

# **Where in Ravens Bluff is Madison Connor?**

**A One Round Living City Adventure**

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

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

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

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

## Tier Structure

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

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

## DM Background

300 hundred years ago, in the jungles of Chult a Tabaxi Lord gathered together a tribe of over fifty Tabaxi. The Tabaxi Lord, known as Grath, was a powerful wizard and an even more powerful priest of the dark power known as Zaltec. Grath quickly became one of the favored mortals of Zaltec and was given a set of mirrors by the darklord himself. One of the mirrors was placed in Grath's temple while the other was placed on the home plane of Zaltec himself.

Grath ruled his clan for two hundred years; his own life force magical augmented. But time eventually caught up with even the great Grath and as his death approached he ordered his temple converted into a tomb. He ordered his mirror placed in the tomb with

him, promising one day to return via the mirror and again lead his people.

One hundred years have passed since this prophecy and the once great clan that Grath left has dwindled from its previous power. It still exists, however, and is lead by the high shaman of the tribe, a woman by the name of Grethena.

Meanwhile Grath's spirit had been bidding its time on the Zaltec's home plane. He had all but forgotten about his old Tabaxi clan until his interest was renewed when a band of mercenaries sent by the Red wizards of Thay showed up and stole his mirror away. Grath was unable to find the location of the mirror due to the protection spells that the Red Wizards had cast on it. He was able to divine that people would be using it in the near future, however. Being a little busy at the time Grath sent a message to the shaman Grethena urging her to take care of the situation.

Due to the religious taboos surrounding the tomb Grethena and her people are forbidden to go into it and so she couldn't lead a war party through the local mirror to retrieve the other mirror. So Grethena waited and formulated her plan to find out the location of the other mirror. Using divination magic of her own she determined that the mirrors were not working quite right and determined the appearance location of anyone who came through the other mirror. She set up camp there and waited.

Smuggling the mirror to Ravens Bluff the Red Wizards of Thay prepared to examine the mirror and unlock its secrets to planar travel. Unfortunately for the Thayian's the ministry of arts had got wind that the Red Wizards were up to something and were keeping close tabs on the Thayian embassy. They also hired a local adventurer, Madison Connor, to investigate the situation.

So when the smugglers arrived at Ravens Bluff late yesterday night they were met by a representative of the Red Wizards who directed them to leave the mirror in the back of warehouse 6 on pier 4. From her hidden location Madison, who had followed the wizard, watched as he started to examine the mirror. She was about to step out and confront him when she heard him utter the word 'Here', touch the mirror, and disappear.

Being the curious, and somewhat impetuous, type that she was, Madison waited for a few minutes then approached the mirror herself. Searching the area she could find no sign of the wizard. So without, weighing the consequences she also said the word 'Here', touched the mirror, and was transported to the jungles of Chult.

On the other side of the world Grethena was asking the Red Wizard the location of the mirror he had just come through. The Red wizard was not very helpful and a battle quickly ensued in which the wizard was slain. Madison arrived just in time to see the Red

Wizard being slain by Grethena and the three Tabaxi who were also there. Seeing the fate of the Red Wizard she hailed the Tabaxi in a friendly manner. Grethena didn't want to lose another source of information and responded in kind, inviting Madison to join them for dinner.

It was during this dinner that Grethena came up with her master plan. She would convince Madison to travel through the mirror in the tomb that would return Madison home. She would then use her crystal ball to watch Madison and determine where she had traveled. Once she had this information she could lead a war party to the location of the other mirror and retrieve it. Thus Grethena told Madison of the 'Soul Mirror' in the tomb and informed her that it would return her back to where she had come from.

Thanking her new friends Madison traveled to the location given her and easily found the tomb. Setting off the trap at the main door (which was subsequently reset by the tombs guardians) she made her way into the tomb. Making her way passed the tombs guardians, by the use of fancy swordplay and even fancier footwork, she completed her journey to 'Zaltec's Mirrors'.

At this point things took a decided down turn for our intrepid adventurer. Reaching the 'Soul Window' she stepped into the mirror without speaking the command word needed to safely activate it and was trapped within. With no one else in the temple to release her this could very well have been the end for our intrepid adventure.

But, as luck would have it, Madison was not the only unwanted guest in the warehouse that night. Quietly sleeping in the warehouse was a local thug by the name of Dymoth. Awakened from his slumber he watched as the Red Wizard and Madison both disappeared into the window. As fate would have it, Dymoth recognized Madison from a previous run in they had. He was a hired thug during a previous adventure that Madison and her longtime adventuring friend Faile had been on. He barely managed to escape that encounter with his life, and still holds a grudge against the two of them.

Now, Dymoth is not known as the smartest guy around, but he knows an opportunity to make some money when he sees one. Not to mention a chance to get a little bit of revenge upon Madison and Faile. Getting together with a few local thugs he set a plan in motion.

First he kidnapped a local woman to act as a stand in for Madison during the money exchange. Then he had a note written up, by a shady associate, and sent it to Madison's friend, and business associate, Faile. In the note he claimed that he had kidnapped Madison and demanded 5,000 GPs to return her alive. Realizing that Faile might recognize him from their previous meeting he instructed her not to come herself but to send others

with the money. Then to hide his true identity even more he had the note signed with the name of a wizard he had heard of, Khelban Blackstaff. He has no idea who Khelban Blackstaff is, he has just heard the name. Faile has got the money together and is not opposed to paying the ransom. She does not trust this person who sent her the note, however, and has hired a group of adventurers to take the money, just incase the kidnapper tries something funny.

Meanwhile on the other side of the world, Grethena waits patiently for someone else to come through the mirror so that she can send them home and watch where they go.

## Encounter One The Rose and Dagger

*The sun has already set when you arrive at the Rose and Dagger in response to a letter requesting your presence. You have been taken to a pleasant waiting room on the top floor of the establishment. The room is furnished with two loveseats and two stuffed armchairs. Between the loveseats is a large, intricately carved, cherry wood cocktail table. The walls are decorated with finely made tapestries that depict various adventuring scenes. Two women appear to be prominent in many of the tapestry scenes.*

*You have only been here a few scant moments when a very beautiful, black haired woman comes down the hallway to meet you. Her slender, pale skinned, body is complemented by the elegant, blood red evening dress she wears. Her graceful, cat like walk indicates that she is more than a simple businesswoman. She glances around the room, sizing it up with an experienced eye before she addresses you. "Thank you for coming, I am Faile. Your reputations proceed you. Which is why I have contacted each of you regarding a delicate situation that I am in need of help with. My friend, and business associate, Madison Connor went missing a couple of days ago. Now Madison is an accomplished warrior and adventure and it is not uncommon for her to disappear for days on end. So normally I wouldn't worry about this. However, I received a note early this morning claiming that she was kidnapped."*

At this point hand the players, Player Handout 1. Faile will sit quietly while they read the note and discuss it amongst them, then she will continue.

