

The Voice of a Lyre

**A One-Round AD&D Living City Adventure
for Characters of Any Level**

by Sean Flaherty

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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 capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this scenario 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

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

Adventure Background

Twenty-five years ago an adventuring company called the Brotherhood of Mann retired in the Ravens Bluff area. The members of the company decided that the time had come to stop risking their lives and start enjoying the wealth they had nearly died earning. After several months in his new life, Mehail, an elven fighter/mage, discovered an ancient seal with mystic runes inscribed on it. He called together the

Brotherhood and revealed his discovery. Leland, the company wizard, identified the seal as a symbol used to mark ancient shrines of Mystra. He recommended that the company locate the entrance to the shrine and restore the seal. Leland knew that there would be a minion of Mystra resting in stasis in the shrine and he secretly plotted with Quillion to kill it and steal its power.

Several weeks later the Brotherhood journeyed into a sea cave near where Mehail had found the seal and located the entrance to the shrine. They restored the seal to its proper resting place and then Leland cast a spell that sent them into the shrine. Once there, Leland began to drain the minion's magical energies while Quillion physically attacked her. The other members of the company were dumbfounded. They had known that Leland had grown power hungry and that Quillion had an irrational hate of magic, but no one had expected this kind of desecration. None of the other members of the Brotherhood acted until the minion attacked back. Knile, the company thief, hid. Mehail simply stood in shock and wept. Seejil, despite his sense of justice, began to heal his comrades and Luff played *Mystra's Lament* on his lyre in an attempt to charm his friends into breaking off their attack. The combination of Luff's invocation of the goddess and the minion's pain-pierced summons was enough to attract Mystra's attention to the shrine.

When the goddess realized what was happening, she intervened immediately. Mystra summoned her minion to her, reduced all members of the company to one hit point, and expelled them all from the shrine except Leland, who was trapped there alone. In addition, Mystra petitioned Tyr to discipline Seejil and commanded that magic never again acknowledge Quillion's existence. Leland, though trapped, was able to utter a final curse that brought his vengeance against the bard whom he blamed for summoning Mystra. Luff's lyre remained in the shrine when the company was expelled and Luff was rendered unable to sing, play, or read music. Upon being ejected from the shrine, the Brotherhood removed the Seal of Mystra and broke it into five parts, each remaining member keeping one piece.

The PCs' mission in *Voice of a Lyre* is to break the curse by reassembling the seal, entering the shrine, and retrieving Luff's lyre. The PCs start at the Sleepy Dwarf Tavern, where Luff's son Eric is performing a song he has written about the events twenty-five years ago. Eric hopes to attract adventurers who will undertake a quest to break the curse on his father. From Eric and Luff the PCs will find out about the curse and the seal. If they choose to undertake the mission they will be led to Knile. Knile will test the PCs bravery with a pit puzzle in his guild headquarters and will reward them with his fifth of the seal and information regarding the whereabouts of his former companions. The PCs must

then find the other members of the Brotherhood whom they must befriend or defeat in order to acquire all five pieces of the seal. They will also be attacked by a group of commandos trained by Quillion. If the PCs acquire all the pieces of the seal, they can reassemble it and confront Leland in the shrine.

Player Introduction

It is early evening in Ravens Bluff and you and several of your companions have settled in at a table at the Sleepy Dwarf Tavern. It is open stage night at the tavern, a time when young bards from around the city play short sets to gain notoriety and the occasional tip. The human barkeeper, Long Time Serving, is currently running a special on northern ale. One would normally avoid the tavern on open stage night, but some of you were unable to resist the call of cheap beer. The rest of you are proving your friendship to your drinking comrades by enduring the sounds of the first off-key youth tuning up.

The first two acts pass. No eardrums have been shattered, but some patrons who were not drinking when you came in have now ordered the inexpensive ale. The audience is receiving a brief reprieve while the next act prepares to perform. The young man approaching the stage is a handsome human male, who appears to have elven blood as well. He looks far too compassionate to inflict more of the musical abuse you have already suffered, but you may want another round of drinks just in case.

The young man on stage eventually sets a lyre in his lap, plucks a few notes absentmindedly, and smiles at the crowd. "My name," he says, "is Eric Luffson. Thank you for listening." His fingers quickly begin to slip across the instrument, plucking notes and vibrant cords into the air. This young bard seems almost one with his instrument and is far too skilled to play the open stage at the Sleepy Dwarf Tavern. After several minutes of soothing music, Eric looks up from his instrument and begins to speak again, playing all the while. "Tonight I wish to sing for you a song of my own design. It is based on a tale told to me by a man I respect more than any other. It is a story of friends, betrayal, and sadness. By sharing this tale with you I break a quarter century of silence and hope to break a curse as well. For your entertainment, and my fathers salvation, I present The Ends of the Brotherhood of Mann!"

At those words an aged half-elf near your table, who had been watching with admiration, erupts from his seat. "I forbid it," he cries, but the boy on stage shakes his head and continues playing. "You must not do this to me," the man stammers as he takes his seat. "Yes father, I must." A tear slowly cascades from the old man's cheek as his son begins to sing.

See **Handout One** for the Ballad.

At the conclusion of the ballad the crowd sits in awed silence. Scattered applause begins sporadically and then dies as new drink orders are called out. Eric Luffson returns to his father's table where the old man has collapsed in a sobbing heap.

The ballad Eric sings is also included as **Handout One**, but this should only be given to the players if they have a *necklace of memory enhancement* among them, or if a bard makes a check against 1/2 Intelligence to remember the exact wording of the song.

The old man is the Luff from the ballad, who called upon Mystra to stop Leland from destroying one of her minions and stealing her power. Luff was cursed by Leland, who was trapped in the shrine. Luff can no longer sing, play, or read music. This curse will remain until Leland dies, or Luff gets his lyre back.

