

# Wedding Day

A One-Round D&D Living City Adventure

by David Samuels

You received an invitation to a wedding this morning. It seems that the daughter adopted by the Murkos, Dawn of the Desert Moon, is getting married. Will this wedding go off without a hitch? An adventure for characters levels 1-10.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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 character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. 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>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 <sup>nd</sup>
T2:	13-22	14-24	15-26	16-28	6 <sup>th</sup>
T3:	23-32	25-35	27-38	29-41	8 <sup>th</sup>
T4:	33-42	36-46	39-50	42-54	10 <sup>th</sup>
T5:	43-52	47-57	51-62	55-67	12 <sup>th</sup>

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

## Adventure Summary and Background

Two separate plotlines run through this scenario. Two different groups of individuals decided that they wished to profit at the expense of the family of Murkos, a wealthy and influential Zakharan businessman. Each group has set in motion its own plan for achieving their goal.

The first plot involves two individuals, Humphrey Dielas and his fiancé Leteitia. They desire wealth because, from what they've seen, or think that they've seen in Ravens Bluff, wealth is power. They have watched over the years how much influence Lady Lauren DeVillars and the rest of the lords and ladies of Ravens Bluff have with the city government. They've seen both Mayor O'Kane, and former Mayor Thoden bend over backwards to appease the mighty lords and ladies of the city.

Knowing that they didn't have any wealth of their own, and weren't likely to acquire any in the foreseeable future, they decided to search the populace of Ravens Bluff to find someone they could manipulate into helping them achieve their goal. After an intricate and thorough search they discovered that Dame Dawn of the Desert Moon was the adopted daughter of the Murkos, a wealthy Zakharan businessman. They decided to use that information in their plan.

The villains rationalized that if Humphrey were married to Dame Dawn, he would be part of the family of Murkos. If something were to happen to the Murkos and his children, Humphrey would inherit the vast fortune of Murkos. The villains knew that they couldn't

just ask Dame Dawn to help them with their nefarious scheme—there was no challenge in that. In order to savor their achievements, they would need to accomplish them with deception and trickery.

The villains were in possession of a *potion of love*, a powerful potion that bends the will of its imbibers, causing them to become enamored with the first person that they lay their eyes upon. The devious duo decided to graciously share the *potion of love* with Dame Dawn, causing her to fall under Humphrey's influence. They spent several weeks studying Dame Dawn and from the insight that they gained they discovered a potential weakness that they could exploit. Dame Dawn runs the Desert Moon Sanctuary and Starlight Cavalcade, an orphanage, with her good friend Opal Starlight.

The villains decided that if they were to arrange a meeting with Dame Dawn under the pretense of setting up a celebration to help get some of the orphans adopted, her guard would be down. Furthermore, if this meeting were to occur in a public place, like the Shark Fin Tavern, Leteitia could drop by and distract Dame Dawn long enough for Humphrey to slip her the *potion of love*. It would then be child's play to make sure that Humphrey was the first person that Dame Dawn saw in her impressionable condition.

Once Dame Dawn was smitten with Humphrey the villains would proceed rapidly with their plans. Humphrey would then use his charms to convince Dawn that he wished to marry her, and that she wanted to marry him. He would then ask her to make their engagement public knowledge so that all of the city could share in their joy.

Leteitia would not be sitting idly by while Humphrey was manipulating Dame Dawn. The villains knew that they couldn't risk Dame Dawn emerging from the effects of the *potion of love* and spoiling their plans, so they needed to do something to prevent that. As luck would have it, Leteitia remembered hearing something about Marina Waterdale of the Circle of Four permanently granting some lucky individuals the ability to shapechange into an exact duplicate of a person. Leteitia knew that if she could find one of those individuals her prayers would be answered, as she could then use this person to take over Dame Dawn's life until she was no longer needed.

Leteitia scoured the city and managed to find one of those individuals, a woman by the name of Stryana. Leteitia was able to guarantee Stryana's assistance in her plans by targeting Stryana's mother with the *contagion* spell that is one of her personal favorites.

One tenday ago the villains put their plan in motion. After announcing their engagement, Humphrey had some of his associates escort Dame Dawn to a secret location where she could wait for him to join her.

Once Dame Dawn was safely tucked away, Stryana assumed her identity.

Stryana has been playing the part for the past tenday. As part of her performance she convinced Opal Starlight, Dame Dawn's good friend, that she was under a tremendous amount of stress from trying to plan the wedding in a tenday. Opal volunteered to make all of the arrangements for her so that Dawn would be relaxed when the big day arrived. Opal took care of everything, including compiling the guest list, choosing the bridal gowns, deciding on the floral arrangements, arranging the catering, and planning the honeymoon. Opal wasn't sure which adventurers in the city that Dawn knew, so she invited them all to attend. During this time Humphrey and "Dame Dawn" strolled through the city, giving every indication of how happy they were.

Word of the impending nuptials reached Zakhara, an Arabic-like land, where the Murkos, the father of the bride lived. Unknown to the Murkos, his daughter's wedding, and the fact that both he and his other daughter Kara, a genie, would be in Ravens Bluff for the ceremony, became public knowledge. This attracted the attention of the second group of villains, Emeril, Quarth, and Maximillian, three brothers.

The three men were eager to make a name for themselves. They figured that by killing the Murkos they could give themselves that name and then use the Murkos' vast fortune that they would appropriate to create tension between Zakhara and Ravens Bluff. The brother rationalized that if they could get the two nations engaged in a war, they might be able to step in and seize control of both Ravens Bluff and Zakhara.

The brothers knew that they didn't have a lot of time to prepare their plan. They came up with a simple plan, in which Maximillian would get a job with the caterers and then slip the Murkos a poisoned drink. The onset of the poison in the drink was not instantaneous. The brothers decided that they wished to use a poison with a somewhat longer onset time, to maximize the odds that the Murkos would not be alone when the poison took effect.

The brothers also decided that as the Murkos was a very powerful man, he might have some protection. They decided that they should have a back-up plan. Quarth found a mage who was willing to create and sell the brothers magical items to help them with their scheme. The brothers managed to obtain a *cloak of displacement (major)*, a *medallion of freedom of movement*, and a *rod of genie control*. The rod was the most important item of the three to the brothers, as Kara, the Murkos' other daughter, is a genie and the rod would let them use her to carry out their plans against her father. Unknown to the brothers, the mage that sold them the items didn't like them, so each of those magic items was flawed. Since none of the brothers is a mage,

they would not detect the double-cross until it was too late. For every round that *cloak of displacement* is used, there is a cumulative 5% chance that the wearer will be permanently displaced to the Elemental Plane of Air. If the flaw is removed by any means the item becomes a non-magical cloak. The *medallion of freedom of movement* does convey freedom of movement (as the spell), but it too has a price. Every round of combat that the medallion is worn after being activated it will drain two hit points. If the flaw is removed by any means the item becomes a non-magical medallion. Note any attempt to detect alignment on either of these items will register that they are evil in nature. The *rod of genie control* is actually a non-magical rod with *Nystul's magic aura* cast on it.

While his brothers were busy dealing with the mage, Emeril found another mage selling two *mirrors of transportation*. According to the mage, the mirrors will transport anyone stepping through them to an oasis controlled by a lamia named Neriti. Emeril got the mage to put a button on the back of the mirror to reduce the size of the mirror, making it portable. Emeril thanked the mage, took the mirrors, and headed back to join up with his brothers.

The brothers realized that the *mirrors of transportation* would allow them to make a quick escape if they were pursued by anyone after the Murkos met his timely end. They decided that they needed to check out whether the story that the mage told them about the lamia was true, because if it was they could use it to their advantage. The brothers headed to Ravens Bluff to put their plan into operation. They decided that they should stay in two separate inns. Emeril and Quarth would stay at the Seven Tiger Inn, while Maximillian would stay at the Glittering Stardust Inn.

Upon arriving in Ravens Bluff the brothers found out that the wedding was being catered by the Silverwane Caterers. Maximillian headed to the caterers to apply for a job, while Emeril and Quarth checked into the Seven Tiger Inn and set up the mirror. Quarth decide to check out the city to see if there was anything else that they can use against the Murkos. Emeril followed the instructions that the mage gave him regarding the use of the mirror, and then stepped through. Once he stepped inside Emeril caught the attention of Neriti the lamia. Neriti sent some of her "food" to guide Emeril to her tent so that she could question him. Upon meeting Neriti, Emeril complimented her on her beauty and then told her that he could arrange it so that she would have an endless supply of food. He also told her that this food would come to her willingly. As Neriti is getting on in years, she decided that any deal that would deliver food to her was worth considering.

Neriti agreed to let Emeril return back through the doorway, but warned him that if he did not hold up his end of the bargain she would hunt him down and eat him. Emeril agreed, and thanked Neriti for her gracious hospitality.

When Emeril emerged from the mirror he found Maximillian waiting for him. The two brothers shared their information, and were elated that Maximillian got the job with the caterer.

The day of the wedding quickly arrived and found both groups anxiously awaiting the moment their plans bore the desired results. Humphrey began counting the moments until "Dawn" would be his wife, and then he could begin working on the plan to eliminate both her and her family. Maximillian delivered the poison-filled pastries to the father of the bride. Unfortunately for Maximillian, the bride got hungry and ate the pastries. While this was going on, Leteitia decided that she couldn't take another moment of Humphrey in the arms of Stryana, so dispatched an invisible stalker to kill Stryana.