If the PCs ask, Faile is obviously one of the women portrayed in the tapestries. The other woman in the tapestries is Madison. Faile will confirm this if the PCs ask.

If the PCs ask for a description of Madison, Faile will give them a hand drawn picture of her (Player Handout 2) along with the following description. Madison stands 5' 8" tall and is of athletic build. She has auburn hair and teal eyes. Faile is a little preoccupied and if the PCs don't ask for a description of Madison she won't volunteer this information.

If asked, Faile will also answer questions regarding her and Madison's past. They are old friends who adventured together for many years before semi-retiring and opening up The Rose and Dagger. More information about Madison and Faile can be found in the DM's introduction and in the appendix under the heading 'The Rose and Dagger'

***“The money is of little consequence. I am quite willing to pay it. I don't trust this situation, however. That is where you come in. I want you to go as my representatives and deliver the ransom money. Your job is to give them the money and do whatever is necessary to make sure they don't harm Madison. In exchange for acting as my agents in this matter I will pay you 5,000 gp. Interested?”***

As Faile has indicated she is quite willing to pay the ransom she just wants to make sure that Madison is not harmed. Faile has no idea who may have kidnapped Madison, though she is pretty sure that it wasn't the mage, Khelben Blackstaff.

By the end of this meeting it is already close to two hours before midnight. If the PCs accept the task Faile will have them taken to a large private waiting room so that they may relax before the upcoming mission. The PCs will have a little under an hour and half to relax. Faile will not allow them to leave during this period. She is concerned that being adventurers they may head to the meeting place earlier and attempt a rescue mission. She doesn't want to risk Madison's life on a possible botched rescue mission. It will be too late to buy any supplies as all the shops are closed. If the PCs wish they may avail themselves of the amenities of the establishment. This includes a bar downstairs, a hot bath, and even a massage.

Half an hour before midnight Faile will again summon the PCs to the upstairs waiting room. She will present them with a sack containing 1000 PPs. Note: Keep in mind that this sack full of money weighs 20 pounds and is quite large and somewhat noisy. Before the PCs leave she will reiterate again that their job is not to attempt a rescue but to pay the ransom and most importantly bring Madison back alive.

## Encounter Two The Meeting

The walk from the Rose and Dagger to the docks will take the PCs half an hour. Dymoth, and his associates, will already be at the alley once the PCs arrive.

***Entering the alley you see a group of figures ahead of you. A hooded female stands between two men. The one on the left has a dagger placed at the woman's throat while the other has a short sword pushed against her ribs. Behind them are three more men, each one with a loaded crossbow that they point at you. While in front of them stands the apparent leader who takes a step forward to meet you. 'Ya got the money?'***

The female being held by the two men is not Madison. She is actually a local girl who was kidnapped by Dymoth to serve as a decoy for his plan. There is no easy way for the PCs to determine this is not Madison. The hood covers her head and the PCs don't know Madison well enough to tell if the build is correct or not. Alena is scared out of her wits and will not say a word during the whole exchange. This doesn't mean that it is impossible to find out the truth. If the PCs are resourceful enough to determine the ruse then so be it. Dymoth will still follow through with his original plan and will kill the girl if things don't work out. Besides, this is the precursor to the real adventure. The PCs most find out some information from this encounter if they are to continue.

Dymoth's plan is to have the PCs throw the money to him then he and his associates will back down the alley 10 or 20 feet before they turn and run into the darkness. While they are backing away the crossbow men will keep their weapons trained on Alena. Dymoth will not allow the PCs to advance until he and his friends are running away down the alley.

Dymoth will attempt to stick to his plan rigidly. He will not remove the hood that covers Alena's head, nor will he allow the PCs to question her. If the PCs pressure him to change this plan he will emphasize his position by having the man with the dagger push it harder against Alena's throat. If they keep pushing he will become very flustered, loud and angry. In the confusion, the man with the dagger will slit Alena's throat and combat will almost assuredly start.

Dymoth is obviously not Khelben Blackstaff. If the PCs ask his name he will respond with "Dy ... err Khelben". If they ask his last name he won't remember the Blackstaff part. If they pursue this line of questioning he will get angry and tell them to shut up. Again emphasizing his point by having the dagger pushed against Alena's throat.

**If combat occurs:** The thugs are quite nervous and any overt action by the PCs, such as casting a spell, will be construed as an attack. Dymoth will immediately move forward to attack the lead fighter. The men with the loaded crossbows will fire at anyone who starts to cast then they will close for melee. The men holding the female will slit her throat and stab the short sword between her ribs, killing her instantly, if not stopped by the PCs. Then they will join the melee. Note: The two men holding the female will get their actions before any other actions can take place.

### Tier One:

**Dymoth, hm F4:** AL CE; AC 4 (chain, dex); MV 12; hp 27; THAC0 18 (17 with strength); #AT 1; Dmg 1d8+1(long sword, strength); MR nil, SZ M; ML 12; chain, long sword, pouch containing 30 gp and 12 pp.

**Thugs, hm F1 (5):** AL CE; AC 8 (leather); MV 12; hp 9, 7(x2), 6(x2); THAC0 20; #AT 1; Dmg 1-6 (short sword) or 2-5 (crossbow); MR nil; SZ M; ML 10; leather, short sword, crossbow, 6 bolts, belt pouch containing 3-30 gp.

**Alena, hf F0:** AL LG; AC 10; MV 12; hp 2; #AT 1; Dmg 1-2 (fist); MR nil; SZ M; ML 4.

### Tier Two:

**Dymoth, hm F6:** AL CE; AC 3 (chain, dex); MV 12; hp 52; THAC0 16 (15 with strength); #AT 1; Dmg 1d8+1(long sword, strength); MR nil, SZ M; ML 12; chain, long sword, pouch containing 30 gp and 12 pp.

**Thugs, hm F2 (5):** AL CE; AC 7 (leather, dex); MV 12; hp 19, 17(x2), 13(x2); THAC0 19; #AT 1; Dmg 1-6 +1(short sword, strength) or 2-5 (crossbow); MR nil; SZ M; ML 10; leather, short sword, crossbow, 6 bolts, belt pouch containing 3-30 gp.

