

MINI2-1

# A MOURNING OF RAVENS

A DUNGEONS & DRAGONS® *LIVING  
FORGOTTEN REALMS* ADVENTURE

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Ravens Bluff has long been known as the City of Adventurers. In spite of the changes to the city wrought by the Spellplague, Ravens Bluff still offers untold opportunities for adventurers hoping to make a name for themselves. A new group of heroes are about to get their chance, when dangers from the city's past collide with the intrigue, greed, and pride of the present. A *Living Forgotten Realms* adventure set in Ravens Bluff for characters levels 1-4. This is the first part of the three-part "Return to Ravens Bluff" mini-campaign. For maximum enjoyment, it is recommended that you play the mini-campaign adventures in sequential order, using the same character.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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## OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at [www.wizards.com/wpn](http://www.wizards.com/wpn). If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at [www.wizards.com/dnd](http://www.wizards.com/dnd) and click on "Events."

## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

## READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

## IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

**Make decisions and adjudications that enhance the fun of the adventure when possible.**

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

**Reading the Numbers:** Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

## FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

## CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

## MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

**out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

**Death Penalty:** When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

**Diseases:** Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

**Other Lasting Effects:** Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

## ADVENTURE BACKGROUND

Both agents of Netheril and members of the Sembian rebels are trying to find and acquire an artifact known as the Cup of Truth, rumored to force anyone who drinks from it (or holds it) to speak the plain and honest truth. They have discovered that before the Spellplague, the Cup had been found by Lords Blacktree and Longbottle

and was alleged to be in the possession of either House Blacktree or House Longbottle. In modern times, Raven Knight Longbottle, was killed in their search for information on the Cup, following an alliance between the agents of Netheril and House Raphael. Neither Blacktree nor Longbottle have the Cup of Truth currently.

## DM's INTRODUCTION

As the adventure begins, the PCs are on a ship named *The Lady Luck*, traveling towards Ravens Bluff when they spot a pirate ship that has attacked a merchant ship and sail to the rescue. In the process of defeating the pirates, the PCs meet Anton Blacktree who is on the merchant ship. Assuming the PCs defeat the pirates, Blacktree answers questions about the City of Ravens, and invites the PCs to join him for dinner at The Grand Griffon Inn and meet his family after they arrive. The PCs may also chat with the crew of *The Lady Luck* to learn more about the city. If the PCs capture and question the pirates, they discover it was not a random attack, but the pirates were hired by someone from Netheril to capture Blacktree.

As *The Lady Luck* pulls into the harbor, a small craft pulls along side the ship and members of the City Watch board the ship. They arrest Blacktree for a murder, that of a close friend and Raven Knight, Reginald Longbottle. Anton requests that the PCs aid him in finding out what's happened to his friend and determine how he has been framed.

From this point on, the PCs have a matrix style of investigation. The authors do not expect that the PCs will go, nor have time to go, to all locations to talk to all these NPCs. The DM needs to manage the game time if limited game time is available so that the final combat can be played out. If game time is limited, try to keep conversations with NPCs on plot-related topics.

**Talk to the City Watch:** Captain Baroom, the arresting official, is honest and diligent. He can inform the PCs of the murder and some clues as to what is going on in the City, assuming the PCs convince him to talk.

**Talk to the Ravens Bluff Trumpeter:** Lady Silva Sinaran, now editor of the Trumpeter, will describe the murder and recent events in the city to the PCs.

**The Blacktree Manor:** Lord Mikal Blacktree is off hunting pirates. The chamberlain of the estate is reluctant to allow the PCs to see Lady Charissa as she is distraught of the news of her son's arrest and not in the best of health.

**A Private Meeting:** Lady Charissa Blacktree will seek out the PCs under the cover of darkness to entreat them to save her son. She offers payment should the PCs prove her son innocent.

**The Longbottle Hall:** Distraught over the loss of their oldest son, the Longbottles have increased the number of guards on the house. The PCs will need to get past the new guards and convince the family butler that they have a good reason to disturb Sir Reginald.

**House Taldavar:** The family is well-known and can provide links to some of the Sembia rebels due to their extensive holdings in Sembia. They were not involved in the murder of Longbottle but they can give another perspective on what may be going on.

