Mystic Flame. He is broad shouldered, as has long, dark blond hair. Think of him as being Norwegian as far as role-playing. He has been authorized to inform anyone asking of the following information

- *"The lights have gone out in the area. It has affected the lands all about Ravens Bluff. Not just the city but the lands of all the Lords of Ravens Bluff."*
- *"It does seem to have been the work of the goddess Shar."*
- *"We have reports of attacks in many of the lands about the city, although not many attacks have occurred in the city."*
- *"We do not know why the Temple wasn't affected, and we have heard rumors of another unaffected spot in the city, but these have not yet been verified."*

That is all the information that Sir Serviltor has. He asks for the names of all the PCs in case he needs to contact them.

The PCs are now left with little to do. It is possible that they have already visited Encounter Three. If that is the case, go to Encounter Five after they get in touch with Sir Serviltor. This will take a little while. The priests have to prepare the stone now that they have the information from the PCs.

Encounter Three Going to Market

This encounter is to be used when the PCs go to investigate the other light that was visible from the hilltop above the city. Get a marching order before the PCs continue into the Veil covered streets of Ravens Bluff.

If possible, the Veil seems thicker in the center of town, draping over the entire city. The streets are quiet; only the distant singing of a mother's voice can be heard. A sudden screech and movement in the fog startles you back to the present.

Allow the PCs to expend whatever magic they wish. One of them the one in the second rank, unfortunately, stepped on a cat's paw in the fog. The fog is so thick, it was almost impossible to notice until it was too late.

Of course, we know that many adventurers in the city will not sleep until they find the animal and make sure it is okay. If the PCs listen and look they will be able to find the cat, a deep black cat resting near a derelict building. It is slowly licking its paw, obviously the one the PC stepped upon.

This is rather a delicate situation since the cat is right next to a hole in the wall. If/when a PC tries to

grab it, it will dash through. Somehow the cat will make its save versus *animal friendship* type spells. It is a manifestation of Beshaba and if spoken to, will try to lure the PCs closer to the wall.

If the PCs grab for the wall, or get close to the wall, the cat dashes behind the wall, which falls like a ton of bricks. PCs near the wall need to make a dexterity check to avoid being crushed by the bricks. Success indicates damage equal to 10d6 minus 1d6 for every point the dexterity check is succeeded. Thus, a character with a 15 dexterity, rolls a 10 they will only take 5d6 damage.

If a PC is brought below zero, or misses the dexterity check, he or she is under the wall. Treat this as a suffocation issue. An unconscious PC will suffocate or be crushed in a number of rounds equal to constitution. This is the case even if he or she made the dexterity check, but the damage would bring the PC below zero.

Only characters with positive hit points will be outside the wall. Anyone who ignores the cat is also fine. This does mean that the trap itself will not kill ANYONE. A first level mage with 4 hit points under the wall is at -10 but will not die unless he or she suffocates. Even if the damage brought them to -56 a PC is okay as long as someone rescues him or her.

The PCs should be able to continue towards the other light source.

Slowly moving towards the bright light you find yourself next to the crater of Chemcheaux Trading. The light seems to come from both the crater and the new Inn built next to the crater, The Golden Garter. There seems to be a lively crowd inside the Golden Garter and the sounds of merriment stream forth into the foggy night.

There is a good party going on inside. Many realize that the Inn is one of the only places with light in the city, but they figure that someone will solve the problem. Someone always does.

There are a total of six people in the Golden Garter. Six men are enjoying a game of poker, two are at the bar. A bartender and a serving woman dispense drinks. There is usually a harpsichord player, but obviously the harpsichord player got lost in the fog.

The PCs can interact with anyone they wish in the bar. The barmaid is named Molly and she is quite happy working here at the Golden Garter. She is actually the owner and an ex-adventurer from Procampur. She was associated with the noble houses but got sick of the petty politics and came up to Ravens Bluff and opened the bar. Her henchman from her

adventuring days is named Simon. He is a wizard taking a while to relax and tend bar. He is also posing as the owner of the bar. In fact Molly has cut him in for 15% of the earnings. So far, the gold coming in has made him seriously consider retiring for good.

Molly hf F6/T5 (dual classed): Int Genius; AL CG; AC 6; MV 12; hp 40; THAC0 13; #AT 3/2; Dmg 1d6+3 (short sword) or 1 attack at 1d4+1 with a dagger; SA backstab x3 damage; SD Hide in Shadow 65%; MR nil; SZ M (4'11" tall); ML 14.

Molly is a fun-loving girl. She got tired of the adventuring life and the politics of House Piniago in Procampur. She is a dainty little woman with golden blond hair and light brown eyes. She always smiles and laughs. She is making a good profit with the bar, but it is the fun and enjoyment that makes her happy.

Simon hem W7: Int Exceptional; AL CG; AC 4 (*bracers of defense AC6*); MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d3 (sap); SA 17% chance of knock-out if attacking with surprise; SD *stoneskin* (5 remaining); MR 30% resistance to sleep and charm; SZ M (5'10" tall); ML 14

Simon was an apprentice wizard in Procampur where his pranks were not always accepted or tolerated. Once he felt he knew enough magic to survive (1st level) he left his master and looked for adventure. He shortly met Molly. He signed up as her "master wizard" even though he was not qualified. Molly found him out quickly. He was afraid she would report him to the guilds, but instead made him a deal that he would work for her until he had mastered his abilities. In truth, he has done so already, however, he has so much fun, and Molly is such a good friend, that the silver-haired half elf doesn't yet want to leave.