**Alena, hf F0:** AL LG; AC 10; MV 12; hp 2; #AT 1; Dmg 1-2 (fist); MR nil; SZ M; ML 4.

### Tier Three:

**Dymoth, hm F8:** AL CE; AC 2 (chain, dex); MV 12; hp 68; THAC0 14 (12 with strength); #AT 3/2; Dmg 1d8+3(long sword, strength); MR nil, SZ M; ML 14; chain, long sword, pouch containing 30 gp and 12 pp.

**Thugs, hm F4 (5):** AL CE; AC 5 (chain); MV 12; hp 32, 27, 25(x2), 21; THAC0 17 (16 with strength); #AT 1; Dmg 1-6 +2(short sword, strength) or 2-5 (crossbow); MR nil; SZ M; ML 12; chain, short sword, crossbow, 6 bolts, belt pouch containing 3-30 gp.

**Alena, hf F0:** AL LG; AC 10; MV 12; hp 2; #AT 1; Dmg 1-2 (fist); MR nil; SZ M; ML 4.

### Tier Four:

**Dymoth, hm F10:** AL CE; AC 1 (splint, dex); MV 12; hp 89; THAC0 11 (9 with strength); #AT 3/2; Dmg 1d8+4(long sword, strength); MR nil, SZ M; ML 15; splint, long sword, pouch containing 30 gp and 12 pp.

**Thugs, hm F6 (5):** AL CE; AC 3 (chain, dex); MV 12; hp 52, 48, 45(x2), 37; THAC0 15 (13 with strength); #AT 1; Dmg 1-6 +3(short sword, strength) or 2-5 (crossbow); MR nil; SZ M; ML 13; chain, short sword, crossbow, 6 bolts, belt pouch containing 3-30 gp.

**Alena, hf F0:** AL LG; AC 10; MV 12; hp 2; #AT 1; Dmg 1-2 (fist); MR nil; SZ M; ML 4.

If Dymoth and the thugs make it to the alleys behind the warehouses they will quickly disappear from sight. They are light on their feet and they know the alleys like the back of their hand. It will be extremely difficult for the PCs to follow them.

**Aftermath:** Once Alena's hood is removed it should be obvious to the PCs that this is not Madison. To continue the PCs must find out what really happened to Madison. Four possible scenarios exist to allow the PCs to find out what happened to Madison

1) If Alena is alive, she will be shaken and very scared until the PCs spend a few round calming her down. After she is calmed down she can tell the PCs that she was kidnapped late last night by the thugs. She heard one of the thugs refer to the leader as Dymoth. If the PCs mention Madison's name she can relay the following information.

*“Uhhh.. well .. I urrrmm ... heard them mention the name Madison. The leader said that urrrmm, he saw Madison step into a mirror that was in the urrrmm, back of Warehouse 6.”*

Alena will thank the PCs for saving her and will indicate that she can safely get home by herself now. If the PCs insist on taking her home she lives in a small house about 5 minutes away. She lives alone.

2) If Alena has been killed things become a little more complicated, perhaps. If the PCs have captured one of the thugs a little coercion will get him to reveal the same information that about Madison that Alena had. If the PCs have managed to capture Dymoth he will quickly spill the beans about seeing Madison step through the mirror. If questioned further he will reveal the history he has with Madison and Faile.

3) Failing this. The PCs can attempt to find Dymoth. He shouldn't be too hard to find. If the PCs spend an hour searching the local vicinity they can find Dymoth and his thugs at a dockside dive, about 10 minutes away, called 'The Salty Dolphin'. He shouldn't be too hard to identify. He is the one buying drinks for the whole bar and proclaiming his newfound wealth. (I told you he wasn't very smart).

4) As a last resort the PCs can return to Faile for assistance. With a better knowledge of what's going she can call in some favors and gather some more info. If any of the thugs survived she can tell the PCs that they can find the thugs at 'The Salty Dolphin'. If the PCs killed all the thugs she can find out that Madison was last seen studying the mirror in the warehouse.

For the adventure to continue the PCs must find out that Madison stepped through the mirror. So if they come up with another (reasonable) way to find out what happened to Madison then give them a chance.

**Note:** If the PCs did not ascertain Madison's appearance when talking to Faile in encounter 1 then they will not realize that this is not Madison. If Alena is alive and questioned by the PCs she will reveal that she is not Madison Connor (proceed to scenario 1 above). If she is dead then the PCs will have to return to Faile for more information (scenario 4 above).

## Encounter Three The Salty Dolphin

This encounter will only take place if the PCs follow the thugs to this location. Otherwise continue to encounter four.

*You have made your way through the smelly, dank streets of the dock district to this building. The ragged sign out front proclaims that you have made it to 'The Salty Dolphin'. Judging by the noise from within there is a quite festive party going on inside.*

Once the party enters:

*Indeed there is quite a party going on in here. People are shouting and singing and the ale is flowing freely. At the center of the festivities are the thugs that you encountered earlier. Apparently they are using their newfound wealth to buy rounds for everyone.*

Unless the party is particularly noisy or noticeable entering the establishment they will not be immediately

recognized by the thugs. In fact if they keep quiet and out of the way they won't be noticed by the thugs for at least an hour.

Once the thugs do notice the PCs they will first attempt to negotiate. They will willingly give the PCs the information about Madison if the PCs agree to leave them alone. They will not agree to return the money and they will not agree to be arrested.

If hostilities start the patrons of the bar will jump to the defense of the thugs. The thugs have been buying drinks all night and the patrons don't want to see their free drink ticket leave. The patrons are '0' level and the moment weapons are drawn they will back off, however.

**Bar patrons (20):** AL CN; AC 10; MV 12; hp 4 each; THAC0 20; #AT 1; Dmg 1-2(fist), MR nil; SZ M; ML 7.

Use the **thug's stats** from encounter two for this combat, ignoring any references to crossbows, which they don't have with them now.

## Encounter Four The Mirror

*You are standing outside of warehouse 6 on pier 3. The main sliding door is chained and padlocked. Two city guards patrol the docks but it takes them 10 minutes to patrol to the end of the docks and back to this point. More than enough time for you to get into the warehouse, you hope.*

The guards patrol the area to stop people from making off with goods. They are not there to necessarily stop people from breaking into the warehouses. Though they will attempt to arrest the PCs if they catch them breaking into the warehouse. Unless the PCs are incredibly stupid don't have the guards show up while they try to gain entrance to the warehouse.