If the PCs inquire, Eric tells them that the story is true and that his father has been unjustly cursed. He encourages them to undertake a mission to break the curse. If any character should ask for or try to negotiate a reward, Eric offers only to reward them, "as best a working bard can." One should keep in mind, however, that his father was a very successful adventurer in the past.

Once the PCs accept the mission, Eric explains that their first task will be to locate the other four members of the Brotherhood of Mann and get their pieces of Mystra's Seal. Eric and Luff are only aware of one other member's location. Because of the roguish nature of their profession, the bards have kept in touch with Knile, who was the Brotherhood's thief. He is now the leader of a guild of small thieves known to the few aware of its existence as the Guild of Locked Doors. Eric will be happy to lead the PCs to a location where they can be picked up by one of Knile's men.

Before the PCs depart, Luff gives them his piece of the seal. He also tells the PCs to be careful, faithful to each other, and ask them to try not to make anyone angry on his behalf. Attempts to engage Luff in conversation results in depressing lectures on how helping others isn't always a good idea, and losing one's chosen profession is worse than a living death.

Encounter One -- The Guild of Locked Doors

Eric leads you through a dreary section of Ravens Bluff, and then abruptly turns down a blind alley and stops. "Go to the end of this alley and wait. The guild will come for you shortly. Don't light any lights." Reaching the end of the alley you see it is empty except for some refuse in one corner.

A bright light suddenly flares, and as your eyes

return to normal you see a very serious-looking halfling before you. He wears a pair of swords and his hands rest on the hilts. "Six to one. Well, I'm not sure I like the odds. Just hand over your gold nice and slowly, and I'll see that no one gets hurt." From his tone it is impossible to tell if he's joking.

The halfling, Toledo, is having some fun at the PCs expense - this is not a real hold up. After a few moments, or once the PCs explain why they are there, the halfling introduces himself and tells them that he has been expecting them. He then throws the characters several black eyeless hoods so he can blindfold them before he leads them into the guild. If attacked, Toledo flees through a secret door in the alley that leads into the guild. If everyone gets their hood on peacefully the PCs are led through the secret door and into the guild headquarters.

After several minutes of walking, Toledo stops you in what might be a large room. As the hoods are removed you see a fat halfling sitting on an enormous chair before you. The demeanor of the halfling immediately erases the racial stereotypes with which you are familiar. He wears the skins of exotic jungle cats, their preserved heads still attached and dangling. A dangerous-looking broadsword lies unsheathed in his lap and a decidedly surly pout sits on his lips. His body, while plump, shows the lines of muscles and the scars of a life of violence. A second glance at the chair reveals that it is made from pieces of several broken doors. The room itself appears to be a large dining hall. There are numerous tables, and Guild members lounge on them. They are almost exclusively halflings. After a moment of dramatic pause, the seated halfling begins to speak.

"I am Knile, formerly of the Brotherhood of Mann, now Guildmaster of the Locked Door. You are the adventurers that are going to break Leland's curse? Luff may well be mad as well as lost. I can offer you some assistance, but first you must prove your worthiness." He gestures to his left revealing a large circular pit. Descending into the pit is an open spiral staircase. "In order to win the full support of the Guild one of your number must retrieve the silver key from the floor of the pit. You may work together to achieve this, but you may not use ropes or spells. Be forewarned, things are not always as they seem. There are doors on the staircase that are locked and you may not destroy them. If you fall you will likely die. If you have no stomach for my test, I doubt you could ever defeat Leland. I will tell you the location of one of my former associates and give you my part of the seal only if you prove your worth in the pit."

The Pit:

The Pit is used by the guild to test the bravery and skill of their members. To proceed down the staircase, the PCs must descend by opening each door as they come to it, and the doors become increasingly more difficult the lower they go. Once they reach a door they cannot open, they are left with the choice of jumping (1d6 dmg per 10 feet fallen), trying to climb the walls, or coming up with some other way to reach the bottom and retrieve the key.

The staircase is five feet wide and has no railing. The stairs are mostly enclosed - there is a small space of about one foot in between each door where the sidewalls open onto the pit itself. For the stats below, each door is listed with a percentage. This percentage is the base chance for a non-thief to open the door, and the bonus for a thief to make the attempt using **Open Locks** skill. The last section of stairs is completely enclosed, so the minimum jump is ten feet. The silver key is at the bottom of the pit about five feet from the last door.

For more powerful groups, there is a green slime at the bottom of the pit. Once they encounter it, Knile shouts from the top that the slime is not to be destroyed. They can destroy enough of it to get to the key, but no more. If they destroy the slime, they fail the test even if they bring back the key.

The doors do not have to be unlocked on the way up.

Tier 1

The Pit is 50' deep. There is a door every 10' of descent.

- 1) Door is unlocked.
- 2) 70% Base for non-thief/bonus for thief
- 3) 35% Base for non-thief/bonus for thief
- 4) 0% Base for non-thief/bonus for thief
- 5) 0% Base for non-thief/bonus for thief

Tiers 2 and 3

The Pit is 100' deep. There is a door every 10' of descent.

- 1) Door is unlocked
- 2) 70% Base for non-thief/bonus for thief
- 3) 50% Base for non-thief/bonus for thief
- 4) 30% Base for non-thief/bonus for thief
- 5) 10% Base for non-thief/bonus for thief
- 6) 0% Base for non-thief/bonus for thief
- 7) 0% Base for non-thief/bonus for thief
- 8) -10% Base for non-thief/penalty for thief
- 9) -20% Base for non-thief/penalty for thief
- 10) -30% Base for non-thief/penalty for thief

Tiers 4 through 6

The Pit is 100' deep. There is a door for every 10' of descent. There is a green slime at the bottom of the pit.