**House Raphiel** - Enatta Raphiel has been dealing with agents of Netheril and betrayed Longbottle to them. She knows that a doppelganger was impersonating Anton Blacktree. If the PCs sneak into the house they can find evidence of her involvement.

**The Tail:** The PCs spot someone who has been following them as they roam around town. They may discover it is a doppelganger who if pressured reveal the entirety of the plot. The DM can use discovery of the tail as a trigger to the final combat if game time is running short.

**The Thieves:** The PCs may talk to local thieves to get the low down from their perspective. While they do not know all, they point to the Sembia Embassy and the presence of a doppelganger.

**The Temples:** Ravens Bluff has many temples. The PCs can attempt to learn more about the Cup of Truth, or get aid from one or more of the temples.

**The Knights:** The heads of three of the Knightly orders talk to the PCs about the investigation.

The PCs discover the agents of Netheril, either at the Sembia Embassy, or about to raid House Blacktree's estate outside of Ravens Bluff, and fight and capture or kill them. This final combat is harder than average so allow time for it.

**Conclusion:** The *Cup of Truth* is not in House Blacktree, but the Blacktrees know where it is (the ruins of the temple of Mystra, where the story continues in *MINI2-2 Ravens Under the Midday Sun*) and can impart that knowledge to the PCs that they might capture it before

whomever is behind the crimes. The PCs should also have an idea that Netheril, the Sembian Rebels, and the government of Ravens Bluff would all like to possess the cup.

To assist the DM in identifying key information points in the investigative encounters some bullet points are italicized. There is also a DM aid that contains a one page summary of the key information available from each encounter.

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

*You find yourselves on The Lady Luck sailing from Tantras to Ravens Bluff, two large cities in Vesperin. The ship leaves port in mid-afternoon for a partial day trip.*

The ship travels in deep water, but within sight of the coast of Vesperin, headed southeast.

The players may ask "why are they on the ship or their motive for this adventure (the hook)." You may suggest that they were leaving Sembia, seeking to join pirate hunters, wanted to explore dwarven ruins under the city, or simply heard about this unusual city of adventurers called Ravens Bluff. It may be the PCs are natives to Ravens Bluff and returning from a pleasure or business trip. Many reasons are possible but they are unique to the individual character.

# ENCOUNTER 1: PLEASANT SAILING

## SETUP

**Captain Sardis**, male water genasi (Athletics +9, Intimidate +9, Nature +8, Perception +12)

**Arvond the Navigator**, male human (Bluff +7, Nature +10, Perception +12)

The PCs are sailing on *the Lady Luck* from Tantras to Ravens Bluff. *The Lady Luck's* home port is in Ravens Bluff (Vesperin). The ship sails a circuit from Ravens Bluff to Yhaunn (Sembia) (2 days), to Scardale (Sembia) (1 day), to Tantras (Vesperin) (1 day), and home to Ravens Bluff (partial day). With time in port, *the Lady Luck* makes a circuit typically every tenday.

Captain Sardis runs and is part owner of *The Lady Luck*. A gruff and tough sort, he loves the sea. His seafoam green skin with bright blue energy lines and a bald head identifies him as a Watersoul Genasi. Captain Sardis wears a loose shirt, vest and pants in hues of blue and green with white trim. His speech rises and falls like the waves. He hates pirates and is a bit impulsive. Captain Sardis worships Valkur as his patron deity but is careful not to offend Umberlee.

Arvond, a navigator of some renown, has sailed the Sea of Fallen Stars for going on two decades and has many stories to tell. He is a messenger for House Taldavar of Ravens Bluff and the Sembian rebels, although he is cautious about identifying specific Sembians, particularly the rebels. He has heard of a rebel group known as the Silver Ravens. If pressed he admits he knows how to contact them. He likes to gamble. Arvond is more steady and careful than Captain Sardis: a more thoughtful person. Arvond is short, muscular, brown hair, blue eyes, and a nasty scar on his right arm. Arvond likes to smoke cigars.

*The three-mast Lady Luck carries only a few passengers, all of whom look to be adventurers; the cargo including precious metals, cloth, fine wines, perfumes and messages are what pays for crew and upkeep. The passenger cabins are adequate and the crew is friendly.*

Arvond is more talkative than Captain Sardis and knows more about Ravens Bluff, Vesperin and Sembia. With little prompting, either individual chat about the Sea of Fallen Stars and pirates.