Gamblers (8) hm F1: Int Low; AL CN; AC 9; MV 12; hp 12; THAC0 19; #AT 2; Dmg per punching (+2 due to strength); SA specialized in punching +/- 1 on the table; SD nil; MR nil; SZ M (6'2" tall); ML 9; Equipment: 30 gp each

The gamblers have only six chairs at one of the tables and reluctantly allow others to join to the game. The other two are over by the bar, giving Molly a hard time. They are a little drunk and are acting quite abusive. They will NOT try to pick a fight with any PC who is large (over 6'), obviously strong (18/xx strength), in armor better than leather, or carrying more than 3 obvious weapons.

They allow a PC to join their game. The stakes are very low: 1 sp., with a 5 sp max raise. If a PC plays, use the normal gambling rules. Each of the NPCs has the Gaming skill at a (12). They become violent if they all continue to lose, claiming that the PCs are cheating.

Neither Molly, nor Simon has any idea as to why a light comes from The Golden Garter. They have been asking the patrons this evening what they think, and have been writing down the best answers on a board on the wall. So far they have:

1. It is residual magic from when Chemcheaux blew-up.
2. It is all the many swashbucklers that frequent the establishment.
3. It is the fact that the Knights of the Lady spend a lot of time here.
4. The ghost of Belanor is keeping the place lit. (Further questioning reveals that a number of patrons swear to have witnessed the ghost of a gorgeous elf here. Many believe it is Belanor.)
5. It is just one of those things.

Either way the place still has magical golden light from its many continual light spells both on the inside of the tavern and the outside of the tavern.

After they have role-played a little and looked at the sign on the wall continue with the following:

As you finish reading the words on the board, you are shocked as a man walks out of the wall, through the board and through you! He appears to be very old with a twinkle of mischief in his eyes. He wears a skullplate and carries a staff. He glances around the room and say, "Ah. I see that darkness has pervaded the area. I believe the time of the natural order is almost upon us. Perhaps I will know... history is so interesting... the future to be decided."

The spirit says this as it walks over to the harpsichord and plays a little chord. Smiling it vanishes the mouths of all in the tavern open in silence.

Molly recovers even before the PCs. She walks over to the board and behind the PCs. She immediately crosses off the 4th entry. She shrugs her shoulders, "Well it might have been a ghost, but it definitely was not Belanor."

After the PCs deal with the ghost and the gamblers, they should receive a SENDING from the Temple of the Mystra. The *sending* spell allows each PC to

receive up to a 25-word message and actually return a message if they wish. The message is worded as such:

You offered your services to Mystra earlier this evening. If you are still interested, please make haste back to the temple. Ask for Keeper Serviltor.

IF the PCs have not already been to the Temple of Mystra, a magical image will appear in the middle of the room.

Another ghost floats up from the floor; this place is definitely haunted. A glowing silver image of a knight suddenly appears in the middle of the tavern, as the harpsichord comes to life on its own.

"I am Sir Serviltor, Keeper of the Mystic Flame. Any who would assist the Temple of Mystra in determining the cause of the illumination disturbance please see me immediately at the Temple of Mystra."

The harpsichord ceases to play as the image slowly fades away. Simon and Molly exchange a strange look then, Simon smiles, "Well, that calls for a free round of drinks!"

It is up to the PCs as to what they do at this point. Most likely they will be heading back towards the temple.

Encounter Four Trouble on the Way

This encounter is to be used after Encounter Three on the way to the Temple of Mystra. It is possible that Encounters Three and Four could occur before Encounter Two if the players want to go into the city BEFORE visiting the Temple of Mystra for the first time.

The streets are silent as you make your way towards the Temple of Mystra. A lone owl hoots "whooo!" nearby, although "where" might be a better question.

Have the first person in ranks (or all the PCs if you like) make dexterity checks at -4. There is an open ditch in the road that the city was working on earlier. It is very possible people might fall in. It does not cause damage. However, anyone falling in has a 20% chance of turning an ankle. If they do, their movement will be at half for the next two hours.

Feeling your way around the ditch you make out the faint sounds of a woman in the distance, "Andrew, where are you Andrew?"

Allow the PCs to look about. They DON'T SEE ANYTHING!! However, they still can hear. If they move slowly they eventually come upon the following.

A small lantern finally reveals the face of a young human woman. She looks worried as she calls into the Veil. Startled at your appearance, she takes a half step back into the doorway of a building, "You...haven't seen a young boy...have you?"

Caroline Baker hf T0: Int Above Average; AL LG; AC 10; MV 12; hp 2; THAC0 21; #AT 1; Dmg by weapon (-2); SA nil; SD nil; MR nil; SZ 5'1"; ML 7 (18 currently)

As her name might indicate the young woman is the 22-year old bride of one of the local bakers. He is still at his shop and her son Andrew as wandered off. She is petite and frail, her auburn hair curling over her shoulders. The PCs find out that the boy:

- is seven years old
- has been known to wander about, pretending he is a famous General
- has a friend, Raymond, who lives two blocks down the street, in the direction that the PCs had been coming from.
- has been known to leave the house to visit his dad and then come home with his dad, after the shop is closed. The bakery is just a building down the street, in the directions that the PCs were travelling.