- 1) Door is unlocked
- 2) 70% Base for non-thief/bonus for thief

- 3) 50% Base for non-thief/bonus for thief
- 4) 30% Base for non-thief/bonus for thief
- 5) 10% Base for non-thief/bonus for thief
- 6) 0% Base for non-thief/bonus for thief
- 7) 0% Base for non-thief/bonus for thief
- 8) -10% Base for non-thief/penalty for thief
- 9) -20% Base for non-thief/penalty for thief
- 10) -30% Base for non-thief/penalty for thief

Green Slime (1): Int Non; AL N; AC 9; MV 0; HD: 2; hp 14; THAC0 N/A; #AT 0; Dmg nil; SA Consumes all organic material; SD not harmed by weapons or most spells; MR nil; SZ S; ML N/A.

If the PCs succeed they will be given Knile's fifth of the seal, one *cloak of elvenkind*, and told all he knows about the former members of the Brotherhood.

If the characters make an honest attempt to complete the test but fail, Knile will give them his fifth of the seal and tell them what he knows about all of the former members of the Brotherhood.

If the characters refuse to try the test, Knile will chastise them for their cowardice, give them his fifth of the seal and tell them what he knows of Quillion.

Knile knows:

- Quillion has taken a job as the head bouncer at a very rough saloon called the Jack Jaw and he has forsworn use anything of magic
- Seejil has been forsaken by Tyr and never leaves the room he has rented above Polly's All Night Pastry Emporium
- Mehail was last seen some years ago on the beaches south of Ravens Bluff near the cave where the Seal was originally found.

If a character inquires about membership in the Guild of Locked Doors, Knile's response depends on their race. Any one who is not a halfling will be politely refused. If the inquiring character is a halfling, Knile will scrutinize them carefully and then tell them that he will continue watching them and contact them when they are worthy.

When the characters have the information they came for they will be rehooded and returned to the alley they entered through. At this point they should have two fifths of the seal and information that will lead them to at least one more portion and possibly all three.

Encounter Two -- Jack Jaw

You have discovered that the Jack Jaw is not a difficult place to find if one asks the seediest-looking persons on the street. You have been informed that once in the neighborhood, the easiest way to find "Da Jaaaaw" is to follow the noise to its source. When you

arrive, you are greeted by the sight of two sailors being lifted from their feet, slammed together and dumped unconscious in the muddy street. Standing on the boardwalk in front of the doors to the Jack Jaw is a dwarf over five feet tall. He brushes his hands together methodically, as though cleaning them, and shouts to the men he has just thrown into the street. "Next time I won't be so polite." It is clear from the battle axes hanging from each of his wrists that he has the capacity for greater violence. The battered plate mail he wears shows his expectation of the use of deadly force.

This is Quillion. He is an ugly person both inside and out. What vestiges of chaotic neutral alignment he was clinging to were destroyed by his experience in the shrine of Mystra. He is now chaotic evil. He is the head bouncer at one of the most dangerous saloons in the most dismal part of Ravens Bluff and he likes it. Quillion enjoys smashing, breaking, and killing. He is more than slightly insane.

If the PCs speak with Quillion he is gruff but not openly hostile until they mention Luff.

Questions regarding the "Brotherhood" are treated suspiciously:

- If Mehail is mentioned, Quillion flushes with rage and curses Mehail as a coward, saying that the fool is probably still waiting on the beach for the rest of the Brotherhood to return and atone.
- If Seejil is mentioned, Quillion curses him for falling apart like a fool when his god abandoned him. Quillion knows that Seejil is staying at Polly's All Night Pastry Emporium.
- If the PCs speak of helping Luff break the curse or ask for Quillion's fifth of the seal he attacks out of insane rage.

There are three ways to get Quillion's fifth of the Seal:

- 1) Subdue him or slay him in combat
- 2) Try to steal it while he is distracted. A thief can do this by making a successful **Pick Pockets** skill roll with a -20% penalty.
- 3) Get him drunk. Quillion has developed a weakness for "White Lightning," a drink served at Jack Jaw. If the PCs buy him 15 or more drinks, at a cost of 2 gp each, he passes out and the PCs can take the piece of the Seal from around his neck. Quillion drinks whatever the PCs give him after three or four drinks, provided they have not angered him.

Tier 1

Quillion, dm F6: Int Very, but insane; AL CE; AC 4 (plate mail, but damaged); MV 6; hp 30; THAC0 14; #AT 2; Dmg 1-8+2/1-8+2 (two battle axes, +2 Strength)

bonus); SD Immune to magic; MR nil; SZ M; ML 16.

Treasure: six diamonds worth 300 gp each, 12 gems worth 50 gp

Quillion is unaffected by magic of any kind, helpful or harmful. Magic weapons have no bonuses with regard to him, magic items do not affect him, and spells ignore his presence and cannot be centered on him. The only exception is that spells cast by Specialty Priests of Mystra can affect him normally.

Tier 2

Quillion, dm F: Int Very, but insane; AL CE; AC 2 (plate mail); MV 6; hp 60; THAC0 12; #AT 2; Dmg 1-8+3/1-8+3 (two battle axes, +3 Strength bonus); SD Immune to magic; MR nil; SZ M; ML 16.

Treasure: six diamonds worth 300 gp each, 12 gems worth 50 gp

Quillion is unaffected by magic of any kind, helpful or harmful. Magic weapons have no bonuses with regard to him, magic items do not affect him, and spells ignore his presence and cannot be centered on him. The only exception is that spells cast by Specialty Priests of Mystra can affect him normally.

Tier 3

Quillion, dm F9: Int Very, but insane; AL CE; AC 1 (field plate mail); MV 6; hp 80; THAC0 10; #AT 3 (battle axe weapon specialization); Dmg 1-8+6/1-8+6/1-8+6 (two battle axes, +4 Strength bonus, +2 specialization bonus); SD Immune to magic; MR nil; SZ M; ML 16.

Treasure: six diamonds worth 300 gp each, 12 gems worth 50 gp

Quillion is unaffected by magic of any kind, helpful or harmful. Magic weapons have no bonuses with regard to him, magic items do not affect him, and spells ignore his presence and cannot be centered on him. The only exception is that spells cast by Specialty Priests of Mystra can affect him normally.