Use the following information as well as Appendix One to answer questions.

- Vesperin was formed decades ago from independent city-states. Merchants hold sway over policies and law; corruption abounds.
- Vesperin is neutral when it comes to foreign affairs.
- Ravens Bluff is a city friendly to adventurers.
- *Ravens Bluff suffered during the Spellplague and the decade afterwards due to the fall of the sea level. Their fine harbor was lost and, while the city was able to build wharves in a new harbor, many merchants and some noble houses were ruined. One example is the Raphiel family. Once they were considered noble and quite wealthy. Between a war, the Spellplague and economic troubles afterwards, they became just another merchant family.*
- Because of the tensions between Sembia and Cormyr and the Dalelands, considerable trade occurs between Sembia and Vesperin.
- The Sea of Fallen Stars, sometimes called the Inner Sea, is a crucial trade way for the inland realms.
- *Pirates are a major threat; dozens of pirate clans are based in fjord-like harbors of Pirate Isle to the south.*
- Sea elves and sahuagin live beneath the waves of the Sea of Fallen Stars in large numbers although not as much in the northern reaches.
- Many shipwrecks have occurred in these waters and many tales of ruins and buried treasure are told over tankards of rum or grog.

The DM is referred to the FRCG, page 172-175 for more information on the Sea of Fallen Stars.

If game time is limited due to public play constraints, keep this encounter short (no more than 10 minutes).

## ENDING THE ENCOUNTER

The *Lady Luck* anchors along the coast for the night as a squall passes. The ship resumes its journey at false dawn in a light rain shower which reduces visibility. When the ship emerges from the rain shower around dawn, go to Encounter Two.

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2: THERE BE PIRATES

### ENCOUNTER LEVEL 2/4 (636/914 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 6 scurvy sea dogs (level 2) (D)
- 1 ship's mage (level 2) (M)
- 1 pirate first mate (F)
- 1 human pirate captain (level 5) (C)
- Anton Blacktree (B)

This encounter includes the following creatures at the high tier:

- 6 scurvy sea dogs (level 4)(D)
- 1 ship's mage (M)
- 1 pirate first mate (level 4) (F)
- 1 human pirate captain (level 7) (C)
- Anton Blacktree (B)

The pirates have captured the merchant ship (the *Leaping Dolphin*) on which Anton Blacktree was sailing. The *Leaping Dolphin* is owned by the Blacktree family. The two ships are separated when they come into view. The merchant crew members are dead and the ship is on fire. The scurvy sea dogs (ordinary pirates) have looted ship and have cut it loose. The sails on both ships are lowered. The pirate ship is named the *Sea Dagger*. Smoke from the burning ship conceals the *Sea Dagger* until the *Lady Luck* until they are within sixty feet.

As *The Lady Luck* enters the vicinity, read:

***"Two ships off the port bow, grappled together with sails down! One ship is ablaze while the other ship carries a ballista and flies the skull and crossbones." cries the lookout in the crows nest. Captain Sardis aims his spyglass and curses, "Pirate scum. I will attack them if you have the courage for it. How say you?"***

Assuming the adventurers agree to attack, the Captain accepts requests as to closure, recognizing their battle prowess. The ship is able to close and grapple before the pirate ship is moving. The crew of the *Lady Luck* has clubs, daggers, some cutlasses and crossbows. The ship does not have catapults, ballista or similar weapons. The ballista on the pirate ship was damaged by the previous battle with the *Leaping Dolphin* and is out of commission. The view from the crow's nest is better but as the pitch

and roll of the ship moves the platform, the crow's nest is not a good spot for ranged attacks.

As the ships converge, read:

***The Lady Luck converges on the pirate ship. The pirate ship is no longer connected to the burning ship which is drifting away. The pirates are raising their sails and have crossbows ready. The crew of the Lady Luck ready their grappling hooks. You see a well dressed man bound to the central mast of the pirate ship.***

The first sighting of the *Sea Dagger* should be at 11 squares (stern to bow) so a round of ranged attacks may occur. Crew members of the *Lady Luck* make ready to throw grappling hooks. The *Lady Luck* moves to 3 squares bow past stern so either ranged or movement and melee attacks may occur. The following round the *Lady Luck* moves alongside as the crew throw the grappling hooks. The lines tighten, crashing the two ships together. The ships are side by side.