It is up to the PCs to investigate. She can tell them the address of Raymond, but if the PCs investigate in that direction, they do not find him at all.

If they go back towards the bakery then continue.

Slowly moving down the street, you try to pick up any sounds in the darkness of the night. Getting closer to the bakery, you finally get the faint odor of fresh breads. The quiet is broken by the sound of a door opening and a small light silhouettes two shapes at the door to the bakery.

What happens next depends on the PCs. If they search about a little, they will hear a soft sobbing nearby. If they wait on the couple at the door, the couple embraces kisses and then the young woman makes her way with the torch down the street. If they rush in or shout, the two become flustered, and shout for the watch. If confronted, Pack will claim it is all innocent and that the priestess is just a very physical person. That is all.

What is actually happening is very sad. Andrew decided to go get his father and found him with a mistress. He could only see a tiny bit but he know that his mother would be sad and thus he was sad. He sat outside the shop in the dark crying, wondering what to do.

Andrew likes to play "General Blacktree." He is the courageous leader of Ravens Bluff and a hero of the war. He can kill monsters with a swish of his sword (usually a long carrot), and gives orders to his loyal troops.

Unfortunately, he is not very courageous at this moment. If confronted by the PCs without any proof, Pack (the baker) hands the young lady (Alison) a loaf of bread and thank her for her business.

Pack hm R0: Int Average; AL LN; AC 10; MV 12; hp 4; THAC0 21; #AT 1; Dmg 1d6-1 (rolling pin); SA nil; SD nil; MR nil; SZ M (6' tall); ML 10.

Andrew hm R0: Int Low; AL N; AC 8; MV 12; hp 3; THAC0 21; #AT 1; Dmg by weapon -1; SA nil; SD nil; MR nil; SZ S (3'4" tall); ML 7 (14 normally).

Alison hf Sp5 (Sharess): Int Above Average; AL CN; AC 5; MV 12; hp 32; THAC0 14; #AT 1; Dmg 1d6+3 (flail +2); SA spells; SD spells; MR nil; SZ M (5'2" tall); ML 14.

Spells Remaining: *Command, Charm Person, Cure Light Wounds, Fascinate.*

Alison has been "performing" her religious devotions with Pack in return for breads for her merchant house and temple. Pack is very taken her and her other temple priestesses. Pack still loves his wife and Andrew, but the temptation was great.

Allow the PCs to handle the situation any way that they want. They need to calm Andrew down and explain the situation to him, deal with Pack and finally get Andrew back to Caroline and deal with her reaction. Andrew will tell Caroline (mommy) why he wasn't home unless the PCs convince him otherwise. Keep track of how the PCs handle this as it could make a difference in the campaign.

Encounter Five Path of Righteousness

Sir Serviltor meets you as you enter the temple of Mystra.

"I am very glad you have come. We have not been able to determine how this ritual was performed

or how to undo the magic. However, we have determined that there is a way to undo it. We have located a find the path scroll. If you would assist us, we will send you in search of the solution.”

The exact facts:

- Through divination magic, and consultation with the Temple of Oghma, they have determined that there is a solution, in fact, an individual who can break the ritual.
- They have divined that there was a magical ritual performed by a high priest of Shar, which is the ultimate cause of the trouble.
- They are sending different groups after the priest of Shar, the location of the ritual, and the individual who might be able to correct the issue.

Sir Serviltor would like to have one of the PCs utilize an item of spell storing that when the captured spell is released will lead them to the individual that might be able to correct the situation.

If they are willing to undertake the quest, go to Encounter Six. If they ask for reward, Sir Serviltor asks them to leave. If they then forgo the reward, he asks them why he should trust them with such a mission if all they care about is the money?

Typical responses that might allow Sir Serviltor to reconsider might be:

- We only meant to inquire if there was to be payment.
- We have already put an effort into this, it is logical that we continue the task.
- We happen to be your only choice!

Make the PCs work for it a bit. Any wizard or priest(ess) of Mystra who annoys Sir Serviltor finds that one memorized spell for each spell level heror she can cast has been forgotten.

Encounter Six Along the Path

It is rather strange; the Veil covers the city, but you make great time wandering through the streets, trusting to the magic of Mystra to lead you to your destination.

Unfortunately, the magic of the find the path spell suddenly turns downward into the infamous sewers of Ravens Bluff.

Still, the sewer system here is mostly dry, only a trickle of water moves through the passage. The air is almost pleasant, and most importantly, you can see!

Up ahead a foot-sized rat scampers away, obviously distressed by your presence in the sewers.

Remember the party should be moving along with torches or lanterns. Either way, natural flame is their only light source. If they take any precautions about the flame or state they are keep a bit of a distance between each other in case of gas, you need only apply the following to the bearer or bearers of the open flame and those in front of them. If they use infravision only then ignore this and go to the next encounter.

Suddenly, your (torch/lantern) flares blue as the flames expand into the passage ahead. A tremendous rush of air and an explosion fill the air with dirt, dust and flame.