Tier 4

Quillion, dm F10: Int Very, but insane; AL CE; AC 1 (field plate mail); MV 6; hp 90; THAC0 9; #AT 3 (battle axe weapon specialization); Dmg 1-8+7/1-8+7/1-8+7 (two battle axes, +5 Strength bonus, +2 specialization bonus); SD Immune to magic; MR nil; SZ M; ML 16.

Treasure: six diamonds worth 300 gp each, 12 gems worth 50 gp

Quillion is unaffected by magic of any kind, helpful or harmful. Magic weapons have no bonuses with regard to him, magic items do not affect him, and spells ignore his presence and cannot be centered on him. The only exception is that spells cast by Specialty Priests of Mystra can affect him normally.

Tiers 5 and 6

Quillion, dm F12: Int Very, but insane; AL CE; AC 0 (field plate mail, Dex); MV 6; hp 107; THAC0 7; #AT 3 (battle axe weapon specialization); Dmg 1-8+7/1-8+7/1-8+7 (two battle axes, +5 Strength bonus, +2 specialization bonus); SD Immune to magic; MR nil; SZ M; ML 16.

Treasure: six diamonds worth 300 gp each, 12 gems worth 50 gp

Quillion is unaffected by magic of any kind, helpful or harmful. Magic weapons have no bonuses with regard to him, magic items do not affect him, and spells ignore his presence and cannot be centered on him. The only exception is that spells cast by Specialty Priests of Mystra can affect him normally.

If Quillion is defeated in battle, Bruno, the bartender of the Jack Jaw, steps out onto the street. He is a well-muscled human male over six and a half feet tall. He looks at the PCs, rolls the body over with his toe, frowns, and then asks the biggest warrior among the PCs if he wants a job. Bruno is unphased by the death of a bouncer (if Quillion died), although he is surprised that Quillion is dead because he had worked at the Jaw for a long time.

If asked about Quillion's personal life, Bruno knows that he trained mercenaries during the day and that he had a friend who stayed at Polly's All Night Pastry Emporium. Bruno can give the PCs directions to Polly's, which is two streets west and about half a mile north. He also asks the PCs to dispose of Quillion's body, as he now has his hands full tending bar and dealing with the rowdies during tonight's late shift.

Encounter Three -- Polly's All Night Pastry Emporium

The buildings on the street approaching Polly's All Night Pastry Emporium are lit with the friendly glow of scarlet filtered light. The main room of Polly's itself is a cafe so plush as to seem out of place at first glance. There are several hard wood tables with chairs upholstered in soft tones of velvet fabric. Enormous hand-woven throw rugs cover the dark-stained hardwood floors and a warm blaze burns in the fireplace. Hanging opposite the fireplace mantle is what appears to be a enormous birdcage. Inside the cage is a large green bird with a patch over one eye. Aside from the avian and yourselves the room is devoid of life. The bird's head turns toward you as you enter the room and he ogles you with his one good eye. "Braaaaack. Polly want a . . . shut up dumb bird."

This male parrot is the current mascot of Polly's All Night Pastry Emporium, however that was not always

the case. Polly the parrot is a reincarnation of the original owner. Several decades ago Polly made a deal with Seejil who was a powerful cleric. She sold him controlling interest in the business in return for most of his wealth and a promise to keep her healthy and bring her back from the dead if killed. Seejil then moved into one of the rooms upstairs and has rarely ventured out since. When Polly was accidentally run down by a coach Seejil was unable to raise her from the dead because Tyr has forsaken him. Seejil was, however, able to get a friend who was a druid to reincarnate Polly and thereby kept his part of the bargain. Needless to say, she is less than thrilled by the circumstances.

Polly tries to run the affairs of the business from her cage, but has great difficulty because she cannot read or write in her current form. Additionally Polly often has difficulty keeping the part of her that grew up as a parrot from taking control, so she periodically lapses back into animal intelligence and instincts.

When the PCs enter, she tries to determine what kind of pastries they desire. She hesitantly tells them the way to Seejil's room if they insist on seeing him, but she adds that he has been known to react with hostility to visitors. Seejil lives in the room at the end of the hall on the second floor. Other rooms on the second floor are unoccupied. The building is currently empty except for Polly and Seejil. The night crew is out on a catering job.

Seejil's room was not difficult to find. It was the only closed door on the second floor. As the door to the room is opened you see that it is almost barren. There is a night table with a porcelain basin and pitcher on it standing beneath the window to your left. The only light in the room is the cool silver of the night sky falling through the window onto the hunched form sitting on the bed. Seejil sits awake, wearing only a stained white nightshirt. He clutches a staff to his chest protectively and rocks back and forth, glancing nervously from the rumpled sheet piled at his side to you. He is a drawn bony human, and nowhere in this husk can you see even a remnant of what once must have been a proud servant of Tyr.

Seejil is a man overwhelmed by guilt. He is hopelessly lost in alternate self-loathing and righteous indignation. He knows that he was wrong to support Leland's actions in Mystra's shrine, but he cannot accept the fact that Tyr forsook him after so many years of faithful service. The PCs represent the arrival of Tyr's justice to Seejil. If a character moves into the room he cowers and whimpers, "Don't touch me . . . go away."

If he is approached Seejil brandishes his staff defensively, but it is obvious from his demeanor that he lacks the will, if not the strength, to use it. Seejil is a broken man and the way for the PCs to enlist his aid is to make him feel some self-worth and give him hope of forgiveness. Any mention of Quillion causes Seejil to

clutch the sheets and cower. While Quillion is Seejil's only friend, Seejil knows he is both mad and evil. If the topic of atonement comes up, Seejil retrieves a box from beneath his bed and shows the PCs the letter and two bottles within.