## **GM Introduction**

The adventurers of Ravens Bluff will gather at the Temple of Mystra for the wedding of one of their own, Dame Dawn of the Desert Moon, adopted daughter of the Murkos. The weather, music and everything leading up to the blessed event has been perfect giving everyone hope that maybe the wedding will go off without incident.

During the ceremony but just before the exchanging of vows the bride will fall dead, causing many in the area to gasp in disbelief. The bride's father, the Murkos, her sister, Kara, and her maid of honor, Opal Starlight, will demand that someone help their "loved one," as Lord of Mystery Chester D'Marke rushes over to help the fallen bride. Lord D'Marke will discover that the bride was poisoned, as well as strangled. His attempts at healing will be met with failure, as the bride's system can't take the shock. Opal Starlight will ask Kara the genie, and Dawn's sister, to bring her friend Dawn back to life. Kara will use one of her daily wishes to bring back "Dawn."

While Kara is bringing "Dawn" back Humphrey will take the opportunity to slip out of the area. He will change his clothes to minimize the chances of his being followed.

The PCs will be able to get information from "Dawn," giving them a few different choices as to where to go next.

**Encounter 1: Silverwane Caterers.** The PCs will get information from the caterers on where to find the man that they are searching for.

**Encounter 2: Seven Tiger Inn.** The PCs will get information indicating that something foul is afoot. They will also have a chance encounter with Neriti, a lamia. The PCs could encounter Emeril as he's come back from "killing" Maximillian. Leteitia will set out for the warehouse, after checking out some of the other lords and ladies of the city.

**Encounter 3: Glittering Stardust Inn.** The PCs will find the man that they are searching for, or his body if they don't heal him. They will be able to get information from him about what is going on, and who's responsible. They will also find a puzzle to solve.

**Encounter 4: Obligatory Thug Encounter.** The PCs will be attacked by some villains sent to delay them.

**Encounter 5: The Temple of Mystra.** The PCs will most likely show up here to brief Lord D'Marke on what they've found out so far. They will be able to find out where to find the Murkos so that they can warn him about his daughter.

**Encounter 6: The Roost.** The PCs will find out that the Murkos was here, and that he's on his way to the Desert Moon Sanctuary and Starlight Cavalcade.

**Encounter 7: The Desert Moon Sanctuary and Starlight Cavalcade.** The PCs will find the Murkos, his daughter Kara, and Opal Starlight here. They can warn the Murkos about the impending danger that he's in.

**Encounter 8: The Shark Fin Tavern.** The PCs will be able to apprehend one of the groups responsible for what has transpired.

**Encounter 9: The Warehouse.** The PCs will locate Dame Dawn of the Desert Moon and can deal with her captors.

**Conclusion.** The PCs will gather at the Desert Moon Sanctuary and Starlight Cavalcade after they have reunited Dame Dawn with her family and friends.

## Introduction

*This morning you received an invitation to a wedding delivered by one of the city's many fine adventurers. It seems that the Dame Dawn of the Desert Moon, the adopted daughter of the Murkos, is getting married to someone named Humphrey Dielas. According to the invitation, the wedding will be held tomorrow morning at six bells after sunrise on the grounds of the Temple*

*of Mystra, and Lord of Mystery Chester D'Marke will perform the ceremony himself. The invitation promises free food and drink.*

The PCs can spend this day before the wedding in whatever manner they wish. If they decide to do any shopping for clothing or gifts for the wedding they will be able to find whatever they are looking for. The merchants in the city have been bombarded with other individuals seeking gifts for the wedding as well, so their supplies are limited. This will be conveyed to the PCs by any item in the PHB costing 120% of its normal selling price.

**Note:** It is entirely possible that the PCs might decide not to attend the wedding, especially if they do not know the bride to be, if that is the case then skip to the section below entitled "For those that didn't attend the wedding".

## The Temple of Mystra

*Arriving at the Temple of Mystra, you notice that you weren't the only one to receive an invitation. It seems that almost all of the city's adventurers are here for this wedding. With all of these people attending the wedding, it's no wonder that the services needed to be held outside the temple. Whoever decorated the temple grounds did an interesting floral arrangement, as almost every type of flower is represented here. There are a small handful of guards outside the temple that appear to be peace-bonding the weapons of all of the guests. After you have peace-bonded any visible weapons, two acolytes approach you to escort you to your seats to wait for the wedding to begin. The line to peace-bond weapons is quite long, so it appears as if you have some time on your hands until the start of the wedding.*

Feel free to include any adventurers that you know for the PCs to role-play with until the start of the wedding. If you're not sure of any others you can tell the players that their PCs see some of their other characters. Allow the PCs no more than 5 to 10 minutes for role-playing at this time before continuing with the wedding.

*The members of the Bard's guild that are here begin playing and the air is filled with beautiful wedding music. Two gentlemen, one of whom must be the groom, appear and walk to the makeshift altar to stand in front of Lord D'Marke. The tone of the music changes and two women begin proceeding towards the altar. One of the women fits the description of Kara, the adopted daughter of the Murkos, whom some of the adventurers in the city have described from*

*previous meeting with her. The other is an elf dressed in a striking auburn gown. Some of the other adventurers whisper that the elf is Opal Starlight, the bride's best friend and maid of honor. Once the two take their places in front of the altar the music changes yet again. This time a dark-skinned man with a mustache begins walking down the aisle with a beautiful young blond-haired woman in a resplendent white wedding gown on his arm. It's obvious that this man must be the Murkos, the father of the bride, and that the young woman on his arm is Dame Dawn of the Desert Moon, the bride. Suddenly the woman begins twitching and falls from the arm of the Murkos. There is a foamy white substance around her lips.*

*The Murkos drops to his knees and kneels at the body of his daughter as Kara and Opal rush over. Opal screams for someone to do something and Lord D'Marke rushes over and begins to administer healing. He quickly examines the body and begins casting a spell. After casting this spell, he begins to cast another. After he's finished casting this spell, Lord D'Marke has a grim look on his face. He looks at the Murkos and says that Dawn was poisoned, as well as strangled. He said that he neutralized the poison and attempted to raise her, but her body was unwilling. Opal begs Kara to use her abilities to bring Dawn back. Kara nods her head, and after a few moments, Dawn begins to sit up.*

*Lord D'Marke begins examining Dawn while the Murkos, Kara, and Opal all express relief that Dawn is back among them.*

Lord D'Marke will insist on doing a more detailed examination of Dawn to make sure that she is OK, and will have an acolyte escort her, the Murkos, Kara and Opal inside the temple. He will then apologize to the adventurers, as the wedding will not be occurring at this time. If the PCs attended the wedding Lord D'Marke will insist that they accompany him inside, before sending the rest of the adventurers on their way. He will allow the departing adventurers to get food from the buffet table around back before sending them on their way, and promising to let them know when the wedding is. The players may switch characters at this point if they wish, as their other characters were at the wedding.

Lord D'Marke will inform the PCs that he will be tending to Dawn while her family and friends offer support, but that the situation needs to be taken care of. He wants the PCs to investigate this matter. Skip to the section "Questions and Answers."

## **They didn't attend the wedding.**

If the PCs did not attend the wedding, a member of the city watch will be sent to bring them to the temple. The watch member will not tell the PCs why they have been summoned, all the PCs will be told is that their presence has been requested by Lord D'Marke.

## **Questions and Answers**

The PCs will be escorted to one of the rooms in the back of the Mystran temple. When they enter the room, the PCs will notice Lord D'Marke, the Murkos, Kara, Opal, and Dawn. If the PCs did not attend the wedding, Lord D'Marke will introduce these individuals to the PCs, and explain to the PCs the reason that he has summoned them here. Lord D'Marke will then tell the PCs that they may begin questioning Dawn.

The PCs will be able to get the following information by questioning Dawn.

- She is not Dame Dawn of the Desert Moon; her real name is Stryana.
- She was hired to play the part of the bride.
- She does not know why anyone would want to hire someone to impersonate Dame Dawn of the Desert Moon, but the money was too good to pass up. Her mother is sick and this will help pay for the medicine that she needs to survive.
- She was offered 10,000 gp to do this.
- She has been playing this role for the past tenday.
- She began playing the part shortly after the bride announced her plan to get married.
- She was such a good actress that no one was able to see through her deception. Not the bride's friends or even her "fiancée" Humphrey.
- She does not know where Humphrey is staying. He always met her at either the Desert Moon Sanctuary and Starlight Cavalcade or the Roost.
- She does not know what happened to Dame Dawn or anything about where she might be.
- She was hired by a young woman who needed her ability to *shapechange* into an exact duplicate of a person. This ability was a gift to her years ago from her former employer Marina Waterdale (in "Life of the Party"). She met the young woman at the Seven Tiger Inn.
- She didn't pay too much attention to the woman, but she knows that the woman is a young blond haired woman.
- She was so hungry that she ate the special pastries that were left for her "father" the Murkos. A man dressed in white left them. She does not know who the man was, but he said that he was from Silverwane Caterers.

- She felt her throat being squeezed, but she didn't see anyone there.

That is all of the information that she can give. If any of the PCs have been using an ability to detect lie, all of Stryana's statements will register as true. Stryana will also be remorseful about her part in this, and whatever's happened to Dame Dawn.

**Note:** If any of the PCs have an item that detects shapechanging they will not detect Stryana as a shapechanger do to the non-detection element that Marina incorporated into the potion that she used when she gave Stryana her shape changing abilities.

**Note:** It is possible that some of the PCs might possess the ability to detect invisibility. If so they will notice the invisible stalker as it begins to disappear after killing the bride. They will not be able to stop it from leaving.