#### FEATURES OF THE AREA

**Illumination:** Direct sunlight above deck. Dim light in the hold or in a cabin.

**Deck:** Movement is normal on the swaying deck unless characters attempt to run or charge; a DC: 12/14 Acrobatics check is required to avoid falling prone in the origin square.

**Sterncastle:** The rear portion of the deck is 2 squares (10 feet) higher than the rest of the deck. Under the sterncastle are the cabins. The sterncastle provides cover to combatants on the low deck from aft ranged attacks from another ship, depending upon positions.

**Railing:** A 1 square high railing lines the parameter of the deck except from the front edge of the hold to where the stairs to the sterncastle start. The railing prevents forced movement overboard.

**Mast:** A character may climb a mast with a DC: 10 Athletics check. Each mast is 80 feet (16 squares) high. The front mast has a crow's nest at 60 feet up with enough space for 1 person to stand. Each mast has a platform at 30 feet up with enough space for 4 people to stand.

**Rigging:** A character may swing on a line as a move action by succeeding on an Acrobatics check DC: 12/14. A rope with block and tackle hangs from a 15' long spar on the center mast, 40 feet (8 squares) above the deck, and the spar can swivel to port or starboard. (The block and tackle are used to load and unload cargo.)

**Stairs:** The stairs are difficult terrain and rise two squares.

**Grappling hooks & lines:** It takes a standard action to cut the lines with a slashing weapon.

**Planks:** Acrobatic check to cross, DC: 12/14, or fall into the sea.

**Sea:** The waterline is 10 feet below the lower deck. PCs falling into the water take 1d10 points of falling damage and must succeed at a DC 10 Athletics check to stay afloat (swim). A PC must succeed at an Athletics check, DC: 25, to climb up the slippery wooden hull without assistance. A held rope is DC: 10 and a knotted rope is DC: 5.

**Ship:** Consider the ships as longships (AV, page 19). Ship moves 14 squares in the wind in a round if guided. The ships are 14 squares long, 4 squares wide (beam).

**Bow:** Nautical term for front end of the ship

**Stern:** Nautical term for the rear or aft end of the ship.

**Port:** Nautical term for left side of ship.

**Starboard:** Nautical term for the right side of the ship.

## TACTICS

The DM is highly encouraged to take ownership of this encounter and make it an exciting, swashbuckling battle. The encounter was not designed to be hard.

The ship's mage commences ranged attacks from a position to the rear (aft) of the ship. He moves to a more protected location as the *Lady Luck* closes. Most likely he uses the *magic missile* first due to its range, then *thunder burst* if the PCs are bunched in order to daze before they join in melee combat. Otherwise use the *dancing lightning*.

The scurvy sea dogs arm themselves with crossbows for ranged attack. When the ships are along sides, they drop the crossbows and resort to their cutlass.

The pirate captain moves to confront the biggest threat. The scurvy sea dogs position to support the Captain and to defend the ship's mage. If feasible, the First Mate swings across to the *Lady Luck* with the block and tackle to gain a flanking position.

Use extra of the pirate minions as a scripted side battle with the crew of the *Lady Luck*. If the players really enjoy a tougher fight, or just have fun wading through groups of pirates, add more minions, maybe half the number of PCs, to fight the PCs.

None of the pirates fight honorably. The scurvy sea dogs find courage in numbers and like to gang up on opponents. The ship's mage will use his *thunder burst* first, followed by *dancing lightning*. If the pirate captain can help out the sea dogs with his *vicious mockery*, he does. The captain attacks the toughest looking opponent while the first mate prefers to strike at vulnerable opponents. The officers encourage a couple of the pirates to guard the ship's mage from melee attackers.

The pirates are not prone to surrender as they know pirates are usually hung. However, the PCs can knock them unconscious. It is helpful to have at least one pirate alive to question.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove the pirate first mate.

**Six PCs:** Add one pirate first mate. Call him the second mate.

## TROUBLESHOOTING THE ENCOUNTER

Adjust the map to account for the PCs' plan to intercept the pirates. In the time it takes *The Lady Luck* to close, the pirates grab crossbows and fire off a volley. Captain Sardis likes to fight pirates but he refuses to ram another ship with the *Lady Luck*. The victim merchant ship may or may not still be close enough to become part of the battleground.