The letter is written in elven in a fine flowing script. If a PC can read elven, give the players **Handout Two**. Otherwise, Seejil reads the letter to them (and they only get the **Handout** if they have a *necklace of memory enhancement*).

Greetings Seejil,

I know each passing day causes you pain. Do not listen to Quillion. Do not sacrifice your life to Quillion's stubbornness, unlike the rest of us you have only a few dozen years left to atone. Come, and bring all the brothers who remember and will follow. I await you all on the beach south of town where you left me. I have always waited, but you cannot afford to delay any longer. Join me again and let us end this.

Please tell Quillion I know of his commando unit. If they come for me they will fail, and when they fail I will be forced to come for him. Remember, the gods stand with me.

Do not wait overlong.

Mehail of the Sands

If Seejil is befriended and the PCs mention breaking the curse on Luff, he gives them the bottles and the fifth of the Seal that he wears around his neck. The bottles each contain a *potion of cure light wounds*.

Encounter Four -- Quillion's Commandos

After the PCs have visited either Quillion or Seejil, and when they are on the way to see Mehail on the beach, they are attacked by Quillion's commandos. Depending on whether Quillion is alive, the commandos attack either to take revenge for his beating (or death), or they attack because Quillion wants to have the PCs stopped before completing the mission.

Quillion's commandos lie in wait along the PCs' route and ambush them. When the PCs are attacked, it should be obvious from the outset that the commandos are a trained fighting unit. The melee fighters move to engage the fighter PCs, two or three to one if possible, while the archers wait at a distance and shoot at any PC spellcasters.

Tier 1

Melee Commandos (6), em F1: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 8; THAC0 20; #AT 2 (two weapon style); Dmg 2-9 (rapier), 2-5 (main gauche); SA nil; SD 90% resistant to sleep and charm;

MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Archer Commandos (2), em F1: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 8; THAC0 20; #AT 2 (longbow) or 3/2 (long sword weapon specialization); Dmg 1-8 (sheaf arrow) or 1-8+2 (long sword, +2 specialization bonus); SA +1 to hit with longbow, +2 to hit with long sword; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Tier 2

Melee Commandos (6), em F3: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 28; THAC0 17; #AT 2 (two weapon style); Dmg 2-9 (rapier), 2-5 (main gauche); SA nil; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Archer Commandos (2), em F4: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 35; THAC0 17; #AT 2 (longbow) or 3/2 (long sword weapon specialization); Dmg 1-8 (sheaf arrow) or 1-8+2 (long sword, +2 specialization bonus); SA +1 to hit with longbow, +2 to hit with long sword; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Tier 3

Melee Commandos (6), em F6: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 50; THAC0 14; #AT 5/2 (two weapon style, rapier weapon specialization); Dmg 2-9+4 (rapier, +2 Strength bonus, +2 specialization bonus), 2-5+2 (main gauche, +2 Strength bonus); SA rapier specialization +1; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Archer Commandos (2), em F6: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 50; THAC0 15; #AT 2 (longbow) or 3/2 (long sword weapon specialization); Dmg 1-8 (sheaf arrow) or 1-8+2 (long sword, +2 specialization bonus); SA +1 to hit with longbow, +2 to hit with long sword; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Tier 4

Melee Commandos (6), em F1: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 61; THAC0 12; #AT 3 (two weapon style, rapier specialization); Dmg 2-9+4 (rapier, +2 Strength bonus, +2 specialization bonus), 2-5+2 (main gauche, +2 Strength bonus); SA rapier

specialization +1; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Archer Commandos (2), em F8: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 61; THAC0 13; #AT 2 (bow) or 2 (long sword weapon specialization); Dmg 1-8 (sheaf arrow) or 1-8+2 (long sword, +2 specialization bonus); SA +1 to hit with longbow, +2 to hit with long sword; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Tiers 5 and 6

Melee Commandos (6), em F9: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 67; THAC0 11; #AT 3 (two weapon style, rapier specialization); Dmg 2-9+4 (rapier, +2 Strength bonus, +2 specialization bonus), 2-5+2 (main gauche, +2 Strength bonus); SA rapier specialization +1; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

Archer Commandos (2), em F9: Int Very; AL CN; AC 4 (chain mail, Dex); MV 10; hp 67; THAC0 12; #AT 2 (longbow) or 2 (long sword weapon specialization); Dmg 1-8 (sheaf arrow) or 1-8+2 (long sword, +2 specialization bonus); SA +1 to hit with longbow, +2 to hit with long sword; SD 90% resistant to sleep and charm spells; MR nil; SZ M; ML 16.

Treasure: Each has 5 pp and 25 gp

If the PCs are being badly beaten and they flee, the commandos do not pursue. If the skirmish is indecisive, the commandos attack again later (during Encounter Five with Mehail) to make sure they have taught the PCs a lesson. If the commandos are defeated, the PCs may continue on their journey unmolested.

Any commando taken prisoner gladly exchanges information for his life or for being turned over to the guards. The commandos know nothing of Leland, Luff, or the Brotherhood of Mann. They do know, however, that Quillion is immune to magic and that his friend Seejil lives at Polly's All Night Pastry Emporium. They also know that Quillion was planning to send them to attack an old enemy of his named Mehail who lives on the beaches south of Ravens Bluff.

Encounter Five -- Mehail of the Sands

The moon hangs low over the waters south of Ravens Bluff, its face grinning enormously just above the horizon. It is your sole companion as you walk the

beaches in search of Mehail. Ahead in the distance you can just make out a form standing facing the waves. Long dark hair blows in the night breeze and a pair of hands rest on the hilt of a long sword thrust point first into the sand. His stance gives the distinct impression that he has been waiting.

As you approach a sharply elven head turns to observe you, eyes glistening in hungry anticipation. "Some one has come for Mehail," he says to no one in particular, "but are they friends of his or friends of Quillion's?" He regards you seriously for a moment, then nods and smiles. "No, you are too undisciplined to be Quillion's bunch." The elf turns toward you pulling his long sword from the sand and crooking its blade in his arm. "Clearly, you are looking for something. I am Mehail of the Sands, once of the Brotherhood of Mann. Can I assist you?"