It now depends on where the torch was in the party to determine damage. The following table details the damage by the PCs’ location IN FRONT of the torch holder.

Thus, a torch/lantern bearer in tier three in the third position back takes 1d4 points of damage. The PC directly in front of him or her suffers 2d4 points of damage, and the character in the lead suffers 4d4 and must make a saving throw vs. paralysis or be trapped under the rocks.

PC Position	Tier 1-3	Tier 4-5	Saving Throws
5 Ahead	8d4	8d8	BURIED
4 Ahead	4d4	4d8	Paralysis(-4)
3 Ahead	4d4	4d8	Paraly-sis
2 Ahead	2d4	2d8	None
1 Ahead	1d4	1d8	None

Someone buried due to a failed saving throw will need to be dug out. It is very likely that they could die of suffocation or damage suffered. Someone buried is not able to move or cast magic, but may activate an item if it can be activated mentally.

When the PCs move to the other side of the explosion continue.

A dirty looking man with a young girl perhaps a year old stands before you. A large group of rats stand in the passage behind him. “Yes, I see you are in my sewers. My friends, they did not lie. Why are you here? Where do you go? What do you do?”

This is Kudzu the Mad Druid of the Sewers. He has with him Tatiana Windwalker, as he is her caretaker. Tatiana is the royal heir to the throne of Orlumbar, an island kingdom, outside of Waterdeep. Kudzu is concerned over a number of matters and wants to get the information from the PCs. The druid is crazy and speaks in foreign tongues, sometimes to himself, sometimes to the PCs and sometimes just to thin air.

He gives the PCs opportunity to answer his questions. Then he picks up a rat.

The druid seems to listen to your explanations then picks up a large rat and turns away from you. "So my trusted friend, do you think they are after the girl. Oh you are right! They have no magic light, can it be, it must be."

Kudzu spins towards you, "You are looking for him, no you mustn't awaken him, all will be lost. Kudzu will help you find the priests of Shar responsible for turning off magic but you must swear oath to not ever awaken the sleeping man. Swear oath you must!"

Kudzu is most upset and excited about this encounter. He is extremely concerned over what the PCs will do. Roleplay this scene heavily. You must portray a truly mad man who believes that awakening what he calls "the sleeping man" will cause very bad things to happen. He truly believes it will signal the end of the world.

He casts a couple of spells with his back to the PCs. Then speak a couple of words to the rats that will lead Tatiana off into the deep passages of the sewers. He speaks to the PCs, the rats, Tatiana, and even the middle of the air all in the same bizarre insane tone and manner. NOTE: He has also cast a form of *ESP* so that if the party is planning on betraying their oaths, he can warn the priest of Shar.

Make sure the oaths are valid. Each PC should swear to uphold their oath or face serious consequences. Lawful characters should understand what going back on the oath would entail. If the PCs do a good job of roleplaying they can get away with less personal oaths, especially something like, "If we awaken the sleeping man, may the world come to an end." Playing on Kudzu's delusion definitely works.

Mind reading Kudzu reveals only that he truly fears the awakening of the sleeping man. In-depth mind reading will give the impression of an old man with ancient features, a staff, and skullplate sleeping in an abandoned section of the sewers. It is very similar to the ghost seen in the Golden Garter.

When you finish getting the promise from the PCs, continue with either Encounter Seven-A (If they plan treachery or do not swear an oath), or Encounter Seven-B (If they truthfully swear an oath). REMEMBER: The *find the path* spell is still active. They do not need directions from Kudzu. In fact, when they get to the final battle, the spell leads directly to "the sleeping man".

Encounter Seven-A With us or AGAINST us

If you use this encounter it is because the PCs either did not agree with Kudzu and went off on their own, or he was able to determine that they did not mean to honor their agreement. NOTE: the followers of Shar all have the blind fighting proficiency.

Even without the promise, your mystical/druidical guide leads you further through the sewers to an old rusted valve. The valve opens silently as you pull on its handles. Inside you can hear conversation, the words barely audible. "Traitors...knew we should not have...end it."

The followers of Shar are inside. If the PCs sneak, they can see that the followers are standing in a fairly large chamber, old by the looks of the rust. Silver lines traces a shape faintly on the floor.

Use the diagram in Player Handout A. Spells with a line through them have already been cast. NOTE: The rats will attacking from behind with surprise.

Tier One:

Followers of Shar (5) hm P1: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command*, *cure light wounds*

Damien Darkcloak, high priest of Shar, hem P5: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 28; THAC0 14; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless*, *command* x2, *cure light wounds*, *protection from fire*;

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness* 15'radius with the use of one charge and *continual darkness* with the use of two charges. The command

words are written on the blackened oak rod. It may not be recharged.

Tier Two:

Followers of Shar (6) hm P2: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 16; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command, cure light wounds*

Damien Darkcloak, high priest of Shar, hem P5: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 28; THAC0 14; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless, command x2, cure light wounds, hold person, ~~protection from fire~~*

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness 15'radius* with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

Giant Rats (6): Int Semi; AL NE; AC 7; MV 12, Sw 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1-3; SA disease; SD nil; MR nil; SZ T (2' long); ML 7

Tier Three:

Followers of Shar (6) hm P3: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 23; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d, *blindness* 1/d ; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command, cure light wounds, hold person*

Damien Darkcloak, high priest of Shar, hem P7: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 36; THAC0 12; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d, *forget* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless, command x2, cure light wounds x3, hold person, ~~protection from fire, protection from lightning, withdraw.~~*

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness 15'radius* with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

Giant Rats (16): Int Semi; AL NE; AC 7; MV 12, Sw 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1-3; SA disease; SD nil; MR nil; SZ T (2' long); ML 7.