The DM should describe an appropriate battle between ordinary pirates and the crew of the *Lady Luck*, perhaps 15 on 15, while the PCs are fighting the specific pirates identified. If the PCs decide to attack the other pirates, or if the DM wishes to raise the challenge level for a particularly strong party, treat the additional pirates as scurvy sea dogs.

If the PCs want loot or payment to help in the fight, Captain Sardis says it is customary for the crew and all passengers who help to share in any bounty and loot.

If the PCs don't want to engage the pirates, Captain Sardis prepares to defend his vessel. However, the pirate ship heads away. In that case, the DM needs to adapt the remainder of the adventure to Anton Blacktree not being arrested, although the City Watch still arrived at the ship. In that case, Lady Charissa Blacktree sends a messenger to the PCs, asking for a description of the pirates and their ship. She then asks the PCs to clear his son's name, while she prepares for the possibility of a ransom. She says her husband is out hunting pirates so there is a chance Anton may be rescued yet.

Because the pirates were hired to capture Anton Blacktree alive, they do not kill him.

## ENDING THE ENCOUNTER

The prisoner tied to the mast from the pirate ship is Anton Blacktree. (His story is in the next encounter.) He expects passage and Captain Sardis gives aid without question of payment.

If questioned, the pirates admit they were hired to kidnap Blacktree and deliver him to the person who



hired them. They looted the ship for additional profit. Only the pirate captain, first mate and ship's mage know who hired them—Marcus Taphon, a shade from Netheril. The shade wore grey robe with a black mantle. None of the pirates know why the shade wanted Blacktree. Captured pirates may be surrendered to the City Watch of Ravens Bluff.

If all the pirates are killed, Captain Sardis says he wants to take the bodies of the pirate officers to Ravens Bluff as there may be a bounty on them specifically. The dead scurvy sea dogs are thrown overboard.

#### EXPERIENCE POINTS

The PCs earn 127/183 XP each for defeating the pirates.

#### TREASURE

The PCs will earn a share of the bounty for the capture/kill of the pirates, seizing their ship and the rescue of Anton Blacktree. The loot (cargo and personal belongings) from the merchant vessel rightfully is returned to its owners. The PCs may also keep a *deepfarer's pouch* and a ritual book of Tenser's floating disk which were found in the hold of the pirate ship. The PCs share of the bounty is 50 / 75 gp each.

## ENCOUNTER 2: THERE BE PIRATES STATISTICS (LOW LEVEL)

Human Pirate Captain (Level 5)	Level 5 Soldier (Leader)
Medium natural humanoid	XP 200
<b>Initiative</b> +7 <b>Senses</b> Perception +9	
<b>HP</b> 64; <b>Bloodied</b> 32	
<b>AC</b> 21; <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 17	
<b>Speed</b> 7	
<b>m Cutlass</b> (standard; at-will) ♦ <b>Weapon</b>	
+11 vs. AC; 2d6 + 3 damage and the target is slowed (save ends).	
<b>C Call to Arms</b> (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
<b>C Vicious Mockery</b> (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>Rigging Monkey</b> (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
<b>Scurvy Dog's Flank</b>	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attack deal 2d6 extra damage to that creature.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +10, Athletics +10	
<b>Str</b> 16 (+5)	<b>Dex</b> 16 (+5) <b>Wis</b> 14 (+4)
<b>Con</b> 16 (+5)	<b>Int</b> 13 (+3) <b>Cha</b> 16 (+5)
<b>Equipment</b> cutlass (short sword)	

Scurvy Sea Dog (Level 2)	Level 2 Minion
Medium natural humanoid	XP 31
<b>Initiative</b> +1 <b>Senses</b> Perception +1	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 11, <b>Will</b> 11; see also <i>mob rule</i>	
<b>Speed</b> 6	
<b>m Cutlass</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 4 damage.	
<b>R Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +4 vs. AC; 4 damage.	
<b>Mob Rule</b>	
The scurvy dog gains a +2 power bonus to all defenses while at least two other scurvy dogs are within 5 squares of it.	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Acrobatics +6	
<b>Str</b> 14 (+3)	<b>Dex</b> 10 (+1) <b>Wis</b> 10 (+1)
<b>Con</b> 12 (+2)	<b>Int</b> 9 (0) <b>Cha</b> 11 (+1)
<b>Equipment</b> cutlass	

Reskinned club to cutlass, added crossbow while on the ship.