Mehail has been waiting for his friends on this beach for twenty-five years. He is not disappointed that they have not come yet. In his long-sighted elven view the stay has been a pleasant period to reflect on his life while surrounded by the beauty of the sea.

When the characters tell Mehail of their goal, he is very supportive and pleased that Luff might at last be set free. He does express his regret that the people who caused the wrong are not fated to be the ones to right it. In order to assist the PCs he gives them his fifth of the Seal and leads them to the mouth of the submerged cave that hides the entrance to Mystra's shrine.

Mehail is a fighter/mage and he has prepared a scroll which he gives to the PCs to assist the rescue mission. The scroll contains *airy water x2*, *tongues*, and *fly*, all cast at 9th level. If the party does not have a wizard, Mehail casts an *airy water* spell and accompanies the PCs as far as the mural of the shrine (through Encounter Six and to the beginning of Encounter Seven). If the party has a wizard, Mehail tells the PCs to cast the spell, submerge, enter the cave and follow its course until it resurfaces. There they will find a mural of the shrine of Mystra that is missing the Seal. Mehail instructs them to assemble the Seal, place it in the mural and then cast any spell at it. Again, if there is no wizard in the party Mehail offers to do the casting. Mystra will not allow Mehail to enter the shrine again, but his casting will cause the PCs to be sent there. If Mehail accompanies the group into the cave he acts merely as an observer after giving his instructions. The characters must be the ones who decide what to do.

If Quillion's commandos attack the PCs while they are talking to Mehail, he does not get involved unless the PCs are getting close to death. He wants to see whether the PCs can defeat Leland.

Mehail of the Sands, em F9/W9: Int Exceptional; AL LN; AC 4 (*spirit armor* spell); MV 12; hp 44; THAC0 12; #AT 3/2; Dmg 1-8 (long sword); SA +1 to hit with

long sword, spells; SD 90% resistance to sleep and charm spells; SZ M; ML 18.

Spells: 1st level: *color spray*, *jump*, *magic missile*, *wall of fog*; 2nd level: *blur*, *levitate*, *Melf's acid arrow*; 3rd level: *fly*, *hold person*, *protection from normal missiles*; 4th level: *dimension door*, other used; 5th level: *major creation*.

Encounter Six -- Warning Sirens

The sea bubbles and froths about you as you descend into the salty waters Mehail showed you. It is easy to breathe within the confines of the magic worked around you, but there is still something unnerving about being under the water. Before you looms a darkened opening that can only be the cave you have heard so much about. As you enter, schools of fish dart for safety from the globe of air that encloses you. Ropes of seaweed wave gently at you through the tide as you move deep into the cave toward your goal. A faint hum now reaches your ears over the rhythm of the pounding surf. It grows louder and more defined, and your water-filled ears suddenly reveal to you the most beautiful song you have ever heard.

The undersea cave has, unknown to Mehail, become the home of Cawlrey, a chaotic good sirine. She sees the PCs long before they see her and begins singing in an effort to charm and lure away the most attractive (highest combined comeliness and charisma) male in the party. Cawlrey is coy, yet mature for a siren and has come to this sea cave to start a family. Unfortunately, she has found that she is missing one of the key components.

Due to the way sound moves through water, the characters are unable to determine in which direction Cawlrey is unless they are charmed. If a character is charmed he immediately heads straight toward her. If the PCs attack Cawlrey, she reacts with shock and demands to know what right they have to intrude on her home and then be angry when she chooses one of them to give her children. If the characters choose to fight rather than reason with her she flees. Mehail will not enter a battle with Cawlrey under any circumstances.

If the PCs explain their mission to Cawlrey, she is very embarrassed by her interference. As a result, she releases all charmed PCs and wishes them good luck. After their confrontation with Cawlrey the characters are able to continue through the cave to the point at which it rises out of water.

Cawlrey, sirine: Int High; AL CG; AC 3; MV 12, sw 24; HD: 6; hp 35; THAC0 15; #AT 1; Dmg 1-6 (short sword); SA *charm person* 1/day by song, *fog cloud* 1/day, *polymorph self* 1/day, *improved invisibility*

1/day, touch drains Intelligence to 2 or restores it (Save vs. Poison to negate effect); SD make saving throws as 11th level wizard, immune to gas, +2 bonus to saving throws vs. poison; MR 20%; SZ M (5 1/2' tall); ML 12.

Encounter Seven -- The Last of the Brotherhood

The cave you have been following finally begins to slope upward and in a matter of minutes you stand dripping before a small beach that ends against a smooth stone wall. Painted on the wall is an enormous mural showing a shrine dedicated to Mystra, its colors faded by time and exposure to the sea. The portion of the mural depicting the altar itself, however, has been defaced. There is a near-circular piece missing. Closer inspection shows that something may actually have been pried out of this part of the mural."

The missing portion is where the Seal that the PCs have collected should be. Nothing unusual happens here until the Seal is reassembled, replaced in the mural and a spell is cast on it. When that happens the characters are all transported to the actual shrine.

As the last words of incantation are muttered your field of vision ripples wildly and then returns to normal. Things are not how they were previously, though. You are looking on the same scene, but now everything is more vivid. The stars above you are no longer painted, but now actually shine light down upon you. The heavy moisture of sea air is gone replaced by a sterile, cool breeze. You notice that you and your possessions are no longer wet. You have entered the shrine of Mystra.