After the PCs have received the information the Murkos will request that they locate and rescue his daughter, as well as bring those responsible for this young woman's "death" to justice. If the PCs should ask for compensation, the Murkos will tell them that they'll be adequately compensated. He will not elaborate on that any further except to say that the reward is better if his daughter is found and rescued rather than if her body is recovered. Both Opal and Kara will ask them to hurry, as no one knows what kind of danger Dawn is in. If the PCs look around they will notice that Dawn's "fiancée" is nowhere to be found.

If the PCs should ask for something indicating that they are working for the Temple of Mystra Lord D'Marke will give them a paper stating such. Lord D'Marke will warn the PCs that if he hears that they abused this authority he will have them prosecuted to the fullest extent of the law. He will not offer the writ to the players, as he believes that if they didn't ask for it they probably don't need it.

If the PCs decide to go to Silverwane Caterers, run Encounter One. If the PCs decide to go to the Seven Tiger Inn, run Encounter Two.

## Encounter One: Silverwane Caterers

When the PCs arrive at Silverwane Caterers they will find two young ladies inside. The ladies are responsible for the day-to-day operations of their father's business. The girls know the following information:

- They are the daughters of Professor Wyvernne Silverwane.

- The catering service was hired to provide the food for the wedding of Dame Dawn of the Desert Moon. Dame Dawn is a good friend of their father.
- They were a little short handed so they hired someone this morning to help them.
- The man was extremely polite and well mannered and said that he was a friend of the brides and that he wanted to help her have a day to remember.
- They do not know the name of the man. They didn't ask and he didn't tell them.
- The man is average build with dark hair and complexion.
- The man has not been by to get paid.
- They're not positive where the man is staying, although they do remember him mentioning something about the Glittering Stardust Inn.

This is all of the information that the ladies know. It is possible that the PCs might decide to lecture the ladies on their hiring/background check policies. If so the ladies will politely point out that they'll get this same lecture from both their father and stepmother.

If the PCs should ask them about the parents the ladies will point out that their father is Professor Wyvernne Silverwane one of the most important men in Ravens Bluff, and that their step-mother is pretty important too for a dark elf.

When the PCs leave the caterers they will notice that the sky has grown darker and that it is beginning to rain. The rain will quickly grow in intensity until it limits vision to less than 5 feet and prevents flying. It is possible that the PCs might be a little paranoid about the storm and decide to take precautions. Please allow them to do so. The rain however is quite harmless but the PCs do not know this.

The PCs have two options available to them about where to go next. If the PCs decide to go to the Seven Tiger Inn, run Encounter Two. They can also head to the Glittering Stardust Inn; if so, please run Encounter Three.

## Encounter 2: The Seven Tiger Inn

When the PCs enter the Seven Tiger Inn, Arthur Wilde, the owner of the establishment, greets them. They will notice that seven of the tables are full. Arthur Wilde will ask the PCs if they need a room or if they're here for lunch. If the PCs answer yes to either of these questions please skip to the appropriate section below. If the PCs should ask him about his guest Arthur will politely tell them that for security reasons he can't give that information out.

If the PCs should tell him about why they're really here, Arthur will reply, "That's terrible." He will still tell them that he can't give that information out. If the PCs should mention that they are working for the Temple of Mystra and produce the official documentation backing them up Arthur will reluctantly give them the information that he knows. He will give them this information only if they show him the writ or another similar official type document that they might have. (A warrant, for example, could get them this information as well, but they would need grounds to obtain one.)

Arthur knows the following:

- He rented three rooms recently, one room about a tenday ago and the other two rooms two days ago.
- A woman rented the room a tenday ago, while men rented each of the other rooms.
- The woman was a middle aged blond woman, and the two men were dark haired with dark complexion. Each of the three paid extra not to have their rooms cleaned.
- The woman is staying in room 6 and the men are staying in rooms 3 and 4.

He will give them the key to those rooms, and make them promise to return it when they are done.

## **Lunch**

If the PCs claim that they are here for lunch, Arthur will escort them to one of the empty tables in the dining area. After seating them he will hand them menus and excuse himself stating that he'll be back shortly to take their order. It is possible that the PCs might decide to take this time to speak with some of the other patrons in the room.

The tables are occupied by:

**A) Three gnomes.** The gnomes are animatedly discussing religion. They are trying to settle a disagreement about who the true gnomish deity is. Each gnome believes that the gnomish deity that they worship is the true gnomish deity. If the PCs should approach them the gnomes will try to draw them into the discussion. If the PCs express an opinion the gnomes will react accordingly. The gnomes are Max Diamond, a worshipper of Baeravar Wildwanderer, Opal Goldleaf, a worshipper of Baravar Cloakshadow, and Leif Stone a worshipper of Garl Glittergold.

**B) Two halflings.** The halflings are having an eating contest. They will allow the PCs to participate in the contest providing that each participant antes up a magic item that the winner of the contest gets to keep. The halflings have anted up a *dagger +1*, *chaosblade* and a

*longsword +1*. The rules of the contest are quite simple. Each round of the contest a successful Constitution check will need to be made. After the first round the Constitution check will have a cumulative  $-1$  penalty each round. Failure means that the individual is eliminated. Note that magic may not be used in this contest. The two halflings are Beryl and Keryl, and their constitutions are 18, and 17 respectively.

**C) Two human women.** The women are discussing men, and how they're all the same. The women will mention that they've been unable to have a meaningful relationship with a man.

**D) Two elves.** The elves have a treasure map. The elves have the map unfurled on the table, but as soon as anyone approaches they quickly roll up the map before anyone can see it. If anyone detects evil on the elves they will pick up evil intent, (the elves are willing to do what they have to, to prevent anyone from stealing their treasure. The elves are willing to sell the map for a price of 1000 gp. This way the elves will get their treasure without having to actually get their hands dirty.

**E) An elven couple.** The couple is talking about how much in love they are. They are also talking with great sadness in their voices about how they wish that their families could get along so that they could have them all together for their upcoming wedding. The PCs will notice that one of the elves is a gold elf, and the other is a gray elf.

**F) A group of young humans.** The group is talking about how it is a sad time for them as they just buried their father this morning. They will be discussing their memories of him, trying to keep him alive in their hearts.

**G) Two members of the Bard's Guild.** The Bard's Guild members are discussing how tragic the chain of events at the wedding was. It's sad that a time to celebrate new beginnings was almost a day to mourn family and friends.

Arthur will come by and take the PCs' orders. He will then head into the kitchen to give the orders to his daughter Bournatel who's doing the cooking this afternoon because the cook is sick. As the PCs are waiting for Arthur to return with their food have the PCs make a spot check vs. DC 10 to notice a man heading up the stairs. The man fits the description of the young man that Stryana gave them (in case they haven't been to the Glittering Stardust Inn or Silverwane Caterers yet). If the PCs notice him the man will react accordingly and begin moving up the stairs at a rapid

pace. It is up to the PCs what they choose to do next. If the PCs attempt to cast any spells at the man please take note of it as it will have consequences for them later as the patrons will begin fleeing the Seven Tiger Inn, while at the same time screaming for the city watch. The man is wearing a *medallion of freedom of movement*, which will enable him to ignore any *web*, *hold*, or *slow* type spells. If they follow him they will notice him run into room number 3; skip to the description of room 3 if and when the PCs decide to enter the room

## **Checking In**

Arthur will be more than happy to rent the PCs a room. He will charge them 5 gp per night including meals and a bath. When the PCs sign the registration book they will notice that there are three entries on this page just above theirs. They will notice that two of the three checked in two days ago while the other checked in a tenday ago. The names are Letitia, Emeril, and Quarth. Each was assigned a room near room number 5, the one that the PCs will be renting.

Arthur will tell them that the room is up the stairs and just off to the right. The other rooms that the PCs are interested in are rooms 3, 4 and 6. If the PCs ask about the rooms next to theirs Arthur will tell them that he can't give that information out for security reasons.

If the PCs should ask for a description of the occupants of those rooms, or ask if there's someone staying here similar in appearance to Max, Arthur will again tell them that he can't give that information out for security reasons. If the PCs mention the fact that they are working for Chester D'Marke, Arthur will ask them if they have any proof. If they produce a writ from Lord D'Marke Arthur will reluctantly admit to them that the occupants of both rooms 3 and 4 fit that description. He will also relate to them the information that he knows (listed above).

As the PCs head up the stairs they will hear a door slam. The PCs can tell when they get upstairs that the door that slammed was either room 3 or room 4, they can't be sure which one. If the PCs knock on either door they will not get an answer. If they try the handles to the doors they will find that the handle to room 3 turns while the handle to room 4 doesn't, indicating that the door is locked.

## **Room 3**

This is a fairly large room. The room contains a closet, bureau, bed, desk, and full-length mirror. If the PCs search the room, they will find some papers in the desk behind one of the drawers. If they read the papers please give them Player Handout 3, the note from Quarth to Emeril asking if everything's been worked out with Neriti. A search of the closet will reveal that it

contains some foreign style clothing (Zakharan), similar to what the Murkos was wearing. If the PCs cast a *detect magic* in the room the mirror will detect as magic in addition to anything that they are carrying. The magic on the mirror is of the Conjuraction/Summoning school of magic.

If the PCs touch the mirror a shimmering doorway will appear. The PCs have a choice to make right now—they can either go through the doorway or not. If they proceed through the doorway then action proceeds from the section entitled “Neriti's Tent” below.