Tier Four:

Followers of Shar (6) hm P3: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 23; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d, *blindness* 1/d ; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command, cure light wounds, hold person*

Damien Darkcloak, high priest of Shar, hem P7: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 36; THAC0 12; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d, *forget* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless, command x2, cure light wounds x3, hold person, ~~protection from fire, protection from lightning, withdraw.~~*

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness 15'radius* with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

Giant Rats (10): Int Semi; AL NE; AC 7; MV 12, Sw 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1-3; SA disease; SD nil; MR nil; SZ T (2' long); ML 7.

Wererats (6): Int Very; AL LE; AC 6; MV 12; HD 3+1; THAC0 17; #AT 1; Dmg 1d6; SA disease; SD hit only by silver or magic weapons; MR nil; SZ S (3' long); ML 12.

Tier Five:

Followers of Shar (6) hm P3: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 23; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d, *blindness* 1/d ; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command, cure light wounds, hold person*

Damien Darkcloak, high priest of Shar, hem P7: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 36; THAC0 12; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d, *forget* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless*, *command* x2, *cure light wounds* x3, *hold person*, ~~*protection from fire*~~, ~~*protection from lightning*~~, *withdraw*.

Equipment: *Wand of Darkness* (12 charges)

The *wand of darkness* is able to create *darkness* 15' radius with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

Giant Rats (10): Int Semi; AL NE; AC 7; MV 12, Sw 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1-3; SA disease; SD nil; MR nil; SZ T (2' long); ML 7.

Wererats (6): Int Very; AL LE; AC 6; MV 12; HD 3+1; THAC0 17; #AT 1; Dmg 1d6; SA disease; SD hit only by silver or magic weapons; MR nil; SZ S (3' long); ML 12.

In addition to the above foes, Kudzu will attack on the second round of combat. He believes he is upholding the balance and that the PCs must lose the fight. He will use everything at his disposal.

Kudzu, hm D15: Int Very; AL N; AC 4; MV 12; hp 81; THAC0 12; #AT 1; Dmg 1d6 (club); SA spells; SD spells; MR nil; SZ M; ML 18.

Spells: *bless*, *curse*, *animal friendship*, *charm mammal*, *speak with animals* x2, *summon insects*, *animal growth*, *creeping doom*, *locate animal or plant*, *augury*, *heat metal*, *flame blade*, ~~*protection from fire*~~, *stone shape*, *transmute rock to mud*, *wall of fire*, *fire storm*, *cure light wounds* x2, *cure serious wounds* x2, *choose future*, *age object*, *age creature*, ~~*protection from lightning*~~, *thorn spray* (x2), *mulch*
Faiths & Avatars spell descriptions:

Thorn Spray

Range: 10 yards

Components: V,S,M

Duration 1 round

Casting Time: 3

Area of Effect: 4 thorn-like objects per level of the caster

Saving Throw: None

By means of this spell, a priest can cause barbs, thorns, spikes, spines, or non-metallic darts, either naturally growing or magically created, to spring with enough force to serve as missiles from their hand. The thorns fly up to 120 yards within the round of casting and strike as many targets as the priest wishes within the limits of the number of thorns able to be animated.

The thorns strike only if a successful attack roll is made for each target. The attack roll is made as though the thorns were directly wielded by the priest and at a +4 attack bonus. The thorns inflict 1 hit point of damage each. Kudzu carries thorns coated in sleep toxin, which requires a saving throw vs. poison at +2 or the victim sleeps for 1d4 rounds.

Mulch

Range: 5''/level

Components: V,S

Duration 1 round

Casting Time 5

Area of Effect: 10 cubic feet/level

Saving Throw: Special

This spell causes wood, or once-living organic material (such as leather, clothing, rope) to rot away instantly. If Kudzu uses this it will work on everything in this chamber. Any bards attempting to sing after this spell is cast will find their voices are cracked and tight as if all the moisture has gone from their vocal chords. Magical items made of cloth receive a saving throw vs. magical fire or are destroyed.

While the PCs are looking around, Kudzu will have made his way into the room. He picks up the *flail* +3 and pockets it muttering, "I was wondering where I left that." Even though he cannot use the weapon, he claims it belongs to him, and will not part with it for any reason.

The rats are under the control of Kudzu in all encounters as he attempts to do what is necessary to keep the "sleeping man" asleep.

Examining the Room

If the PCs examine the room closer they may ask about some of the following items:

- The Lines of Silver: The silver lines form a perfect pentagram with the "sleeping man" in the center. The sleeping man is a graying old human male with plain robes and a wild look to his very long hair. There is also a faint line of dried black tar around the silver lines.
- The Skullplate with the sleeping man: The ancient mystical symbol is a gleaming silver skullplate with the symbol of a dragon upon it. If anyone has heraldry AND ancient history, they may attempt to make an intelligence roll -8. If successful, they can remember seeing the symbol in some ancient manuscript... it represented dragons or dragon, it is hard to remember which.
- The Staff: This staff a solid oak staff with a dark metal figure of a double headed-dragon.