The shrine is simple in its architecture. Two rows of columns, a dozen in all, stretch the length of the structure at ten foot intervals along the edges of the marble floor. There is no roof or ceiling. Looking beyond the columns to either side there is nothing but empty black space. The shrine seems to be the only structure floating in a great starry void. At the far end of the shrine some eighty feet away is an altar with a basket of food on either side. The floor between you and the altar is etched with symbols of magic and mystic writings. Sitting irreverently on the altar with his legs crossed is an ancient pale-skinned elf in ruby-colored robes. He smiles, pointing a wand at you as you take in your surroundings. "Welcome to an ancient, lost temple dedicated to the service of Mystra, the lady of magic. Please don't move, I really despise violence."

The old elf is Leland. Mystra has left him here until she decides what to do with him. She has removed her minion to a safer resting place.

Leland is pretending to be polite until he can determine who the characters are and why they are here. He assumes that they entered the same way he did, but he carefully considers any argument suggesting differently. He allows the PCs to approach to a more reasonable distance, about thirty feet, so he can speak with them. He is pleasant and even inquires about the fate of his former companions as long as the characters maintain their distance. Any mention of breaking the curse on Luff, or any hostile action, causes Leland to attack.

The Shrine is a 30' by 80' marble rectangle. No living thing is able to pass over the edge of the shrine, but inanimate objects can be thrown over the side. Spell energy may also extend beyond the borders of the shrine. The altar of the shrine is identical to the one in the sea cave, including the seal. If, at any time, a character touches the seal or a spell is cast directly on it all living creatures except Leland will be transported back to the sea cave. Leland is not aware of this since it does not work for him, but it is the only way to leave the shrine.

If Leland is defeated, the PCs can quite easily find Luff's lyre hidden behind the altar. Allow spellcasters an Intelligence check if the players are unable to figure out how to leave the shrine.

Tier 1

Leland, em W6: Int Very; AL CN; AC 8 (Dex); MV 12; hp 16; THAC0 18; #AT 1; Dmg 1-6+3 (*staff of critical strikes*); SA spells, *wand of magic missiles*; SD 90% resistant to sleep and charm spells; SZ M; ML 14.

Magic Items: *wand of magic missiles* with 15 charges, *staff of critical strikes* with 12 charges (on a successful hit, one charge adds +2d6 points of damage)

Spells: 1st level: *magic missile, shield, spook (x2)*; 2nd level: *Melf's acid arrow, mirror image*; 3rd level: *lightning bolt, slow*.

Tier 2

Leland, em W7: Int Very; AL CN; AC 8 (Dex); MV 12; hp 25; THAC0 18; #AT 1; Dmg 1-6+3 (*staff of striking*); SA spells, *wand of magic missiles*; SD 90% resistant to sleep and charm spells; SZ M; ML 14.

Magic Items: *wand of magic missiles* with 15 charges, *staff of striking* with 12 charges

Spells: 1st level: *magic missile, shield, spook (x2)*; 2nd level: *Melf's acid arrow, mirror image, web*; 3rd level: *lightning bolt, slow*; 4th level: *wall of fire*.

Tier 3

Leland, em W10: Int Very; AL CN; AC 8 (Dex); MV 12; hp 45; THAC0 17; #AT 1; Dmg 1-6+3 (*staff of striking*); SA spells, *wand of magic missiles*; SD active *stoneskin* spell (5 hits), 90% resistant to sleep and charm spells; SZ M; ML 14.

Magic Items: *wand of magic missiles* with 15

charges, *staff of striking* with 12 charges

Spells: 1st level: *magic missile, shield, spook (x2)*; 2nd level: *hypnotic pattern, Melf's acid arrow, mirror image, web*; 3rd level: *lightning bolt(x2), slow*; 4th level: *fumble, wall of fire*; 5th level: *Bigby's interposing hand, cone of cold*.

Tier 4

Leland, em W12: Int Very; AL CN; AC 8 (Dex); MV 12; hp 47; THAC0 17; #AT 1; Dmg 1-6+3 (*staff of striking*); SA spells, *wand of magic missiles*; SD active *stoneskin* spell (6 hits), 90% resistant to sleep and charm spells; SZ M; ML 14.

Magic Items: *wand of magic missiles* with 15 charges, *staff of striking* with 12 charges

Spells: 1st level: *magic missile, shield, spook (x2)*; 2nd level: *hypnotic pattern, mirror image, Melf's acid arrow, web*; 3rd level: *dire charm, lightning bolt (x2), slow*; 4th level: *fumble, ice storm, thunderlance, wall of fire*; 5th level: *Bigby's interposing hand, cone of cold, feeblemind, ironguard*; 6th level - *death fog*.

Tiers 5 and 6

Leland, male elf, 14th level mage: Int Very; AL CN; AC 8 (Dex); MV 12; hp 47; THAC0 17; #AT 1; Dmg 1-6+3 (*staff of striking*); SA spells, *wand of magic missiles*; SD active *stoneskin* spell (6 hits), 90% resistant to sleep and charm spells; SZ M; ML 14.

Magic Items: *wand of magic missiles* with 15 charges, *staff of striking* with 12 charges

Spells: 1st level: *magic missile (x2), shield, spook (x2)*; 2nd level: *hypnotic pattern, mirror image, Melf's acid arrow (x2), web*; 3rd level: *dire charm, dispel silence, lightning bolt (x2), slow*; 4th level: *fumble, ice storm, thunderlance, wall of fire*; 5th level: *Bigby's interposing hand, cone of cold, feeblemind, ironguard*; 6th level: *death fog, globe of invulnerability*; 7th level - *delayed blast fireball*.

Encounter Eight -- Epilogue at the Sleepy Dwarf Tavern

Upon returning to Ravens Bluff you find Eric, Luff, and Knile waiting anxiously for you at the Sleepy Dwarf Tavern. Luff joyfully takes back his lyre. "I can feel it, the curse is broken. Thank you, thank you so very much. As a token of my gratitude please accept these six gems and this potion of slime control." Eric buys a round of drinks and promises to write a ballad detailing your heroic adventure. Luff smiles happily with tears in his eyes as he begins to play for the first time in twenty-five years. The sound of Mystra's Lament carries out of the Sleepy Dwarf Tavern and into the Ravens Bluff night as patrons begin to gather around to hear Luff play.