## **Room 4**

This is a large room. The room contains a closet, bureau, bed, desk, and full-length mirror. A search of the closet will reveal that it contains some foreign style clothing (Zakharan), similar to what the Murkos was wearing. If the PCs cast a *detect magic* in the room the mirror will detect as magic in addition to anything that they are carrying. The magic on the mirror is of the Conjuraction/Summoning school of magic.

If the PCs touch the mirror, a shimmering doorway will appear. The PCs have a choice to make right now: they can either go through the doorway or not. If they proceed through the doorway then action proceeds from the section entitled “Neriti's Tent” below.

## **Neriti's Tent**

*Stepping through the doorway, you appear in what looks like a very large tent. You can hear voices coming from outside the tent. You're not sure how far away the voices are, or for that matter how many there are. The one thing that you're sure of is that they're speaking a language that you've never heard before. Looking around you notice that the doorway that brought you here is gone; in fact, other than you and your companions there is nothing else in the tent. If you're going to get back home you'll need to find a doorway to take you there otherwise you'll be stuck here, wherever here is.*

The PCs are indeed inside a large tent. They will notice a flap on the far tent wall. Ask the PCs what they plan to do now. If the PCs try to use any of their own magic to escape from this land, they will find that it doesn't work. As part of the enchantment involved in the construction of the doorway all other means of escaping this land were negated save for another doorway.

When the PCs exit the tent, they will notice that they are in a busy area. They will notice that there are many tents here, and that all of the people are dressed in loose fitting robes, and wearing sandals. They will also feel the warmth of the sun beating down on them. Hopefully the PCs will realize that they need to do

something about their appearance, specifically what they are wearing, or they will stand out among the people.

While the PCs are trying to figure out what to do, please have them make a spot check vs. DC 15 to spot the man that they followed duck into a tent at the far end of this row of tents. From their current position, the PCs can tell approximately which tent the person went into but they cannot be sure.

The PCs will notice a lot of people between them and the tent that they believe that they saw their quarry duck into. They will notice that there are some tents between them and the one that their quarry went into, that no one is near. If the PCs go into one of these tents, they will find robes that they can wear. After donning the robes, the PCs will have no problem reaching the tent that they believe that their quarry went into if they do nothing to attract attention to themselves.

Upon opening the flap, the PCs will notice a shimmering doorway. The doorway appears to be getting smaller. The PCs will notice a voluptuous woman standing in front of the doorway, and by her side are the number of people mentioned in the PCs tier. The woman will begin addressing the PCs.”

*“I am Neriti. You seek entrance into my tent. You should be aware that there is a fee for my hospitality. Normally I would take your lives as payment, but I'm in a generous mood. I am willing to discuss a monetary tribute. What is your offer?”*

If the PCs do not make an offer of at least what is listed per tier Neriti will laugh at their pittance and ask them if that's the best that they can do.

#### **Tier 1**

Neriti seeks 200 gp in either money or items.

#### **Tier 2**

Neriti seeks 500 gp in either money or items.

#### **Tier 3**

Neriti seeks 2000 gp in either money or items.

#### **Tier 4**

Neriti seeks 5000 gp in either money or items.

#### **Tier 5**

Neriti seeks 8000 gp in either money or items.

**Note** that if the PCs play on Neriti's vanity and appear to be sincere she will forego her tribute.

**Note** that under no circumstance will the doorway close before the PCs can get through it, if they're able to.

If the PCs try to battle Neriti, they are in for a difficult battle, although not an impossible one. The PCs will still be able to reach the doorway during the battle, as the "charmed" adversaries that they are facing will not be moving at full speed.

**Neriti, lamia:** CR 6, medium sized magical beast, HD 9d10+9, hp 75, Init +2 (Dex), Spd 60 ft., AC 17 (+2 Dex, +5 natural), Atks +9 melee (1 permanent wisdom point loss) or +11/+6 melee (1d4 [crit 19-20], dagger), SA Spell like abilities, wisdom drain. AL CE, SV Fort +7 Ref +8 Will +7

Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 12

Skills Bluff +13, Concentration +11, Hide +14.

*Feats:* Dodge, Iron will, Mobility, Weapon Finesse (dagger)

SA Spells – 1/day *charm person* (DC 12), *major image* (DC 14), *mirror image* (DC 13), *suggestion* (DC 13). Spells are cast as if 9<sup>th</sup> level sorcerer.

#### **Tier 1 (EL 5)**

**Charmed male human Ftr1 (6):** CR 1; medium humanoid; (6 ft. tall); HD 1d10+5 hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 12 (+1 Dex, padded armor) +3 melee (1d6+2 [crit 19-20], short sword); AL NE; SV Fort +4, Ref +1, Will +0.

Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 8

*Skills:* Climb +6\* Jump +6\* Swim +4\* *Feats:* Blindfight, Quickdraw, Toughness

\*penalty for armor figured into skill check number

#### **Tier 2 (EL 7)**

**Charmed male human Ftr2 (6):** CR 2; medium humanoid; (6 ft. tall); HD 2d10+7 hp 18; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, studded leather armor) +5 melee (1d6+2 [crit 19-20], short sword); AL NE; SV Fort +5, Ref +2, Will +0

Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 8

*Skills:* Climb +7\* Jump +6\* Swim +2\* *Feats:* Blindfight, Quickdraw, Toughness, Weapon Focus (short sword)

\*penalty for armor figured into skill check number

#### **Tier 3 (EL 9)**

**Charmed male human Ftr4 (6):** CR 4; medium humanoid; (6 ft. tall); HD 4d10+15; hp 32; Init +2; Spd 30 ft.; AC 17 (half plate armor); Atks +8 melee (1d6+3 [crit 19-20] short sword); AL NE; SV Fort +7, Ref +3 Will +1.

Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 9.

*Skills:* Climb +6\*, Jump +5\*, Swim -1\*. *Feats:* Blindfight, Combat Reflexes, Quickdraw, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

\*penalty for armor figured into skill check number

#### Tier 4 (EL 11)

**Charmed male human Ftr6 (6):** CR 6; Medium humanoid; (6 ft. tall); HD 6d10+21; hp 60; Init +2; Spd 30 ft.; AC 18 (full plate armor); Atks +9/+4 melee (1d6+2 [crit 19-20], short sword); AL NE; SV Fort +8, Ref +4 Will +2.

Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 9.

*Skills:* Climb +7, Jump +6, Swim +1. *Feats:* Blindfight, Cleave, Combat Reflexes, Power Attack, Quickdraw, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

\*penalty for armor figured into skill check number

#### Tier 5 (EL 13)

**Charmed male human Ftr8 (6):** CR 8; Medium humanoid; (6 ft. tall); HD 8d10+27; hp 78; Init +2; Spd 30 ft.; AC 18 (full plate armor); Atks +11/+6 melee (1d6+4 [crit 19-20], short sword); AL NE; SV Fort +9, Ref +4 Will +2.

Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 9.

*Skills:* Climb +9, Jump +8, Swim +3. *Feats:* Blindfight, Cleave, Combat Reflexes, Power Attack, Quickdraw, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword), Weapon Specialization (short sword).

\*penalty for armor figured into skill check number

Neriti is willing to let the PCs leave, for a price. She has enough food waiting around. In the lower tiers, Neriti will not fight the PCs, even if attacked. She will summon more of her "food" to protect her and deal with the PCs. Each and every odd round of combat another wave of "food" equal in number to the one listed for the tier will appear and join the battle.

When the PCs step through the doorway, they will wind up back in the Seven Tiger Inn, in either room 3 or room 4. Whichever of the two rooms they entered, the doorway from they will emerge is in the other room. (For example, if they enter Neriti's tent from the mirror in room 3, they will reappear in room 4.)

### Room 5

This is the PCs' room. There is a desk, a bureau, a closet, and a bed. The PCs will notice that there is a piece of paper on the bed. Please give them Player Handout 2, which is the note about them meddling in business that does not concern them.

### Room 6

This room is immaculate. There is a bed, a closet, a bureau and a desk. The bed is made, the bureau is full of women's clothing, and the closet full of dresses of different styles and colors. The PCs will find a piece of paper on the desk. If the PCs read the paper, give them Player Handout 4, which is Leteitia's note to Humphrey apologizing for the change in plans and giving him the directions to the warehouse.

### Back Downstairs

When the PCs head downstairs, they will find Arthur wild talking to a member of the city watch. Any PCs that have played "Veil of Darkness", or "Dawning of a New Day" will recognize the officer as Sergeant Powders. If the PCs attempted to cast any spells while in the dining room the sergeant will call them over and tell them that they've been accused of casting harmful magic in the city. He will ask the PCs for their version of what happened before deciding their fate.

If the PCs explain things satisfactorily, and mention their mission Sergeant Powders will accept their version of what happened. He will warn them about casting harmful magic in the city. He will take their names down and warn them that if he hears of them being even remotely involved in any illegal activity he will have them brought before the judge and prosecuted to the fullest extent that the city's laws allow.

If the PCs are not convincing in their explanation Sergeant Powders will tell them to wait here while he gets someone to detect whether their statements are true or not. He will send to the temple of Tyr for a priest to detect any lies. You must be aware of what the PCs say and whether or not it is truthful. If their statements detect as true Sergeant Powders will warn them as above, however if their statements detect as false he will escort them to the nearest city watch barracks to wait until he can talk to Chester D'Marke to warn him that the PCs have besmirched his good name. If this happens, Chester D'Marke will send word that the PCs are indeed working for him, however if they have violated the laws of the city he will insist that they go before the judge at the end of their mission. (In this case, write down exactly what happened and send the details to RPGA HQ and they will decide the PCs fate.)