Pirate First Mate	Level 2 Skirmisher (Leader)
Medium natural humanoid, half-elf	XP 125
<b>Initiative</b> +7 <b>Senses</b> Perception +6; low-light vision	
<b>HP</b> 37; <b>Bloodied</b> 18	
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14	
<b>Speed</b> 6	
<b>m Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d8 + 2 damage, and the pirate first mate shifts 1 square.	
<b>r Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 5/10; +7 vs. AC; 1d4 + 2 damage.	
<b>M/R Slash and Dash</b> (standard; recharge 4-6)	
The pirate first mate makes a longsword attack, shifts 2 squares, and makes a dagger attack.	
<b>M Triggering Slash</b> (standard; recharges 5-6) ♦ <b>Weapon</b>	
+7 vs. AC; 1d8 + 2, and one ally shifts 1 square and makes a melee basic attack as a free action.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Athletics +9, Diplomacy +9, Insight +6, Stealth +10	
<b>Str</b> 16 (+4)	<b>Dex</b> 19 (+5) <b>Wis</b> 11 (+1)
<b>Con</b> 13 (+2)	<b>Int</b> 10 (+1) <b>Cha</b> 16 (+4)
<b>Equipment</b> leather armor, longsword, 6 daggers	

Reskinned Half-Elf Bandit Captain into Pirate First Mate; scaled level 6 to level 2

Ship's Mage (Level 2)	Level 2 Artillery
Medium natural humanoid	XP 125
<b>Initiative</b> +3 <b>Senses</b> Perception +4	
<b>HP</b> 30; <b>Bloodied</b> 15	
<b>AC</b> 15; <b>Fortitude</b> 11, <b>Reflex</b> 12, <b>Will</b> 13	
<b>Speed</b> 6	
<b>m Quarterstaff</b> (standard; at-will) ♦ <b>Weapon</b>	
+2 vs. AC; 1d6 damage.	
<b>r Magic Missile</b> (standard; at-will) ♦ <b>Force</b>	
Ranged 20; +5 vs. Reflex; 2d4 + 3 force damage.	
<b>R Dancing Lightning</b> (standard; encounter) ♦ <b>Lightning</b>	
The mage makes a separate attack against 3 different targets; ranged 10; +5 vs. Reflex; 1d6 + 3 lightning damage.	
<b>C Thunder Burst</b> (standard; encounter) ♦ <b>Thunder</b>	
Area burst 1 within 10; +5 vs. Fortitude; 1d8 + 3 thunder damage, and the target is dazed (save ends).	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Acrobatics +9, Arcana +10	
<b>Str</b> 10 (+1)	<b>Dex</b> 14 (+3) <b>Wis</b> 17 (+4)
<b>Con</b> 12 (+2)	<b>Int</b> 18 (+5) <b>Cha</b> 12 (+2)
<b>Equipment</b> robes, quarterstaff, wand	

## ENCOUNTER 2: THERE BE PIRATES STATISTICS (HIGH LEVEL)

Human Pirate Captain (Level 7)	Level 7 Soldier (Leader)
Medium natural humanoid	XP 300
<b>Initiative</b> +8	<b>Senses</b> Perception +10
<b>HP</b> 80; <b>Bloodied</b> 40	
<b>AC</b> 23; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 19	
<b>Speed</b> 7	
<b>m Cutlass</b> (standard; at-will) ♦ <b>Weapon</b>	
+13 vs. AC; 2d6 + 4 damage and the target is slowed (save ends).	
<b>C Call to Arms</b> (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
<b>C Vicious Mockery</b> (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>Rigging Monkey</b> (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
<b>Scurvy Dog's Flank</b>	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attack deal 2d6 extra damage to that creature.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +11, Athletics +11	
<b>Str</b> 16 (+6)	<b>Dex</b> 16 (+6)
<b>Con</b> 16 (+6)	<b>Int</b> 13 (+4)
	<b>Cha</b> 16 (+6)
<b>Equipment</b> cutlass (short sword)	