Gaining entry to the warehouse should also be a relatively simple process. The padlock is cheap and of poor quality. Any thief attempting to pick it will receive a +20% chance to their open locks roll. Failing this, it should be a relatively easy process to break out one of the many warehouse windows and gain entrance that way.

If the PCs approach the guards about entry to the warehouse they will direct them to the harbormaster. The harbormaster's office is located at the end of the pier less than two minutes away. The harbormaster will question them a little bit but will allow them entrance to the warehouse as long as the two guards escort them.

The guards will not step through the mirror; they are there to make sure the PCs don't steal anything.

The warehouse is little more than a large area with four walls around it. It is currently stocked with cloth. In fact the only interesting thing about the warehouse is the mirror that is sitting in the far back corner. Although normally a cloth would cover the mirror it currently stands uncovered due to the unforeseen troubles last night. The Red Wizards are currently not even aware that a problem exists.

***Threading your way through the piles of cloth you reach the back of the warehouse when you see a full length standing mirror. The mirror is oval in shape and is bordered by an intricately carved wooden frame. Running the length of both sides of the mirror are the carved images of two humanoid felines. The figures are humanoid in shape but seem to be covered in fur. They have a long tail and the head of a leopard. A sheet that is obviously used to cover the mirror lays on the floor in a bundled heap.***

The mirror acts as a one way portal that takes anyone who steps through it to the other matching mirror. (See the description about the 'Mirrors of Zaltec' at the end of the module, for more information.) The figures carved on the frame are Tabaxi, one female on the left, and one male on the right. The mirror reflects normally.

Half concealed in the folds of the sheet is a piece of paper with the word 'Here' written on it. The Red wizard wrote it on the paper after he figured out that it was the key word that activated the mirror. He dropped it as he was yanked through the mirror. Touching the mirror without speaking the keyword will have no effect. If, however, someone speaks the keyword while they are touching the mirror surface they will be immediately (and quite forcefully) yanked into it and transported to the other side where Grethena is waiting for them. There is no way to prevent this. PCs being held will be yanked out of their companions grasp, ropes attached to the PC will be severed, etc. The remaining PCs will not see PCs that have stepped through the mirror and there is no way to communicate with them through the mirror. The same holds true for PCs on the other end.

## **Encounter Five The Tabaxi**

***Stepping through the mirror you catch a glimpse of a clearing in a dense forest. You see a humanoid figure about 15 feet away. This is all you can make out before you disappear beneath the surface of the pond that you have apparently appeared on top of.***

The mirror has transported the PCs to the closest mirror-like surface it could find near the second mirror. That just happens to be the center of small standing pond in a clearing in the jungle of Chult. The pond is 8' deep at its center and about 30' in diameter. The pond gets progressively shallower. So at 5' from the center it is only 5' deep, and 10' from the center it is only 2' deep. Thus the pool holds no real danger for the PCs but it should give them a few moments of panic. Lightly encumbered PCs should easily be able to bob to the surface and paddle their way towards the sides of the pond. Heavily encumbered PCs will sink like a stone. They will quickly hit the bottom and fast thinking PCs should be able to walk across the bottom to shallower water before running out of air. This encounter is designed to surprise, not kill, the PCs. If necessary have Grethena send in one of the Tabaxi guards to haul the PC to safety.

***Making your way to the edge of the pond you have more of a chance to check your surroundings. You are indeed in a clearing of what appears to be a thick jungle. It is obviously nighttime and your range of vision is limited. Standing on the edge of the pool is a female humanoid. Her body is covered in fur and she has a long tail and the head of a leopard. You can see more of these humanoids in the jungle beyond the clearing though it is impossible to ascertain how many. The female examines you for a few moments, surprised but apparently not hostile. 'Grrrreetings travellers, I am Grrrrthena. Can I offer you some dinner?' she growls, indicating a large rodent like creature that is roasting over a small open fire.***

Grethena needs the PCs to get home so that she can use her crystal ball to spy on them and by doing so discern the location of the mirror that is in Ravens Bluff. Thus she will be very friendly to the PCs and will do everything she can to avoid a fight.

Grethena will be very anxious to have the PCs stay for dinner. This way she can get to know them a little better. This will make it a lot easier for her to spy on them, at a later date, with her crystal ball.

Grethena does not want the PCs to know that she was waiting for them, as she doesn't want them to suspect that she is using them. Therefore, she will wait for the PCs to bring up the subject of the mirrors and returning home. If they don't bring up the subject she will make innocuous inquiries in an attempt to have them bring the subject up. Remember that Grethena is highly intelligent and should be played as such. Once the subject is brought up she will relay the following information to them.

*“I know of these mirrors you speak of. They are a matched pair that allow people to travel between them. The mirror that will allow you to return home is buried in a tomb not far from here. The great shaman Grath requested it be buried with him when he died. Stepping through the mirror will allow you to travel back to where you have come from. Be careful though because the tomb is well guarded as is the mirror itself.”*

She can direct the PCs to follow a small trail that leads north to the tomb about half a mile away. Grethena cannot tell the PCs where they are now, as she truly doesn't know. She has spent her whole life in the jungle and this is the only place she knows.

Grethena will not volunteer any information about the Red Wizard or Madison. If the PCs ask about either of them she will relay the following information. Concerning the Red Wizard, she will tell them that a man in red robes did indeed appear. He was quite rude and attacked her almost immediately. She was forced to kill him in self-defense, and then she threw his body into the jungle to be devoured by the creatures that live there. If they ask about Madison she will tell that she also appeared here very soon after the Red Wizard. She was a quite charming, if somewhat impetuous, young lady who was also looking for a way home. She directed her to the tomb.

If the PCs decide to attack Grethena, despite her attempts at being friendly, she will summon the Tabaxi from the surrounding jungle to come to her aid and attack. She will attempt to get away rather than fight to the death.

### **All Tiers:**

**Grethena, Tabaxi Female, 3<sup>rd</sup> level Shaman:** AL CN; AC 6; MV 15; HD 3; hp 19; THAC0 17; #AT 3; Dmg 1-3/1-3/1-3 (Claw/Claw/Bite); SA rake with rear claws for 2-5/2-5 dmg if both front claws hit, spells; MR nil, SZ M; ML 11; MM335.