- The Followers of Shar: They don't know anything and cooperate if the PCs plan to bring them to justice in the court system. They don't cooperate if it appears the PCs are going to off them. The high priest was the one that knew of this place and they were assisted by a group of Beshaba followers, who left them to take the blame.
- The High Priest: He found this place many years ago and has been using it as a hide-away. He was recently blessed with the knowledge of the ritual, however, he did not have enough followers, and thus he enlisted the aid of the Beshaba followers he knew.

Be prepared to go into conclusion C, if the PCs break the silver lines with a silver weapon or magical device capable of producing light. Magical weapons or items will not break the silver line unless they are druidical in nature (scimitars, staff of slinging) or can create light such as a *wand of illumination*, *holy sword*, etc. If such an item is used, it must make a saving throw versus disintegration or be destroyed. NOTE: A holy sword gets its magic resistance before it needs to make a saving throw if wielded by a paladin.

Encounter Seven-B WITH us or against us

If you use this encounter it is because the PCs did agree with Kudzu and he was able to determine that they did mean to honor their agreement.

Your druidical guide leads you further through the sewers to an old rusted valve. The valve opens silently as you pull on its handles. Inside you can hear conversation, the words barely audible. "Traitors....knew we should not have.....end it."

The followers of Shar are inside. If the PCs sneak, they can see that the followers are standing in a fairly large chamber, old by the looks of the rust. Silver lines trace a shape faintly on the floor.

Use the diagram in Player Handout A. Spells with a line through them have already been cast. The followers will be surprised if the PCs do not give away their positions. NOTE: The followers of Shar all have blindfighting proficiency. This battle is not that difficult. This is due to the fact that the PCs have surprise and Kudzu is working with them, not against them.

Tier One:

Followers of Shar (5), hm P2: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 16; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command*, *cure light wounds*

Damien Darkcloak, high priest of Shar hem P5: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 28; THAC0 14; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless*, *command* x2, *cure light wounds*, *hold person*, ~~*protection from fire*~~.

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness* 15'radius with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

Tier Two:

Followers of Shar (6), hm P2: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 16; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command*, *cure light wounds*

Damien Darkcloak, high priest of Shar, hem P5: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 28; THAC0 14; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless*, *command* x2, *cure light wounds*, *hold person*, ~~*protection from fire*~~.

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness* 15'radius with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

Tier Three:

Followers of Shar (6) hm P3: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 23; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA *darkness* 1/d, *blindness* 1/d; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command*, *cure light wounds*, *hold person*

Damien Darkcloak, high priest of Shar hem P7: Int Average; AL CE; AC 6 (studded leather); MV 12; hp

36; THAC0 12; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d, *forget* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless*, *command* x2, *cure light wounds* x3, *hold person*, ~~*protection from fire*~~, ~~*protection from lightning*~~, *withdraw*.

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness 15'radius* with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

Tier Four:

Followers of Shar (6) hm P3: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 23; THAC0 20; #AT 1; Dmg 1d6+1 (*flail*); SA *darkness* 1/d, *blindness* 1/d; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command*, *cure light wounds*, *hold person*

Damien Darkcloak, high priest of Shar hem P7: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 36; THAC0 12; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d, *forget* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless*, *command* x2, *cure light wounds* x3, *hold person*, ~~*protection from fire*~~, ~~*protection from lightning*~~, *withdraw*.

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness 15'radius* with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

Tier Five:

Followers of Shar (6) hm P3: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 23; THAC0 20; #AT 1; Dmg 1d6+1 (*flail*); SA *darkness* 1/d, *blindness* 1/d; SD see in darkness; MR nil; SZ M; ML 11.

Spells: *command*, *cure light wounds*, *hold person*

Damien Darkcloak, high priest of Shar hem P7: Int Average; AL CE; AC 6 (studded leather); MV 12; hp 36; THAC0 12; #AT 1; Dmg 1d6+4 (*flail*+3); SA *darkness* 1/d; *blindness* 1/d, *continual darkness* 1/d, *forget* 1/d; SD see in darkness; MR nil; SZ M (6' tall); ML 14.

Spells: *bless*, *command* x2, *cure light wounds* x3, *hold person*, ~~*protection from fire*~~, ~~*protection from lightning*~~, *withdraw*.

Equipment: *wand of darkness* (12 charges)

The *wand of darkness* is able to create *darkness 15'radius* with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may be recharged.

At the conclusion of the battle the PCs can examine the room.

The followers of Shar have ceased their struggles and you have a chance to examine the room. Although attached to the sewers this room is much lower than the current Ravens Bluff sewers. It is hewn out of the stone and silver lines surround a simple stone pallet upon which rests an ancient man. He appears to be human approximately 70 to 80 years old. He wears a shiny skullplate with a mystical symbol upon it and carries a gnarled wooden staff. He seems at rest, no sign of breath coming from him, although there are no signs of decay either.