Note: If the PCs did not cast any "harmful" magic inside the inn, Sergeant Powders will still be there when they come downstairs. The sergeant had come into the inn to check with Arthur to make sure that everything is okay as he usually does. Upon seeing the PCs he will explain to them that he's heard from his superiors that the PCs are investigating the incident at the Temple of Mystra, and wants to know if they've uncovered anything. If the PCs should tell him anything, Sergeant

Powders will pull out some parchment and begin jotting everything down.

## Encounter 3: The Glittering Stardust Inn

When the PCs arrive at the Glittering Stardust Inn, they will find that business is booming. They will meet Doris at the front desk. Doris will remember any PCs that played *Dawning of a New Day*, especially those that have rooms at the inn. Any PCs that played *Dawning of a New Day* will notice that there is a visible change in Doris' personality. Gone is the vibrant, bouncy personality, replaced by a more subdued and contrite demeanor. (Almost being sacrificed will do that to you.)

Doris has information that she will willingly share with any PC that she knows. Other PCs will have little problem getting this information if they let her know what has happened.

This is what Doris knows:

- A young, dark-haired, dark-skinned man checked in to the inn two days ago. The man gave his name as Maximilian.
- The man said that he would be staying for two days. He was supposed to check out this morning.
- The man did not have any luggage with him when he checked in.
- He paid for his room in full when he checked in. In fact, he paid double the normal rate so that the room would not be cleaned.
- She thought that it was a little odd, but this is Ravens Bluff after all, a location known for odd things.

If the PCs should mention what happened at the wedding and that they think that Maximilian might be involved Doris will allow them to check out his room. She will not give out his room number or a key to the room and will insist on accompanying the PCs when they go to the room.

### Maximilian's Room

When the PCs follow Doris to the room and wait for her to open the door they will not notice anyone else up here, or hear any sounds of movement. A listen check vs. DC 10, or a spot check vs. DC 10 will reveal that this floor is quiet—too quiet, in fact.

When Doris opens the door to the room and the PCs peer inside they will notice a very disturbing sight. The room is a complete shambles. There are overturned pieces of furniture including the bed and pieces of paper

strewn about the room. It should be obvious to the PCs that someone was obviously looking for something.

A successful spot check vs. DC 10 will reveal drops of blood underneath the papers, while a successful listen check vs. DC 10 will reveal faint cries for help coming from the closet. The drops of blood form a trail leading to the closet. If the PCs open the closet the body of a young, dark-skinned, dark-haired man will fall out. The man has bloody gashes on his back and sides. A successful healing check vs. DC 10 will reveal that the man is in desperate need of healing. If the PCs do not have the healing proficiency, they can notice with a successful spot check vs. DC 10 that the man's breathing is very shallow. If the PCs do not heal the man within two rounds of hearing the sounds from the closet he will die and they will need to do a *speak with dead* spell to speak to him.

Doris will reveal that this person is indeed Maximilian. She will tell them that she's going to summon the city watch. It is possible that the PCs might try to talk her out of this, but she will not let them. If they ask her to wait a few moments before summoning the watch she will agree to wait 30 minutes, no more. She will insist on waiting downstairs as the sight of Max is making her a little queasy.

If the PCs search the room, they will find a piece of parchment stuck to the back of the overturned desk. Please give them **Player Handout 1**. They will not find anything else in the room.

If the PCs question Max, they can learn the following information:

- His name is Maximilian and he is from Zakhara.
- He and his two brothers, Emeril and Quarth, heard that the Murkos would be in Ravens Bluff attending the wedding of his daughter.
- They decided to head to Ravens Bluff to kill the Murkos.
- The Murkos is a very important man in Zakhara, and they figured that they could make a name for themselves by killing him. They decided to make the attack on the Murkos publicly because it would serve to create tension between Ravens Bluff and Zakhara. After they were in control of the Murkos wealth they would then use that wealth to influence the people of Zakhara to attack Ravens Bluff.
- His brothers are staying at the Seven Tiger Inn.
- They planned to poison the Murkos at the wedding but, unfortunately, his daughter consumed the poison.
- His brothers were not happy that he failed. That was why they attacked him. He remembers feeling a burning sensation when their swords entered his body. Shortly thereafter he began to feel a cold

numbing sensation. He doesn't blame his brothers for attacking him, as he knew the price of failure.

- Luckily there is a contingency plan in effect. One of his brothers managed to acquire a *rod of genie control*. They will use the rod to force his other daughter of the Murkos, Kara, who is a genie, to kill him. It would be worth it to see the look on the face of the Murkos when the last thing that he sees is his daughter killing him. Unfortunately, he did not (or almost did not, if the PCs healed him in time) live to see that day.
- He does not know whether the rod will work. The wizard that they purchased the rod from swore that it would work, but they haven't had a chance to test it out yet.

This is all of the information that the PCs can get from Max. How much of the information that they get will depend on whether he's alive or dead when they question him. A *Speak with Dead* spell will get some of the information, but not all of it as the PCs will be limited in the number of questions that they can ask.

## Encounter 4: Obligatory Thugs

This encounter will take place once the PCs leave the second location that they have gone to in Ravens Bluff. When the PCs leave the area they will notice that the streets are fairly empty. There are only a small handful of people on the street. They will also notice that those people appear to be heading towards them. Please describe the appearance of the people based on the tier that the PCs are in.

### Tier 1 (EL 5)

**Thugs, male human Ftr2 (3):** CR 2; medium humanoid; (6 ft. tall); HD 2d10; hp 14; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, padded armor); +4 melee (1d8 [crit 19-20], long sword); AL NE; SV Fort +4, Ref +2, Will -1

Str 13, Dex 14, Con 10, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6\* Swim +4\* *Feats:* Cleave, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

### Tier 2 (EL 6)

**Thugs, male human Ftr3 (3):** CR 3; medium humanoid; (6 ft. tall); HD 3d10; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, studded leather armor); +5 melee (1d8+1 [crit 19-20], long sword); AL NE; SV Fort +4, Ref +3, Will +0

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6 Swim +2\* *Feats:* Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

### Tier 3 (EL 8)

**Thugs, male human Ftr5 (3):** CR 5; medium humanoid; (6 ft. tall); HD 5d10+5; hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (half plate armor); +8 melee (1d8+2 [crit 17-20], long sword); AL NE; SV Fort +2, Ref +2, Will +0

Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +4\* Jump +4\* Swim -1\* *Feats:* Cleave, Improved Critical (long sword) Improved Initiative, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

### Tier 4 (EL 10)

**Thugs male human Ftr7 (3):** CR 7; medium humanoid; (6 ft. tall); HD 7d10+7; hp 58; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +8/+3 melee (1d8+5 [crit 17-20], long sword); AL NE; SV Fort +8, Ref +4, Will +1

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +7\* Jump +7\* Swim +3\* *Feats:* Cleave, Great Cleave, Improved Critical (long sword) Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword)

\*Armor penalty already figure into these skills.

### Tier 5 (EL 12)

**Thugs male human Ftr9 (3):** CR 9; medium humanoid; (6 ft. tall); HD 9d10+9; hp 72; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +10/+5 melee (1d8+5 [crit 17-20], long sword); AL NE; SV Fort +9, Ref +5, Will +2

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +8\* Jump +8\* Swim +5\* *Feats:* Cleave, Great Cleave, Improved Critical (long sword) Improved Initiative, Power Attack, Weapon Focus (long sword), Sunder, Weapon Specialization (long sword)

\*Armor penalty already figure into these skills.

When the battle is over the PCs can interrogate the thugs, if there are any left alive, or cast a *Speak with Dead* spell to get some information from them otherwise.

What the thugs know:

- A dark-haired, dark-skinned man hired them.
- The man promised them a good deal of money (500 gp each) to attack the PCs.
- The man did not want them to kill the PCS, just detain them.

- They were supposed to meet the man at five bells this afternoon at the Shark Fin Tavern to collect their money.
- They were paid a quarter of the money in advance.
- They do not know why their employer wanted them to attack the PCs, or why they didn't want them to try and kill the PCs; they just figured that it would be easy money. Unfortunately, they were wrong.

If the PCs search the villains, they will find that each has 125 gp in addition to the equipment that they were using during the battle. They will also find that one of the villains has a *potion of cure light wounds* on him.

The PCs have some options available to them, detailed in Encounter 5, 6 and 7.

## Encounter 5: The Temple of Mystra

If or when the PCs return to the temple of Mystra they will notice that all signs of today's tragic event have been cleared away. When the PCs ask to see Lord D'Marke they will immediately be ushered in to see him. Lord D'Marke will ask the PCs to be seated and then inquire as to what they have learned so far. After the PCs have related what they've learned, Lord D'Marke will thank the PCs for their efforts and ask them to see this mission through to the end.

If the PCs ask where they can find the Murkos, Lord D'Marke will mention that the Murkos said something about wanting to see where his daughter works. Opal Starlight said that she would take him to both the Roost and the Desert Moon Sanctuary and Starlight Cavalcade.

## Encounter 6: The Roost

When the PCs arrive at the Roost they will meet Dame Tamaranda a knight of the Golden Roosters. Dame Tamaranda will recognize any PCs that she's met in either "Elementally Speaking: Air's Looking At You", or "Dawning of a New Day". Dame Tamaranda will inquire as to what brings the PCs to the Roost. If the PCs mention the Murkos, Dame Tamaranda will mention that he was here earlier today with his daughter Kara and Opal Starlight.