Spells: 1<sup>st</sup> level – *command, cure light wounds, entangle, sanctuary*. 2<sup>nd</sup> level – *charm person or mammal, hold person, obscurement*.

**Tabaxi (4):** AL CN; AC 6; MV 15; HD 2; hp 13, 11, 9, 8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-3 (Claw/Claw/Bite); SA rake with rear claws for 2-5/2-5 dmg if both front claws hit; MR nil, SZ M; ML 11; MM335.

If the battle does occur then obviously the PCs won't be able to get the information they need concerning the tomb. If they check around they can find the small trail that leads to the tomb. A successful tracking

proficiency will show that booted footprints went this way with the last 24 hours.

If the PCs don't follow this path then the adventure is over for them. Eventually they will make their way out of the jungle and back to Ravens Bluff. It will take them a full year to accomplish this and the characters should be aged as such.

## **Encounter Six A Jungle Visitor**

*As adventures you pride yourselves on being a little hardier than most folk but this oppressive heat and humidity is starting to wear you down. Your whole body is bathed in a warm sticky sweat that makes the situation even more unbearable and for those of you wearing armor it feels like a river of sweat is running down your body.*

*The sounds of panicked chattering and the chilling growl of a large feline bring your musings on the unpleasant situation to an abrupt halt. Suddenly a small, terrified, hairy monkey jumps out of the trees and lands in you midst. Looking up into the trees where he came from you see a large, jet black, cat with eyes that seem to flash in the pale moonlight. The great cat stares at you as it tail slowly wags back and forth and it growls quietly to itself.*

The black panther was attempting to make the small monkey his next meal. Seeing the party the monkey decided that they were his best chance for survival. Make sure the monkey lands on one of the PCs (Preferably one who has been quiet during the rest of the module). The monkey will sit on the PC's shoulder and hide behind him while chattering excitedly at the black panther.

The black panther will eye the party warily for a few minutes trying to decide whether to pursue the monkey. If after a couple of minutes the PCs show no indication of giving up the monkey, the black panther will let out another growl and back off into the undergrowth disappearing out of sight. If during this time the PCs attack the Black Panther will respond in kind.

### **All Tiers:**

**Black Panther:** AL N; AC 6; MV 15; HD 4+1; hp 22; THAC0 17; #AT 3; Dmg 1-3/1-3/1-8; SA rear claws 2-5 each; SD Surprised only on a 1; MR nil, SZ L (5'-6' long); ML 10; MM 36 (See Jaguar).

**Small Monkey:** AL N; AC 8; MV 9; HD 1+1; hp 6; THAC0 19; #AT 1; Dmg 1; MR nil, SZ S; ML 5; MM 244.

After the black panther is gone is when the real fun starts. The monkey will refuse to leave it's new found friends, unless the PCs physically attack it, at which point it will attempt to escape into the jungle and won't be seen again. The monkey is extremely curious and extremely playful. He will start going through any containers the PCs may have, such as sacks, pouches, and backpacks. If he finds something interesting to play with (string, gold coins, spell components, etc) he will take them out and start playing with them. If anyone starts to chase him so much the better. He will run around jumping from PC to PC playing a wonderful game of tag with the PC chasing him. Any PC in the vicinity can attempt to grab the monkey once per round but must make a Dexterity check at -10 to do so.

Depending on the time left in the module the DM is encouraged to have fun with this mischievous little guy. If not driven off the monkey will accompany the PCs into the tomb but will not be of much use, as he will spend the whole time on someone's shoulder out of harms way. The monkey will not accompany the PCs through the mirror.

## Encounter Seven Outside the Tomb of Grath

*You are standing in front of the tomb described to you by Grethena. The temple is made of stone and bears bas-reliefs of cat people along the front side. A cursory search has shown the temple to only be 1 level high with no discernable entrances other than the carved oaken door you stand in front of.*

The door is the indeed the only way into the temple. It is not locked, though it is heavy and a standard open doors roll will be required to open it. The door is also trapped. A single missile from a necklace of missiles is suspended such that opening the door will cause it to be pulled from the necklace and thus activated. A successful find/remove traps role will allow the trap to be circumvented. It will also allow the thief to retrieve the necklace intact. (see cert at end for this item). If the trap is activated it will explode for the following damage:

**Tier One:** 2HD missile exploding for 6 points of damage.

**Tier Two:** 3HD missile exploding for 9 points of damage.

**Tier Three:** 5HD missile exploding for 15 points of damage.

**Tier Four:** 8HD missile exploding for 24 points of damage.

A successful save vs. spell will half the damage sustained.

## Encounter Eight Outer Guardian

*This large chamber is decorated with murals of a grand funeral procession. Two intricately carved doors stand opposite you against the far wall. Between the doors is a statue of male feline humanoid.*

As soon as any of the PCs get within 10 feet of the far end of the room read or paraphrase the following:

*A loud cracking echoes through the room as the eyes of the statue snap open. Grey stone quickly turns to golden fur as the creature turns its head to look at you. Air rushes into long unused lungs with a mournful hiss as the creature starts to speak with a hoarse whisper. 'I am the guardian of this tomb. It is my job to stop you. But even I must follow the laws as they were set and as such I must tell the truth. Choose wisely of the two doors. The one on my right (he points to the western most door) contains the treasure of the mighty Grath. While the door on my left (he points to the eastern most door) contains the path of the dead.'*

The creature will return to stone after he has spoken his riddle. The PCs can destroy the statue if they wish with no ill affects. Though the statue will be whole again by the next morning.

The statue has indeed told the truth.

**Behind the western-most door** is Grath's treasure room. Also behind it are the starved souls of the grave robbers who have tried to take it. As they have died their souls have been unable to escape the room due to the magical protections around it. Thus they are forever trapped here as shadows and have become the unwitting guardians of that which they tried to steal. Anyone opening the door will see the following:

*Beyond the door is a treasure room like you have never dreamed of. Treasure chests overflowing with gold, gems, and jewelry fill the room from one side to the other.*

The shadows will stay out of site until someone gets to the middle of the room then they will come rushing out and attack anyone in the room.

### **Tier One:**

**Shadows (2):** AL CE; AC 7; MV 12; HD 3+3; hp 23, 16; THACO 17; #AT 1; Dmg 2-5; SA drain strength; SD Immune to sleep, charm, and hold spells; MR nil, SZ M; ML Special; MM312.

Note: At this tier magical weapons are not needed to hit the shadows.