If the PCs examine the room closer they may ask about some of the following items:

- The Lines of Silver: The silver lines form a perfect pentagram with the "sleeping man" in the center. The sleeping man is a graying old human male with plain robes and a wild look to his very long hair. There is also a faint line of dried black tar around the silver lines.
- The Skullplate with the sleeping man: The ancient mystical symbol is a gleaming silver skullplate with the symbol of a dragon upon it. If anyone has heraldry AND ancient history, they may attempt to make an intelligence roll -8. If successful, they can remember seeing the symbol in some ancient manuscript... it represented dragons or dragon, it is hard to remember which.
- The Staff: This staff a solid oak staff with a dark metal figure of a double headed-dragon.
- The Followers of Shar: They really don't know anything and will cooperate if the PCs are going to bring them to justice in the court system. They will not cooperate if it appears the PCs are going to just off them. The high priest was the one that knew of this place and they were assisted by a group of Beshaba followers, who left them to take the blame.

- The High Priest: He found this place many years ago and has been using it as a hide-away. He was recently blessed with the knowledge of the ritual, however, he did not have enough followers, and thus he enlisted the aid of the Beshaba followers he knew.

While the PCs are looking around, Kudzu will have made his way into the room, and demand that the PCs leave immediately. He picks up the *flail +3* and pockets it muttering, "I was wondering where I left that." Even though he cannot use the weapon, he claims it belongs to him, and will not part with it for any reason. He gets upset if the PCs do not leave, and rats begin to move into the room. Use the rat stats from Encounter Seven-A.

Go to conclusion C if the PCs break the lines with a silver weapon or magical device capable of producing light. Magical weapons or items will not break the silver line unless they are druidical in nature (scimitars, staff of slinging) or can create light such as a *wand of illumination*, *holy sword*, etc. If such an item is used, it must make a saving throw vs. disintegration or be destroyed.

NOTE: A holy sword gets its magical resistance before it needs to make a saving throw if wielded by a paladin.

Be prepared to go into one of the conclusions. Conclusion A is used if the PCs agreed to the oath but decide to not leave, or Conclusion B, if the PCs leave with Kudzu.

Conclusion A Going back on their Word

If the PCs go back on their word while Kudzu is in the room, what occurs depends on whether or not they inform him of the fact or simply break the silver line.

If they awake the sleeping man by breaking the silver line with a silver weapon, then Kudzu screams in rage beginning his physical attacks ONLY! NOTE: He does not cast spells, unless the party is on tier five.

Kudzu, hm D15: Int Very; AL N; AC 4; MV 12; hp 81; THAC0 12; #AT 1; Dmg 1d6 (club); SA spells; SD spells; MR nil; SZ M; ML 18.

It takes the sleeping man three rounds to awake once the silver line is broken. If the PCs try to break the silver lines and are not successful, Kudzu will yell. If

they do not leave immediately, he attacks in rage. He leaves the room as the sleeping man begins to awaken.

When the sleeping man is awake continue with the following:

The man slowly rises from the slab, "I do say, might you tell me when I am? I am really very confused, but I suppose I am usually very confused so that is not unusual." The man stretches, "Aaah, the sewers, correct, in Ravens Bluff, how mundane. They're not very impressive."

The rest of the conclusion is a role-playing opportunity for the PCs. The details are listed below along with some events that will immediately occur:

Event:

- Within two minutes, young Tatiana will be lead into the room by a beautiful woman. She seems to ooze confidence. The dark flowing hair, the strong features, her garb, all screams wealth and sophistication.

Facts:

- The Man's name is Thought.
- He is a Druid.
- He will not recognize the different churches with druids, he claims to simply BE A Druid.
- He is very old, but appears to be human.
- He fell asleep here. He has been asleep for over 100 years.
- He will be able to "remember" each of the PCs eventually, telling them common knowledge about each including their names, and those of their parents. He claims this is just a knack that he has.
- He does not know why Kudzu would not want him to awaken. Of course, Kudzu might be afraid of the future. Thought is simply intrigued by the future.
- The woman who appears with Tatiana is Delshara, the regent of Orlumbor. She is an accomplished wizard who will disappear with Tatiana if they are attacked.

"I see that you have awoken. That is unexpected, but welcome. I entrust the care of Tatiana to you. I hope you will find her as worthy a student as her great grandmother, Storiana Windwalker, whom you taught many generations ago."

Thought looks them over, "I remember you, and would be pleased to accept a new student. Come Tatiana, there is a world for you to learn about."

Little Tatiana grasps the older man's hand, seemingly understanding his speech as they walk off into the darkness of the sewers. The well-dressed woman watches them leave. Then with a smile, she disappears towards parts unknown, leaving you standing alone in the darkness of Ravens Bluff's sewers.

Conclusion-B True to their Word

Use this ending if the PCs agree to Kudzu's demands about not awakening the sleeping man and stay true to their word. Be aware, that this encounter might quickly become Conclusion-A, when the PCs examine the room.

The fallen followers of Shar are examined and any prisoners secured. Magical lights are still not functioning as your divine quest seems to indicate that the old man sleeping on a granite slab might be the salvation of Ravens Bluff.

The *find the path* spell leads directly to Thought. Kudzu will attempt to get the PCs out of the chamber. If they go he will cast *stone shape* to seal the chamber closed. If they have a problem with leaving he will inform them that he might have a solution to reverse the ritual. If they agree, he will send a rat into the room, the rat will break the black ring around the silver runes and come back out.