Dame Tamaranda knows the following information:

- It's terrible what's happened to Dame Dawn.

- The Roosters have been mobilized and are searching for their missing member.
- Two Knights of the Golden Rooster were sent to escort the Murkos and his group to the Desert Moon Sanctuary and Starlight Cavalcade, the orphanage that Dame Dawn runs with her good friend Opal Starlight.
- The group left approximately a half hour ago.
- She hopes that her friend is okay, and that she's found soon.

## Encounter 7: The Desert Moon Sanctuary and Starlight Cavalcade

When the PCs arrive at the orphanage they will find Opal Starlight, the Murkos and Kara there. There are two Knights of The Golden Rooster there as well. The Murkos is speaking to some of the orphans there. When the group sees the PCs, Opal will ask the children to leave the room for a few minutes, as she needs to talk to the PCs about some grownup stuff. Once the children have left the room, the Murkos will ask the PCs what they have found out. After the PCs have related their news the Murkos will thank them, and ask them to hurry and find his daughter. He doesn't want to risk anything happening to her. If the PCs have mentioned the danger from Kara due to the *rod of genie control* the Murkos will promise to take precautions.

Kara will be extremely agitated and highly animate in voicing her displeasure that there is another item out there that someone will use to try and gain control over her. She will insist that an example needs to be made of those who try to control genies. The Murkos will try to calm her down, but it's obvious that he's not having much success. Opal will suggest that the group should go wait at the temple of Mystra, as most magic items will not work inside the temple.

## Encounter 8: The Shark Fin Tavern

If the PCs head to the Shark Fin Tavern they will notice two men similar in appearance to Maximilian standing in line waiting to get inside. The PCs will notice that the men seem to be a little nervous and that one of them seems to be fingering a large rod. Before the PCs have a chance to react, the men will be led inside the establishment.

If the PCs peer inside the restaurant, they will see that it is very crowded. Every table is full, and there are

people at the bar as well. While the PCs are peering inside, Pearl Finn, the owner of the Shark Fin Tavern, will approach them. Pearl will ask the PCs how many are in their party and if they have a reservation. If the PCs state that they do have a reservation Pearl will pull out her reservation book and begin going through it. She will not be able to find a reservation for the group. She will ask the PCs if they'd like to wait at the bar until a table becomes available. If the PCs say yes she will escort them to the bar.

The PCs will notice that every table is full of happy boisterous individuals. If the PCs look they will notice the two men sitting at a table in the back of the room. The PCs will see that in addition to Pearl the hostess and Granz the bartender there are three waitresses working. Any PCs that have been to the Shark Fin before will recognize Pearl and Flaux, while any PCs that played *Dawning of a New Day* will recognize Martha.

The PCs need to figure out what to do next. They have several options available to them. They can try to apprehend the men, call for the city watch or wait until the men have left the establishment. Whatever course of action the PCs choose please run the appropriate section.

### Trying to apprehend the men

If the PCs approach the men in an attempt to apprehend them the men will shout for the PCs to leave them alone. They will also state that they have the key to mass destruction in their hands and will not hesitate to use it to level the city. This talk will cause a panic among the other patrons who will suddenly feel an urge to flee the restaurant in an attempt to get out of harms way. The PCs will need to make Dexterity checks vs. DC 10 to avoid being trampled by the crowd and taking a point of damage. During this time, the men will flee through the kitchen. If the PCs should follow them, please skip to the section, "Waiting Until They Leave."

### Summoning the city watch

If the PCs try to locate a member of the city watch, they can locate Private Timmons about a block away from the Shark Fin Tavern. Private Timmons is new to the force, and will insist on checking things out for himself before summoning other members of the force to back him up.

As soon as officer Timmons steps inside the Shark Fin Tavern the men will notice him and shout for him to leave them alone. They will also state that they have the key to mass destruction in their hands and will not hesitate to use it to level the city. This talk will cause a panic among the other patrons who will suddenly feel an urge to flee the restaurant in an attempt to get out of

harms way. During this panic Private Timmons will be knocked to the ground, and trampled by the crowd. The PCs can rescue the officer with a successful Dexterity check vs. DC 10 followed by a successful Strength check vs. DC 15. During this time, the men will flee through the kitchen. If the PCs should follow them, skip to the section entitled "Waiting Until They Leave."

### Waiting until they leave

The two men will leave the Shark fin and begin heading towards the Seven Tiger Inn. They have a smug look of satisfaction on their faces. If the PCs make their presence known a battle will ensue.

#### Tier 1 (EL 4)

**Quarth, male human Ftr2:** CR 2; medium humanoid; (6 ft. tall); HD 2d10; hp 14; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, padded armor); +4 melee (1d6 [crit 19-20], short sword); AL NE; SQ *cloak of displacement (major)\**; SV Fort +4, Ref +2, Will -1

Str 13, Dex 14, Con 10, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6\* Swim +4\* *Feats:* Cleave, Power Attack, Weapon Focus (short sword)

\*Armor penalty already figure into these skills.

**Emeril, male human Ftr2:** CR 2; medium humanoid; (6 ft. tall); HD 2d10; hp 14; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, padded armor); +4 melee (1d8 [crit 19-20], long sword); AL NE; SQ *medallion of freedom of movement*; SV Fort +4, Ref +2, Will -1

Str 13, Dex 14, Con 10, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6\* Swim +4\* *Feats:* Cleave, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

#### Tier 2 (EL 5)

**Quarth male human Ftr3:** CR 3; medium humanoid; (6 ft. tall); HD 3d10; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, studded leather armor); +5 melee (1d6+1 [crit 19-20], short sword); AL NE; SQ *cloak of displacement (major)\**; SV Fort +4, Ref +3, Will +0

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6 Swim +2\* *Feats:* Cleave, Improved Initiative, Power Attack, Weapon Focus (short sword)

\*Armor penalty already figure into these skills.

**Emeril male human Ftr3:** CR 3; medium humanoid; (6 ft. tall); HD 3d10; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, studded leather armor); +5 melee (1d8+1 [crit 19-20], long sword); AL NE; SQ *medallion of freedom of movement*; SV Fort +4, Ref +3, Will +0

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6 Swim +2\* *Feats:* Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

### Tier 3 (EL 7)

**Quarth male human Ftr5:** CR 5; medium humanoid; (6 ft. tall); HD 5d10+5; hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (half plate armor); +8 melee (1d6+2 [crit 17-20], short sword); AL NE; SQ *cloak of displacement (major)\**; SV Fort +2, Ref +2, Will +0

Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +4\* Jump +4\* Swim -1\* *Feats:* Cleave, Improved Critical (short sword) Improved Initiative, Power Attack, Weapon Focus (short sword)

\*Armor penalty already figure into these skills.

**Emeril male human Ftr5:** CR 5; medium humanoid; (6 ft. tall); HD 5d10+5; hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (half plate armor); +8 melee (1d8+2 [crit 17-20], long sword); AL NE; SQ *medallion of freedom of movement\**; SV Fort +2, Ref +2, Will +0

Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +4\* Jump +4\* Swim -1\* *Feats:* Cleave, Improved Critical (long sword) Improved Initiative, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

### Tier 4 (EL 9)

**Quarth, male human Ftr7:** CR 7; medium humanoid; (6 ft. tall); HD 7d10+7; hp 58; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +8/+3 melee (1d6+2 [crit 17-20], short sword); AL NE; SQ *cloak of displacement (major)\**; SV Fort +8, Ref +4, Will +1

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +7\* Jump +7\* Swim +3\* *Feats:* Cleave, Great Cleave, Improved Critical (short sword) Improved Initiative, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword)

\*Armor penalty already figure into these skills.

**Emeril male, human Ftr7:** CR 7; medium humanoid; (6 ft. tall); HD 7d10+7; hp 58; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +8/+3 melee (1d8+2 [crit 17-20], long sword); AL NE; SQ *medallion of freedom of movement\**; SV Fort +8, Ref +4, Will +1

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +7\* Jump +7\* Swim +3\* *Feats:* Cleave, Great Cleave, Improved Critical (long sword)

Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword)

\*Armor penalty already figure into these skills.

### Tier 5 (EL 11)

**Quarth, male human Ftr9:** CR 9; medium humanoid; (6 ft. tall); HD 9d10+9; hp 72; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +10/+5 melee (1d6+5 [crit 17-20], short sword); AL NE; SQ *cloak of displacement (major)\**; SV Fort +9, Ref +5, Will +2

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +8\* Jump +8\* Swim +5\* *Feats:* Cleave, Combat Reflexes, Great Cleave, Improved Critical (short sword) Improved Initiative, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword)

\*Armor penalty already figure into these skills.

**Emeril male, human Ftr9:** CR 9; medium humanoid; (6 ft. tall); HD 9d10+9; hp 72; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +10/+5 melee (1d8+5 [crit 17-20], long sword); AL NE; SQ *medallion of freedom of movement\**; SV Fort +9, Ref +5, Will +2

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +8\* Jump +8\* Swim +5\* *Feats:* Cleave, Combat Reflexes, Great Cleave, Improved Critical (long sword) Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword)

\*Armor penalty already figure into these skills.

When the PCs have defeated the villains and search them they will discover that Quarth has a rod (the fake *rod of genie control*) in his possession. If the PCs do a *detect magic* in the area, the rod, the cloak and the medallion will all radiate magic. The cloak and medallion both radiate as magic from the alteration school while the rod radiates as magic of the enchantment/charm school.