### **Tier Two:**

**Shadows (5):** AL CE; AC 7; MV 12; HD 3+3; hp 26, 23, 20, 16, 12; THACO 17; #AT 1; Dmg 2-5; SA drain strength; SD +1 or better weapon 'to hit', immune to sleep, charm, and hold spells; MR nil, SZ M; ML Special; MM312.

### **Tier Three:**

**Shadows (12):** AL CE; AC 7; MV 12; HD 3+3; hp 26, 23(x2), 20(x3), 16(x3), 12(x3); THACO 17; #AT 1; Dmg 2-5; SA drain strength; SD +1 or better weapon 'to hit', immune to sleep, charm, and hold spells; MR nil, SZ M; ML Special; MM312.

### **Tier Four:**

**Shadows (25):** AL CE; AC 7; MV 12; HD 3+3; hp 26(x3), 23(x5), 20(x6), 16(x6), 12(x5); THACO 17; #AT 1; Dmg 2-5; SA drain strength; SD +1 or better weapon 'to hit', immune to sleep, charm, and hold spells; MR nil, SZ M; ML Special; MM312.

Magical wards prevent the shadows from escaping this room. This means that any of the PCs can easily escape the room by simply leaving. It also means that any PC who is killed here (and subsequently turned into a shadow) will be forever trapped here, joining the rest of the grave robbers in defense of the king's treasure.

Unfortunately, for the PCs, the same wards that trap the souls of the dead also prevent any of the Grath's treasure from leaving this room. Anyone attempting to leave the room will find out that they cannot as long as they possess any treasure from this room.

The wards protecting this treasure are extremely powerful. They infuse the walls, floor, and ceiling of this chamber. Thus it is not possible to get treasure or shadows out of the room by any means. This includes, but is not limited to, *passwall*, *teleport*, or *dimension door*. The power of the wards also prevents them from being dispelled. This room is here as a trap for the PCs not as a way for them to become rich quickly.

**Behind the eastern-most door** is a corridor leading to Grath's final tomb and beyond that the mirror that will get them home. 'The path of the dead' exactly as the statue claimed.

Observant PCs who paid attention to Grethena should already know that the path of the dead is what they want. But just incase, a few more clues are available to direct the PCs to the correct door.

- A successful tracking proficiency roll will show Madison's footprints leading through the eastern most door. (The booted prints of a human sized figure as opposed to the prints of a large feline humanoid).
- A faint smell of decay will be detected from the western door if anyone stops to check.
- Anyone examining the doors will find a symbol carved into the western most door. It is integrated with the rest of the carvings and will only be detected by someone who specifically examines the doors. A successful religion check will identify this as a symbol of warding, though what type of warding will not be known.
- A detect magic spell will reveal the western most door to be magically enchanted. If the type of magic is successfully determined it will detect as 'guardian' magic.
- And last but by no means least. It's just too good to be true.

## **Encounter Nine Grath's Chamber**

*A sarcophagus dominates the center of this room. Sitting on a chair behind the sarcophagus is a male feline humanoid. Seeing you he closes the book, puts it on the sarcophagus and stands up. Reaching behind the sarcophagus he pulls out a long sword and points it at you. 'You have entered the tomb of Grath. I can allow you to continue no further, turn around.'*

The feline humanoid is (or was) Grath's personal bodyguard, Rhack. He has sworn to protect Grath's tomb until he returns to once again lead the clan. For this he has been given eternal life by Zaltec. Rhack no longer needs to eat, drink, sleep, or even breathe. He is, however, quite lonely and will be quite willing to talk to the PCs as long as they don't attempt to disturb Grath's tomb or continue to the room beyond. He can tell the PCs about the legend of Grath and the clan he lead. He can tell them why he is here. He can confirm that the one known as Madison passed by here. He will even confirm that she continued to the room beyond though he will refuse to say how that was possible. He knows nothing about the mirrors and can tell the PCs nothing about them.

Despite his gentle demeanor, Rhack will attack, to the death, anyone who attempts to open the sarcophagus or anyone who attempts to pass through the door to the mirror room. Rhack will not pursue the PCs if they leave the vicinity of this room. No matter which door they go through. This is how Madison got past him.

The pages of the book are blank, as is the cover.

### **Tier One:**

**Rhack, Tabaki guardian:** AL LN; AC 6; MV 15; HD 5; hp 27; THAC0 15; #AT 2; Dmg 1-8+1 +1-6/1-3 (long sword +2, bite); SA rake with rear claws for 2-5/2-5 dmg if both front claws hit; MR nil, SZ M; ML 20; MM335.

### **Tier Two:**

**Rhack, Tabaki guardian:** AL LN; AC 4; MV 15; HD 8; hp 42; THAC0 13; #AT 2; Dmg 1-8+2 +1-6/1-3 (long sword +2, strength, bite); SA rake with rear claws for 2-5/2-5 dmg if both front claws hit; MR nil, SZ M; ML 20; MM335.

### **Tier Three:**

**Rhack, Tabaki guardian:** AL LN; AC 2; MV 15; HD 12; hp 75; THAC0 9; #AT 2; Dmg 1-8+4 + 1-6/1-3 (long sword +2, strength, bite); SA rake with rear claws for 2-5/2-5 dmg if both front claws hit; MR nil, SZ M; ML 20; MM335.

### **Tier Four:**

**Rhack, Tabaki guardian:** AL LN; AC 0; MV 15; HD 16; hp 112; THAC0 5; #AT 2; Dmg 1-8+6 +1-6/1-3 (long sword +2, strength, fire damage, bite); SA rake with rear claws for 2-5/2-5 dmg if both front claws hit; MR nil, SZ M; ML 20; MM335.

As soon as Rhack attacks the sword will start to glow a fire red color and will burst into flame as Rhack invokes the flaming power of the sword (see cert for sword).

If the PCs open the sarcophagus they will find a rotted feline humanoid inside. The corpse wears a broad gold ring. The ring is engraved with the image of a Tabaxi; its eyes are two emeralds. It is worth 2,000 gp.