Your magical lights flare in the tunnel, temporarily blinding all. When your eyes adjust you can see that Kudzu has sealed the chamber in stone. "This way no one will ever, I will be teacher, light stays on, we all be safe."

Conclusion C And there was One

Use this conclusion, if the PCs never agreed with Kudzu and have already defeated the followers of Shar and Kudzu's minions. They are left with the room and the Sleeping Man. To awaken the man they must break the dark line as outlined in Encounter Seven (A or B) with a silver weapon or a magical item that could produce light.

When that occurs continue with the following:

The man slowly rises from the slab, "I do say, might you tell me when I am? I am really very confused,

but I suppose I am usually very confused so that is not unusual." The man stretches, "Aaah, the sewers, correct, in Ravens Bluff, how mundane. They're not very impressive."

The rest of the conclusion is a role-playing opportunity for the PCs. The details are listed below along with some events that will immediately occur:

Event:

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- He does not know why Kudzu would not want him to awaken. Of course, Kudzu might be afraid of the future. Thought is simply intrigued by the future.
- The woman who appears with Tatiana is Delshara, the regent of Orlumbor. She is a very accomplished wizard who will disappear with Tatiana if they are attacked.

"I see that you have been awoken. That is unexpected, but welcome. I entrust the care of Tatiana to you, I hope you find her as worthy a student as her great grandmother Storiana Windwalker, whom you taught many generations ago."

Thought looks them over, "I remember you, and would be pleased to accept a new student. Come Tatiana, there is a world for you to learn about."

Little Tatiana grasped the older man's hand, seemingly understanding his speech as they walk off into the darkness of the sewers. The well-dressed woman watches them leave then with a smile, then disappears towards parts unknown, leaving you

standing alone in the darkness of Ravens Bluff's sewers.

Conclusion D Failure

Use this conclusion, if the PCs never competed or even started the event.

A long series of earthquakes damages the city as many of the normal citizens of the city leave for Tantras and Procampur. Finally, the quakes seem to stop and an older man exits from a sewer grate near the Golden Garter Tavern. He looks around a bit and stretches, disappearing in a beam of sunlight breaking through the clouds, leaving you to wonder just what has been released upon Ravens Bluff.

This Ends The Veil of Darkness

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:

Per Beshaba follower captured (max 50 xp). If the PCs do not determine they follow Beshaba, they can be awarded a total of 20 xp if they deal with the followers honorably. 10 xp

Encounter Two:

Getting the attention of someone at the temple without being rude 20 xp
Giving the appropriate name so that Sir Serviltor may contact them (this should be given to only those PCs that gave their names) 10 xp

Encounter Three:

Getting the information from Molly while protecting her from the gamblers AND not starting a fight. 20 xp

Encounter Four:

Dealing with the situation regarding Andrew. Points should be given for role-playing avoiding combat, not having to utilize magic or magic items and the overall skill in which the players demonstrated. 0-100 xp

Encounter Six & Seven:

Making an agreement with Kudzu and keeping their word of honor (NOTE: May not receive this and the 150 xp for awakening Thought) 150 xp
Defeating the minions of Shar 200 xp
Restoring light to the city by breaking the circle of blackness 300 xp
Awakening Thought 150 xp

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

Maximum Experience Gained: 1350 xp

Tier Two: 2,700 xp
Tier Three: 4,050 xp
Tier Four: 5,400 xp
Tier Five: 6,750 xp

Oath-breakers:

Lawful characters who disregard their serious oath to Kudzu receive NO Experience at all for this adventure. Being lawful means keeping your word, especially in serious matters, and this Experience penalty accounts for the temporary alignment deviation that the character suffers. The alignment does not change, because the loss of Experience accounts for acting so out of character.

Paladins who disregard their oath must donate their share of treasure from this adventure to their temple or other NPC organization, and also receive no Experience for the adventure.

Possible Treasure

If it is not on the list the PCs are not allowed to keep it.

- *saber of everstriking*: This saber always hits an intended target unless an impossible blow is attempted (this includes trying to hit things which require magical weapons to hit). The weapon has no attack or damage bonuses. For every swing, a roll to hit must be made. If the result indicates a miss, then the wielder loses a number of hit points equal to the amount of damage it scores on the opponent (including strength and other magical bonuses).

Any character who picks up this sword is cursed always to draw this sword in any further combat, and will ignore all other weapons carried in favor of this one. If the curse is removed, the sword is destroyed.

- *flail* +2 (From priestess of Sharess)
- *wand of darkness* – The *wand of darkness* is able to create *darkness 15'radius* with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may not be recharged.

Tournament Summary Page

Please complete the following form returning it to RPGA HQ for the Origins 1998 convention. The results of this round will help shape the campaign. Completed forms should be returned to Daniel S. Donnelly at 2250 Lexington Way, Kennesaw GA 30144.

Did the PCs awaken the sleeping man? YES NO

Was Kudzu killed by the PCs? YES NO

Did the PCs arrest/catch the followers of Beshaba? YES NO

Did any of the PCs break their oath to Kudzu? YES NO

If YES, who

And their oaths

Appendix A: Map of the Sewer Chamber

Entrance