The *cloak of displacement (major)\** is real, but flawed: for every round that the cloak is used there is a cumulative 5% chance that the wearer will be permanently displaced to the Elemental Plane of Air. If the flaw is removed by any means the item becomes a normal cloak.

The *medallion of freedom of movement\** does convey free action, but it too is flawed. Every round of combat that that the medallion is worn after being activated it will drain 2 hit points. If the flaw is removed by any means the item becomes a normal medallion. Note any attempt to detect alignment on either of these

items will register that they are evil in nature. The PCs will not be able to keep either of these two items.

The *rod of genie control* is actually a normal rod with *Nystul's magical aura* on it.

If the PCs capture them alive, neither Emeril nor Quarth will tell the PCs anything regardless of what the PCs threaten to do them.

## Encounter 9: The Warehouse

Following the directions in the note the PCs will arrive in front of a large warehouse. They will hear voices coming from inside the warehouse as well as the sound of a whip cracking. The PCs will not be able to tell how many voices are inside the warehouse until they open the door. The PCs will probably want to make some preparations before opening the door. Please don't let them dawdle too long. If they are taking too long to plan, let them hear the sound of the whip cracking more frequently.

When the PCs open the door they will notice that there are some crates in the corner and that torches along the walls light the room. They will also find a disturbing sight. There are a man and a woman here as well as 2 other villains. The man is holding a whip that he has raised to strike a body on a table in front of him. The PCs will be able to recognize the body as that of Dame Dawn of the Desert Moon. She appears to be shackled to the table. The villains have turned toward the sound of the door opening. Please ask what the PCs plan to do and then prepare to roll initiative.

### Tier 1 (EL 5)

**Thugs, male human Ftr2 (2):** CR 2; medium humanoid; (6 ft. tall); HD 2d10; hp 14; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, padded armor); +4 melee (1d6 [crit 19-20], short sword); AL NE; SV Fort +4, Ref +2, Will -1

Str 13, Dex 14, Con 10, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6\* Swim +4\* *Feats:* Cleave, Power Attack, Weapon Focus (short sword)

\*Armor penalty already figure into these skills.

**Humphrey, male human Ftr2:** CR 2; medium humanoid; (6 ft. tall); HD 2d10; hp 14; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, padded armor); +4 melee (1d8 [crit 19-20], long sword); AL NE; SV Fort +4, Ref +2, Will -1

Str 13, Dex 14, Con 10, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6\* Swim +4\* *Feats:* Cleave, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

**Leteitia, female human Wiz2:** CR 2; Medium Humanoid (5 ft. 2 in. tall); HD 2d4+3; hp 8; Init +0; Spd 30 ft.; AC 10; Atks +1 melee (1d4 [crit 19-20], dagger), or +1 ranged (1d4 [crit 19-20], dagger); SA Wiz summon familiar, scribe scroll; AL NE; SV Fort +0, Ref +0, Will +3.

Str 10, Dex 11, Con 10, Int 16, Wis 11, Cha 9.

*Skills:* Alchemy +7, Concentration +10\*, Knowledge (arcana) +8, Scry +8, Spellcraft +8. *Feats:* Skill Focus (Concentration)\*, Toughness

*Spells (5/4):* 0 lvl – *daze, disrupt undead (n), flare, mending, ray of frost*; 1<sup>st</sup> lvl – *cause fear, expeditious retreat, grease, ray of enfeeblement*.

### Tier 2 (EL 6)

**Quarth male human Ftr3:** CR 3; medium humanoid; (6 ft. tall); HD 3d10; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, studded leather armor); +5 melee (1d6+1 [crit 19-20], short sword); AL NE; SV Fort +4, Ref +3, Will +0

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6 Swim +2\* *Feats:* Cleave, Improved Initiative, Power Attack, Weapon Focus (short sword)

\*Armor penalty already figure into these skills.

**Humphrey, male human Ftr3:** CR 3; medium humanoid; (6 ft. tall); HD 3d10+3; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 Dex, studded leather armor); +5 melee (1d8+1 [crit 19-20], long sword); AL NE; SV Fort +5, Ref +3, Will +0

Str 13, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +6\* Jump +6 Swim +2\* *Feats:* Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

**Leteitia, female human Wiz3:** CR 3; Medium Humanoid (5 ft. 2 in. tall); HD 3d4+3; hp 11; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atks +1 melee (1d4 [crit 19-20], dagger), or +3 ranged (1d4 [crit 19-20], dagger); SA Wiz summon familiar, scribe scroll; AL NE; SV Fort +1, Ref +2, Will +3.

Str 10, Dex 13, Con 10, Int 16, Wis 11, Cha 9.

*Skills:* Alchemy +7, Concentration +11\*, Knowledge (arcana) +8, Knowledge (religion) +8, Scry +8, Spellcraft +10 *Feats:* Combat Casting, Skill Focus (Concentration)\*, Toughness

*Spells (5/4/3):* 0 lvl – *daze, disrupt undead (n), flare, mending, ray of frost*; 1<sup>st</sup> lvl – *cause fear (n), expeditious retreat, grease, ray of enfeeblement (n)*; 2<sup>nd</sup> lvl – *blindness, scare (n), Tasha's hideous laughter*.

### Tier 3 (EL 9)

**Thugs, male human Ftr5 (2):** CR 5; medium humanoid; (6 ft. tall); HD 5d10+5; hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (half plate armor); +8 melee (1d6+2 [crit 17-20], short sword); AL NE; SV Fort +2, Ref +2, Will +0

Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +4\* Jump +4\* Swim -1\* *Feats:* Cleave, Improved Critical (short sword) Improved Initiative, Power Attack, Weapon Focus (short sword)

\*Armor penalty already figure into these skills.

**Humphrey, male human Ftr5:** CR 5; medium humanoid; (6 ft. tall); HD 5d10+5; hp 50; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (half plate armor); +8 melee (1d8+2 [crit 17-20], long sword); AL NE; SV Fort +2, Ref +2, Will +0

Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +4\* Jump +4\* Swim -1\* *Feats:* Cleave, Improved Critical (long sword) Improved Initiative, Power Attack, Weapon Focus (long sword)

\*Armor penalty already figure into these skills.

**Leteitia, female human Wiz5:** CR 5; Medium Humanoid (5 ft. 2 in. tall); HD 5d4+3; hp 23; Init +1; Spd 30 ft.; AC 19 (+2 (+5)\* Dex, cat's grace\* (1 hour left), mage armor (1 hour left); Atks +2 melee (1d4 [crit 19-20], dagger), or +3 (+6)\* ranged (1d4 [crit 19-20], dagger); SA Wiz summon familiar, scribe scroll; AL NE; SV Fort +1, Ref +3 (+6)\*, Will +4.

Str 10, Dex 15 (20\*), Con 10, Int 18, Wis 11, Cha 9.

*Skills:* Alchemy +10, Concentration +14\*, Knowledge (arcana) +11, Knowledge (religion) +8, Scry +10, Spellcraft +13 *Feats:* Brew Potion, Combat Casting, Skill Focus (Concentration)\*, Toughness

Spells (5/5/4/3): 0 lvl – *daze, disrupt undead (n), flare, mending, ray of frost*; 1<sup>st</sup> lvl – *cause fear (n), expeditious retreat, grease, ~~mage armor~~, ray of enfeeblement (n)*; 2<sup>nd</sup> lvl – *blindness, ~~eat's grace~~, scare (n), Tasha's hideous laughter*; 3<sup>rd</sup> lvl – *fly, invisibility sphere, vampiric touch (n)*

\*cat's grace effects

### Tier 4 (EL 11)

**Thugs, male human Ftr7 (2):** CR 7; medium humanoid; (6 ft. tall); HD 7d10+7; hp 58; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +8/+3 melee (1d6+5 [crit 17-20], short sword); AL NE; SV Fort +8, Ref +4, Will +1

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +7\* Jump +7\* Swim +3\* *Feats:* Cleave, Great Cleave, Improved Critical (short sword)

Improved Initiative, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword)

\*Armor penalty already figure into these skills.

**Humphrey, male, human Ftr7:** CR 7; medium humanoid; (6 ft. tall); HD 7d10+7; hp 65; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +8 melee (1d8+2 [crit 17-20], long sword); AL NE; SV Fort +8, Ref +4, Will +1

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +7\* Jump +7\* Swim +3\* *Feats:* Cleave, Great Cleave, Improved Critical (long sword) Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword)

\*Armor penalty already figure into these skills.

**Leteitia, female human Wiz7:** CR 7; Medium Humanoid (5 ft. 2 in. tall); HD 7d4+7; hp 28; Init +1; Spd 30 ft.; AC 18 (20\*) (+4 (+6)\* Dex, cat's grace\* (2 hours left), +4 mage armor); Atks +3 melee (1d4 [crit 19-20], dagger), or +3 ranged (1d4 [crit 19-20], dagger); SA Wiz summon familiar, scribe scroll; AL NE; SV Fort +2, Ref +6 (+8\*), Will +5.

Str 10, Dex 18 (22), Con 10, Int 18, Wis 11, Cha 9.