## **Encounter Ten The Mirror Room**

*The only thing in this small circular room is a mirror embedded on the far wall. The mirror looks very similar to the one in Ravens Bluff except that it is mounted into the wall rather than free standing.*

*Running the length of both sides of the mirror are the carved images of two humanoid felines. The figures are humanoid in shape but seem to be covered in fur. They have a long tail and the head of a leopard. Also, carved around the top of the mirror, in a semi-circular pattern stretching between the two figures are the following words, written in common. 'Those who are lost may only be returned by name.' Above the mirror carved into the wall is the inscription.*

*There is here*

*Here is there*

*To travel from there to here*

*You must invoke the mirror*

*Reflected in the mirror is the image of your goal, Madison. Apparently she can see you also because as you get close to the mirror she starts to pound on the mirror from the inside. Although her lips are moving you can hear no sound.*

Ok first things first. To free Madison from the mirror (or anyone else for that matter) the key word 'Return must be uttered in the same sentence with the persons name. If this is done the person will be ejected from the mirror into the room that the PCs are in. If Madison is retrieved from the mirror she will be very grateful to them, and a little embarrassed at the whole situation. She does not know the activation key for the mirror and cannot help the PCs in that respect.

Next they need to figure out how to get home. It's quite simple actually. All the PCs have to do is solve the riddle and figure out that the activation word to activate the mirror is 'There'. Then if they say the activation word while touching the surface of the mirror they will be immediately transported to the other mirror in Ravens Bluff.

Although the activation words for the mirrors were not that hard to remember, Grath was concerned about his failing memory as he approached the end of his life. For this reason, he had a riddle placed above the mirror to remind him of the activation key, just in case. The answer to the riddle is as follows: (See **Player Handout 3**)

There (name of mirror) is here (current location)

Here (name of mirror) is there (location – Ravens Bluff)

To travel from there (mirror name) to there (mirror name)

You must invoke (by speaking activation word) the mirror

Unfortunately, for the PCs, if the activation word is not spoken before the surface of the mirror is touched the individual touching the mirror will be sucked into it

(this is what happened to Madison). Their image will appear inside the mirror. They will realize that they are trapped inside the mirror and will be able to see and hear anyone who is still in the room outside the mirror. At this point the DM should take the affected player aside and inform him about these circumstances. The player is free to pantomime to the other players what he is doing inside the mirror, but he cannot speak to them. Also anything that is written by the character must be written in mirror reverse.

As indicated in the description of the mirror it can only hold a limited number of people. For purposes of the module do not allow more than half the group to be captured by the mirror. For example, if only four people are at the table do not allow more than two of them to be captured by the mirror.

## Conclusion

### A – Successful Rescue

*Using the mirror to return to Ravens Bluff you made your way to Faile's establishment and were shown to the upstairs sitting room where you are currently relaxing after recounting your tale to her. 'So, it appears that she wasn't kidnapped at all, just lost' says Faile with a mischievous smirk as she winks at Madison. 'Nevertheless I am most indebted to you for bringing my best friend back to me, you truly do take them for granted until you think they may be gone.' She hands you a pouch and six potions. 'The 5,000 gps we agreed upon and some potions of healing that I managed to dig up. You are welcome to stay and enjoy the hospitality of my house, but if you will excuse us, we have some catching up to do.' Her and Madison get up and you see two of the girls who work here waiting for your instructions.*

The PCs are welcome to spend the rest of the evening enjoying the complimentary hospitality of the Rose and Dagger.

Theoretically it is possible to save Madison from the mirror but not figure out how to use the mirror to transport them all home. If this happens the DM must modify the above text to reflect the time spent travelling home. See conclusion C below.

### B – PCs return without Madison

*Using the mirror to return to Ravens Bluff you made your way to Faile's establishment and were shown to the upstairs sitting room where you recounted your tale to Faile. 'So, it appears that she wasn't kidnapped at all, just lost' says Faile. 'Unfortunately you were not as competent as I had been lead to believe. Nevertheless you have risked your lives so I will not*

*send you away empty handed, wait here' After a few moments Faile returns and hands you a pouch 'Here's 2,000 gps to cover your troubles, now if you will please excuse I have a business to attend to'*

Faile will leave and two young ladies will show the PCs to the door. If they wish to stay and enjoy the hospitality of the Rose and Dagger they may do so but will be required to pay the standard rates.

If the PCs do not bother to return to Faile at this point then obviously the preceding events will not take place. Faile will eventually get word that the PCs returned without Madison but she will make no attempt to contact them, considering her business with them to be done.

### C – PCs that do not return in a timely manner

The PCs might not return home in a timely manner for one of two reasons, they didn't use the mirrors to travel home, or they got stuck in the mirrors.

PCs who do not use the mirror to return home will eventually make it out of the jungles of Chult and back home to Ravens Bluff. It will take them a year to make this trip and the PC should be aged accordingly. If they save Madison but do not figure out how to use the mirror to get home then modify conclusion A above and use it.

PCs who are caught in the mirror will eventually (1 year later) be released from the mirror by another adventuring group. These PCs will then also be able to make their way home to Ravens Bluff after another year. Thus, these PCs should be aged two years, and should be noted as trapped for two years on the Who's Who form.

## The End

## Experience Point Summary

Experience is calculated as follows for Living City events.

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

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge

them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

**Encounter 2:**

Defeating Dymoth and his Thugs	75 xp
Finding out that Madison went through the mirror.	25 xp
Keeping Alena from being killed.	50 xp

**Encounter Three:**

Defeating Dymoth and his thugs (see above) (note: this award cannot be given out twice)	75 xp
Not hurting the drunks in the tavern	50 xp

**Encounter Five:**

Fighting Grethena and the Tabaxi	50 xp
OR	
Finding out information from Grethena	100 xp

**Encounter Six:**

Successfully disarming the trap.	100 xp
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**Encounter Seven:**

Defeating the Shadows	100 xp
OR	
Attacking the Shadows but not defeating them.	50 xp

**Encounter Eight:**

Finding out, from Rhack, that Madison passed this way.	50 xp
Making it past Rhack (whether by killing him or by running around him)	100 xp

**Encounter Nine:**

Releasing Madison from the mirror	100 xp
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Total possible for objectives	750 xp
Role-playing	0-500 xp

<b>Total possible experience</b>	<b>1,250 xp</b>
For Tier 2	2,500 xp
For Tier 3	3,750 xp
For Tier 4	5,000 xp

Further, creatures who regenerate normally cannot regenerate damage from this sword during combat. Instead, the creature regenerates damage from this sword at a rate of 3 points per day. Damage done by strength bonus to attacks is regenerated normally—only the 1d8 damage from the sword is not regenerable. When commanded, it can shed light as per a light spell, and the light takes the form of illusionary flames flickering on the blade.