Scurvy Sea Dog (Level 4)	Level 4 Minion
Medium natural humanoid	XP 44
<b>Initiative</b> +1	<b>Senses</b> Perception +2
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 17; <b>Fortitude</b> 15, <b>Reflex</b> 13, <b>Will</b> 13; see also <i>mob rule</i>	
<b>Speed</b> 6	
<b>m Cutlass</b> (standard; at-will) ♦ <b>Weapon</b>	
+8 vs. AC; 5 damage.	
<b>R Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +6 vs. AC; 5 damage.	
<b>Mob Rule</b>	
The scurvy dog gains a +2 power bonus to all defenses while at least two other scurvy dogs are within 5 squares of it.	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Acrobatics +7	
<b>Str</b> 14 (+4)	<b>Dex</b> 10 (+2)
<b>Con</b> 12 (+3)	<b>Int</b> 9 (+1)
	<b>Cha</b> 11 (+2)
<b>Equipment</b> cutlass	

Reskinned club to cutlass, added crossbow while on the ship

Pirate First Mate (Level 4)	Level 4 Skirmisher (Leader)
Medium natural humanoid, half-elf	XP 175
<b>Initiative</b> +8	<b>Senses</b> Perception +7; low-light vision
<b>HP</b> 53; <b>Bloodied</b> 26	
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 17, <b>Will</b> 16	
<b>Speed</b> 6	
<b>m Longsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d8 + 3 damage, and the pirate first mate shifts 1 square.	
<b>r Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 5/10; +9 vs. AC; 1d4 + 3 damage.	
<b>M/R Slash and Dash</b> (standard; recharge 4-6)	
The pirate first mate makes a longsword attack, shifts 2 squares, and makes a dagger attack.	
<b>M Triggering Slash</b> (standard; recharges 5-6) ♦ <b>Weapon</b>	
+9 vs. AC; 1d8 + 3, and one ally shifts 1 square and makes a melee basic attack as a free action.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Athletics +10, Diplomacy +10, Insight +7, Stealth +11	
<b>Str</b> 16 (+5)	<b>Dex</b> 19 (+6)
<b>Con</b> 13 (+3)	<b>Int</b> 10 (+2)
	<b>Cha</b> 16 (+5)
<b>Equipment</b> leather armor, longsword, 6 daggers	

Reskinned Half-Elf Bandit Captain into Pirate First Mate; scaled level 6 to level 4

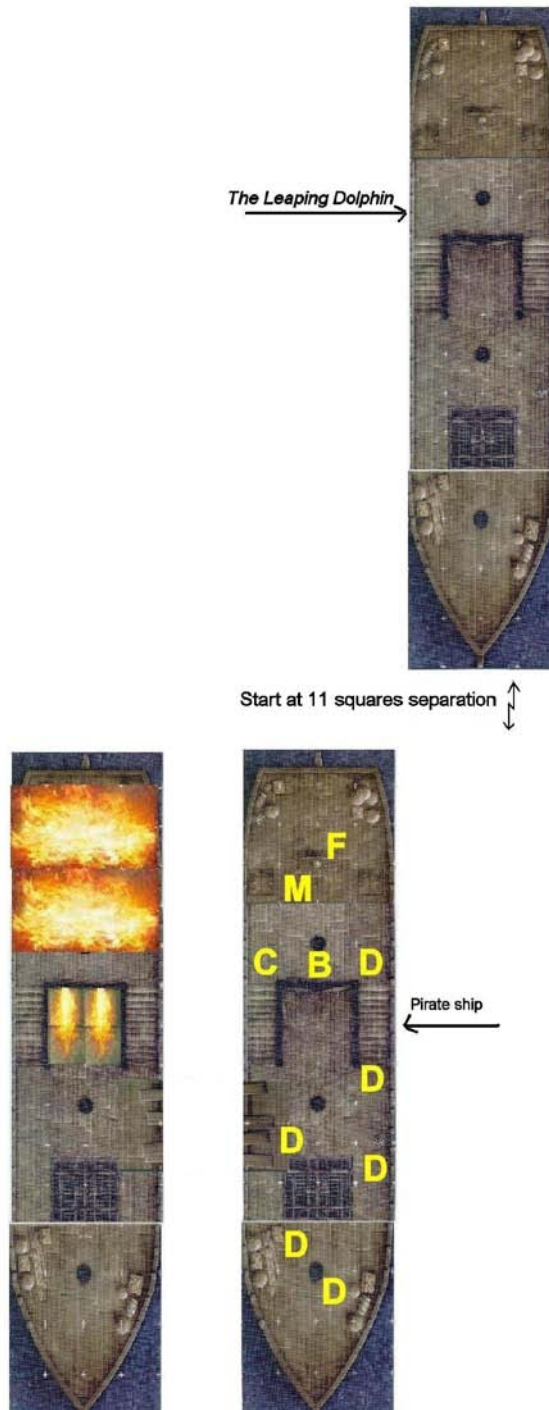
Ship's Mage	Level 4 Artillery
Medium natural humanoid	XP 175
<b>Initiative</b> +4	<b>Senses</b> Perception +5
<b>HP</b> 42; <b>Bloodied</b> 21	
<b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 15	
<b>Speed</b> 6	
<b>m Quarterstaff</b> (standard; at-will) ♦ <b>Weapon</b>	
+4 vs. AC; 1d8 damage.	
<b>r Magic Missile</b> (standard; at-will) ♦ <b>Force</b>	
Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.	
<b>R Dancing Lightning</b> (standard; encounter) ♦ <b>Lightning</b>	
The mage makes a separate attack against 3 different targets; ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.	
<b>C Thunder Burst</b> (standard; encounter) ♦ <b>Thunder</b>	
Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).	
<b>Alignment</b> Any	<b>Languages</b> Common
<b>Skills</b> Acrobatics +10, Arcana +11	
<b>Str</b> 10 (+2)	<b>Dex</b> 14 (+4)
<b>Con</b> 12 (+3)	<b>Int</b> 18 (+6)
	<b>Cha</b> 12 (+3)
<b>Equipment</b> robes, quarterstaff, wand	