*Skills:* Alchemy +7, Concentration +9, Knowledge (arcana) +8, Knowledge (religion) +8, Scry +8, Spellcraft +10 *Feats:* Skill Focus (Concentration), Toughness

Spells (5/6/5/4/3): 0 lvl – *daze, disrupt undead (n), flare, mending, ray of frost*; 1<sup>st</sup> lvl – *cause fear (n), expeditious retreat, grease, ~~mage armor~~, magic missile, ray of enfeeblement (n)*; 2<sup>nd</sup> lvl – *blindness, ~~eat's grace~~, scare (n), spectral hand (n) Tasha's hideous laughter*; 3<sup>rd</sup> lvl – *fly, hold person, invisibility sphere, vampiric touch (n)*; 4<sup>th</sup> lvl – *contagion (n), enervation (n), polymorph other*

\*cat's grace effects

### Tier 5 (EL 13)

**Thugs, male human Ftr9 (2):** CR 9; medium humanoid; (6 ft. tall); HD 9d10+9; hp 72; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +10/+5 melee (1d6+5 [crit 17-20], short sword); AL NE; SV Fort +9, Ref +5, Will +2

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +8\* Jump +8\* Swim +5\* *Feats:* Cleave, Combat Reflexes, Great Cleave, Improved Critical (short sword) Improved Initiative, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword)

\*Armor penalty already figure into these skills.

**Humphrey, male, human Ftr9:** CR 9; medium humanoid; (6 ft. tall); HD 9d10+9; hp 71; Init +6 (+2

Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (full plate armor); +8 melee (1d8+5 [crit 17-20], long sword); AL NE; SV Fort +8, Ref +4, Will +1

Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 8

*Skills:* Climb +8\* Jump +8\* Swim +5\* *Feats:* Cleave, Combat Reflexes, Great Cleave, Improved Critical (long sword) Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword)

\*Armor penalty already figure into these skills.

**Leteitia, female human Wiz9:** CR 9; Medium Humanoid (5 ft. 2 in. tall); HD 9d4+9; hp 36; Init +1; Spd 30 ft.; AC 18 (20\*) (+4 (+6)\* Dex, cat's grace\* (2 hours left), +4 mage armor); Atks +4 melee (1d4 [crit 19–20], dagger), or +4 ranged (1d4 [crit 19–20], dagger); SA Wiz summon familiar, scribe scroll; AL NE; SV Fort +3, Ref +7 (+9\*), Will +6.

Str 10, Dex 18 (22), Con 10, Int 18, Wis 11, Cha 9.

*Skills:* Alchemy +10, Concentration +11, Knowledge (arcana) +10, Knowledge (religion) +9, Scry +10, Spellcraft +12 *Feats:* Skill Focus (Concentration), Toughness

*Spells (5/6/6/5/4/1):* 0 lvl – *daze, disrupt undead (n), flare, mending, ray of frost*; 1<sup>st</sup> lvl – *cause fear (n), expeditious retreat, grease, ~~mage armor~~, magic missile, ray of enfeeblement (n)*; 2<sup>nd</sup> lvl – *blindness, ~~cat's grace~~, scare (n) x2, spectral hand (n) Tasha's hideous laughter*; 3<sup>rd</sup> lvl – *fly, hold person x2, invisibility sphere, vampiric touch (n)*; 4<sup>th</sup> lvl – *contagion (n), enervation (n), polymorph other x2*; 5<sup>th</sup> lvl – *cone of cold*.

After the PCs have defeated the villains they can rescue Dame Dawn. When the PCs free her they will notice that she is obviously malnourished, and that she has been seriously beaten. When the PCs search the villains they will find that the hirelings have 500 gp between them. Letitia has a ruby worth 1500 gp and Humphrey has a diamond ring worth 5000 gp.

If the PCs capture the villains alive, they can learn the following information:

- They decided that they wished to relieve the Murkos of his money.
- They slipped Dawn a *potion of love* to make her fall in love with Humphrey. They decided that she would be the perfect pawn to use in a plan to liberate the Murkos money.
- Once Dawn announced her wedding to Humphrey they had her kidnapped and replaced. They knew that they couldn't keep her under their control forever, and they couldn't allow her to come out from under their control and cancel the wedding.

- It was a good plan, and they would've gotten away with it if Letitia didn't get jealous of the person she hired to impersonate Dawn.
- Their plan called for Dawn, the Murkos and Kara to have "accidents" shortly after the wedding. Once the family was dead everything that the Murkos had would be theirs.
- With the Murkos wealth at their disposal they would then have the power and influence to have a say in how the city operates, sort of like Lady Lauren DeVillars does now.

## Conclusion

Returning with Dame Dawn to the Desert Moon Sanctuary and Starlight Cavalcade the PCs will witness the joyous reunion of Dame Dawn and her family and best friend. The Murkos will ask one of the Knights of the Golden Rooster present to go ask Lord D'Marke to come here.

Lord D'Marke will arrive in a few moments and then he will want to know all of the details of the mission. After the PCs inform him of their help he will inform them that the temple, as well as the Murkos and his family, owe the PCs a debt of gratitude.

The Murkos will rise and then begin speaking:

***Thank you for saving both of my daughters and myself. I would like to reward you. As some of you know I believe very strongly in freedom. I would like my reward to you to be along those lines. I would like to award you with pins of freedom. The pins are designed to help you against hold person, slow, and web spells. Again thank you for saving my family.***

Dame Dawn of the Desert Moon rises with some effort and begins speaking.

***"You have demonstrated both compassion and a willingness to help others in rescuing me and saving my family. I do not have much that I can offer you other than my thanks. If any of you would like to adopt children from the orphanage, I can speed up the process for you. Thank you again for your help!"***

## The End

## Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives

accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
<b>Encounter One:</b>					
Getting information from the girls	25	25	25	25	25
<b>Encounter Two:</b>					
Getting information from Arthur Wilde	25	25	25	25	25
<b>Encounter Three:</b>					
Getting information from Doris	25	25	25	25	25
Healing Maximilian and getting most of the information	50	50	50	50	50
Decoding the letter	25	25	25	25	25
<b>Encounter Four:</b>					
Defeating the villains	1,500	1,400	1,800	2,200	2,600
<b>Encounter Six:</b>					
Getting information from Dame Tamaranda	25	25	25	25	25
<b>Encounter Eight:</b>					
Saving Private Timmons from being trampled	25	25	25	25	25
Defeating the villains	1,000	1,050	1,350	1,650	1,950
<b>Encounter Nine:</b>					
Defeating the villains	1,500	1,400	2,700	3,300	3,900
Total possible experience	4,200	4,050	6,050	7,350	8,650
Divide the total by the number of PCs and round down					
<b>Total possible experience per PC</b>	<b>700</b>	<b>675</b>	<b>1,008</b>	<b>1,225</b>	<b>1,441</b>
Then add:					
Discretionary roleplaying award	0-50	0-50	0-50	0-50	0-50

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below 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 characters 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 player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine 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 it later finds unreasonable but which were allowed at the time.

### Encounter Two

- *Dagger +1, chaosblade* (Value 18,305 gp). This dagger does an additional 1d6 vs. lawful creatures
- *+1 long sword* (Value 2,315 gp)
- Treasure map. This map will yield 1500 gp in gems.

### Encounter Four

- *Potion of cure light wounds* (Value 150 gp): This potion has been enchanted at 3rd level and heals 1d8+3 hit points.

### Conclusion

- *Pin of freedom* (Value 50 gp per charge, 3 charges, Unusual): Each PC that assists in rescuing Dame Dawn receives one of these. This pin grants the wearer a +1 resistance bonus to saving throws vs. *hold person*, *web* and *slow* spells. The user must use a charge to receive the bonus, which lasts for

one minute. Only one charge can be used at one time. Each pin has three charges and cannot be recharged.

## **Player Handout #1**

V wdiz apqz dl fpj dltza. Jqypmkjqdkzsf, kwz fpjqx hprdq amdqt kwz opvlpq kwdk hdl rzdqk ypm kwz Rjmtpl. Kwvl py bpjmtz rzdql kwdk kwz Rjmkpl kvss cz pq wvl xjdma qph. Py bpjmlz kwdk apzlk'k rdkkzm, wvl adjxwkzm kwz xzqvz vl dt wvl lvaz ujlk dl fpj ldva. Wz hvss qpk zgozbn kp cz pq xjdma dxdvqk wvl adjxwkzm. Vkl vl opzkb ujlkvbz kwdk wz'l spsk pqz adjxwkzm dqa kwz pkwzm hvss cz kwz sdlk kwvqx wz lzzl dl wz avzl.

## **Player Handout #2**

### **To Whom It May Concern:**

You are meddling in business that does not concern you. If you continue you will be dealt with most severely and permanently.

—A friend.

### **Player Handout #3**

*All goes according to plan. At 6 bells this evening the Murkos will cease to breathe. His daughter Kara the genie will be the instrument of his doom. I have arranged for us to be having dinner at the Shark Fin Tavern at that time to establish an alibi for us. It is a shame about Maximilian, but he was weak. If he had done his part, we'd be on our way back home.*

As it is we will be very powerful when we return home with "our" genie. The riches of Zakhara will be ours for the asking. I'm glad that we had the rod of genie control made. Its range is incredible. We don't have to be anywhere near her to control her. Have you finalized the arrangement with Neriti. I believe that she will be receiving some guests soon.

## **Player Handout #4**

*Dearest Humphrey,*

I'm sorry for the change in plans but I couldn't take it anymore. I know that we devised the plan together to get the Murkos' fortune and power but I couldn't wait any longer. I couldn't bear the thought of you touching her any more. I used an invisible stalker to kill the woman. I am on my way to our warehouse to deal with our captive and thereby tie up all loose ends. Once that is done there is no longer a threat to our freedom. I wish for you to meet me there and then we can leave Ravens Bluff together. I know that you do not know where the warehouse is, so I'm including directions in this letter. Don't keep me waiting.

All my love,

Leteitia