- 5,000 gp from Faile, (2,000 gp if they didn't return Madison)
- 3 *potions of healing* (Only if they returned Madison)
- *Necklace of missiles* with 1 5-HD missile

## Treasure Summary

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

- Gold ring. This ring is engraved with the image of a Tabaxi (cat-man), its eyes are two emeralds. It is 2,000 gp
- *Long sword +1 flame blade*: This blade is normally +1, but is +3 vs cold-using creatures and undead.

## Appendix

### The Mirrors of Zaltec

The mirrors were created by the lesser power Zaltec, as a means of transport for his chosen Shaman Grath. He enchanted the mirrors so that stepping into one of the mirrors would instantly transport the user so that he stepped out of the other mirror. He placed one of the mirrors on his home plane and gave the other one to Grath. Grath placed this mirror in the temple he had dedicated to Zaltec.

Not wanting just anyone to use the mirrors to appear on his home plane, Zaltec made it so that activation words were required to use the mirrors. He decided that one mirror was here, on his home plane and one was there with Grath. Thus, he set the activation word for the one located on his home plane as 'Here' and the one he gave to Grath as 'There'.

To further protect his home he set a trap upon the mirror that he gave to Grath. Anyone who touches that mirror without speaking the key word is drawn into the mirror and trapped inside. Anyone trapped in the mirror can see and hear those on the other side of the mirror but cannot communicate with them. Those who are trapped in the mirror can be seen, but not heard, by those outside the mirror. To release someone who has been trapped within the mirror the person's name and the activation word 'Return' must be spoken within a sentence. For example, to release Madison from the mirror the PCs must say something similar to 'Return Madison' or 'Please return Madison from the mirror.'

The mirror can only capture and hold 4 people at a time. If the mirror is full and another person becomes trapped in the mirror then one of the people already in the mirror is ejected from it.

### The Rose and Dagger

Faile Nightfall and Madison Connor run the Rose and Dagger. Being ex-adventurers themselves they realized how grueling an adventure could be and decided to do something about it.

The Rose and Dagger caters almost exclusively to adventurers, though some more well to do nobles have been known to frequent it. It gives adventurers a quieter alternative to the rowdy taverns. At the Rose and Dagger an adventurer can relax in the comfortable surroundings of the main lounge where good drinks and good conversation are the specialty. For those who want more than just drink the attached dining room serves some of the best food in Ravens Bluff. Zaphiere, the master chef, is renowned throughout the realms for his amazing culinary skills.

Other services available include, but are not limited to, a hot bath and/or a massage. Overnight laundry service for those dirty, smelly clothes that the adventurer has been living in for a week or more, or if they are too bad, measurements will be taken and fine new clothes (picked out by one of Ravens Bluff's premier fashion coordinator) can be purchased.

In short, a variety of services are available to the weary adventurer who wants to spend some of his (or her) new found wealth on the ultimate in pampering. It is often said that all the hardships encountered during an adventure are well worth it if you can spend a peaceful night at the Rose and Dagger upon your return.

**Player Handout 1: Ransom Note**

I have your friend. If you want to see her alive again you must pay 5000 gold

Do not come yourself. Send your representatives. Meet me in the alley between warehouse 5 and warehouse 6 on pier 3. Meet at midnight tonight.

No funny stuff and no city watch or she dies.

***Khelben Blackstaff  
Arch Mage Extraordinary***

Player Handout 2: Picture of Madison Connor



Player Handout 3: Riddle above mirror

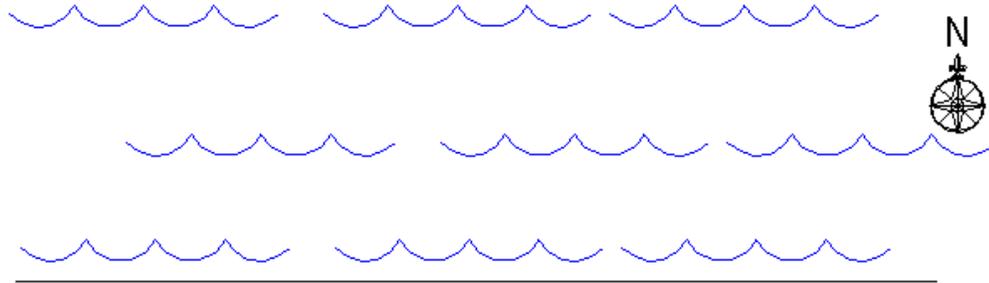
***There is here***

***Here is there***

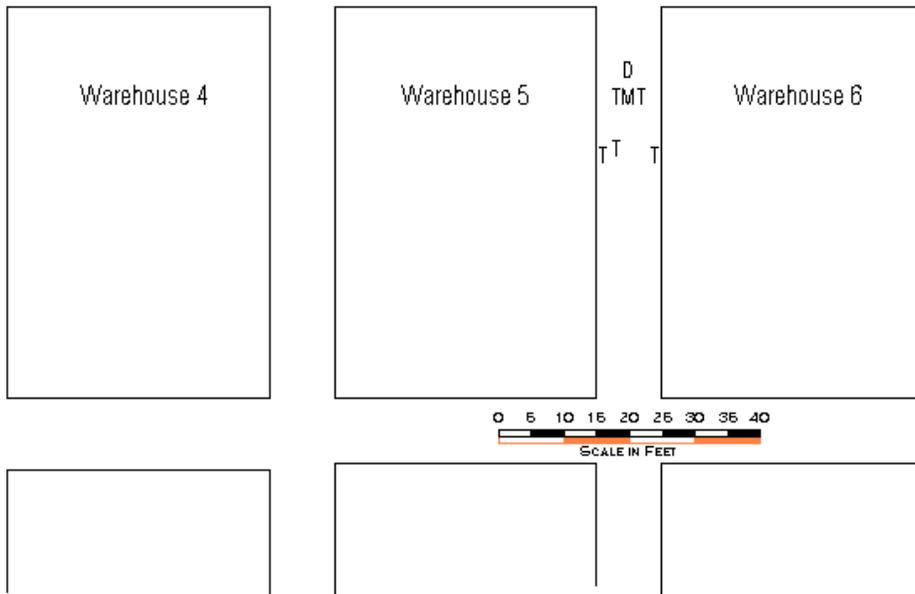
***To travel from there to here***

***You must invoke the mirror***

**DM Handout 1: Kidnap Exchange Site**



**Pier 3**



**T = Thugs**  
**D = Dymoth**  
**M = Madison**

**DM Handout 2: Grath's Tomb**

# Grath's Tomb