This six gems are worth 400 gp each.

The End

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. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

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

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11 to 13

Encounter One:

Completing the pit test 50 XP

Encounter Two:

Getting info on Seejil or commandos 50 XP
Defeating Quillion in combat 100 XP
OR
Getting Quillion's piece without combat 150 XP

Encounter Three:

Getting Seejil's assistance 50 XP

Encounter Four:

Defeating the commandos 125 XP
Getting info from a commando 25 XP

Encounter Seven:

Replacing the Seal 100 XP
Defeating Leland 150 XP

Total Experience for Objectives: 7500 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,200 xp

Tier 1 Total Possible: 2,400 XP
Tier 2 Total Possible: 3,600 XP
Tier 3 Total Possible: 4,800 XP
Tier 4 Total Possible: 6,000 XP
Tier 5 Total Possible: 7,200 XP
Tier 6 Total Possible: 8,400 XP

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

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

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

Encounter One:

- *cloak of elvenkind* (medium, value 2,000 gp, uncommon)

Encounter Two:

- six gems worth 300 gp each
- 12 gems worth 50 gp each

Encounter Three:

- two *potions of cure light wounds*: Works as if cast by a 1st level sorcerer (2E: caster) (value 50 gp)

Encounter Four

- 40 pp
- 200 gp

Encounter Five:

- scroll with *water breathing* (x2), *tongues*, *fly* at 9th level (value 2,700 gp)

Encounter Seven:

- *wand of magic missiles* (15 charges less those used by Leland): For one charge, this wand casts the magic missile spell as a 3rd level sorcerer. It is usable by wizards and characters using the Use Magical Device skill successfully. (2E: fires two magic missiles for one charge, no roll to hit needed, usable by wizards, bards, and thieves of 10th+ level). (value 45 gp per charge)
- *staff of critical strikes* +2 (12 charges less those used by Leland): When a charge is expended and the user hits a foe, the staff scores an automatic critical (2E: does +2d6). (medium, value 640 gp per charge, uncommon)

Encounter Eight:

- *potion of command slimes*: This potion works as a command plants spell cast by an 8th level sorcerer, but only effective on slimes, molds, and puddings (2E: allows control of 24 HD of slimes, molds, puddings for 1d4 turns). (value 3,200 gp).
- six gems worth 400 gp each

Handout One

Eric Luffson's Song

*In the days before for I stood and walked, a company tamed these lands,
Six brothers who had different fathers, called the Brotherhood of Mann.
They traveled far and won great fame, in countries most men fear,
But in the end they all came home, and met destruction here.
In Ravens Bluff, city by the sea, where pirates roamed at leisure,
They sought to rest their tired bones, and spend their fame and treasure.
But a Glyph was found, a sacred sign, by Mehail of the Sands,
And he took the mystery to his siblings in, the Brotherhood of Mann.*

*Leland, wizard, spoke the words, "I know this ancient sign.
It is the mark of magic old and pure, and far greater than mine"
In a coastal cave he found the rock, and Mehail led them there.
Under the sea to restore the stone, breathing water instead of air.
And when the sigil was remade and blessed, dark Leland cast the spell,
That pushed the waters and world away as, starry blackness fell.
Each brother lowered one knee in awe, to bow before the shrine.
Two gasped, three cried, and one plotted evil, as they gazed on the divine.*

*The minion smiled resting peacefully she feared no beast or man,
Quillion trembled in fear arcane, an axe held in each hand.
He shook and cursed beneath his beard, an oath of blood and death.
And asked, "Why have we ventured here to see this angel rest?"
Leland chuckled his reply, and spoke in words arcane.
Light and life flowed to the mage, the minion gasped in pain.
She rose enraged and fought her foes with all she could command,
As Leland drained her power away she struggled just to stand.*

*Mehail stood in shocked despair, his arms limp at his sides.
Knile slipped silently into the dark and used shadows to hide.
Quillion stepped forward hate fueling his axes whirling death.
Seejil healed the hurts done him by what power the minion had left.
Leland continued to sap her spirit and his flesh began to glow.
Luff, the lost, unslung his harp and sang, his voice held low.
Luff sang the dirge, Mystra's Lament, and prayed she'd grant him charm.
But as he began the second verse he could not move his arms.*

*The Goddess' voice rang through the hall, righteous outrage plain.
"Who dares desecrate my sacred shrine and cause my servant pain.
I curse you where you stand and speak. No more will power flow,
From me and mine to you and yours, no magic will you know."
Pain lanced through the flesh of every man, death's empty eyes grew near.
Leland grimaced at the judgments sound and showed he could know fear.
One last act of evil to harm the bard, and prove himself insane,
Leland wished Luff's voice away and made his instrument remain.*

*When Mystra expelled them from the shrine, only five were there.
They broke her symbol in equal parts and each left with a share.
Quickly back to Ravens Bluff to forget their place in crime.
To cower in unending fear of the wrath of the divine.
And still, today, they dwell among us seeming decent men.
But the sign of sin hangs round their necks to be made whole again.*

Eric pauses sincerely and says, "And lastly my friends, lest we forget."

*Cursed was Luff the light saver, and robbed of sight and sound.
His sweet songs were never heard again, the instrument never found.*

Handout Two

Letter from Mehail to Seejil

Greetings Seejil,

I know each passing day causes you pain. Do not listen to Quillion. Do not sacrifice your life to Quillion's stubbornness, unlike the rest of us you have only a few dozen years left to atone. Come, and bring all the brothers who remember and will follow. I await you all on the beach south of town where you left me. I have always waited, but you cannot afford to delay any longer. Join me again and let us end this.

Please tell Quillion I know of his commando unit. If they come for me they will fail, and when they fail I will be forced to come for him. Remember, the gods stand with me.

Do not wait overlong.

Mehail of the Sands