## ENCOUNTER 2: THERE BE PIRATES MAP

DM should adjust this map based upon player-driven ship approach.

### TILE SETS NEEDED

RPGA DM Rewards Ship Tiles x3, Arcane Corridors x2 (flame) Fane of the Forgotten Gods x1 (small flame)



## ENCOUNTER 3: ANTON BLACKTREE

### SETUP

**Anton Blacktree**, Noble of Ravens Bluff, male human (Diplomacy +3, Intimidate +6)

A likeable sort of fellow who will one day grow up to be head of one of the most powerful noble families in Ravens Bluff. Charismatic and bold, passionate and impulsive, he flew to the docks when word of new pirate sorties went out. An aspiring knight, he chose the path of adventure vs. the path of politics to make his name in the City of Ravens. Anton is tall and lanky with a friendly smile, black eyes and black hair. He wears a fine silk shirt that is now torn and a supple leather vest.

His father is Lord Mikal Blacktree (grandson to Lord Charles Blacktree and Lady Katherine Moorland) and his mother is Lady Charissa Blacktree.

***“I am in your debt for saving my life and stopping those pirates. I suspect they meant to hold me for ransom. You will be amply rewarded and I want to buy you dinner at the Grand Griffon Inn.”***

Anton gifts the adventurers with a *bag of a holding*. Anton follows up his thanks with a short conversation as to why he was on the ship, the *Leaping Dolphin*. Try to work into the conversation a mention of his friend Sir Reginald. You need not push more information if the players are not interested. Portray Anton as friendly and generous, not a naïve idiot.

Anton searches the pirate ship for his rapier (with the Blacktree family crest) and finds it before he departs the ship (an important clue for later).

Anton can share the following in conversation with the PCs:

- The *Leading Dolphin* was owned by my family but it is a merchant ship. My father may be angry with me for getting the crew killed and loss of the ship. It was my first time in command.
- Word had come to Ravens Bluff that several pirate ships sailed from Pirate Isle to prey on Vesperin ships on The Dragon Reach. (The Dragon Reach is the northern end of the Sea of Fallen Stars.)
- Under the common law of the sea and the laws of Vesperin, all crew and passengers who aid are entitled to a share of bounty and prize money. The captain gets two shares.

- Our family is noble in Vesperin. The Blacktree family has lived in Ravens Bluff for many years. The Moorlands, whose house merged with ours when my grandfather, Charles Blacktree, married the Lady Katherine Moorland, were one of the three original founding families of Ravens Bluff. The only real advantages of being noble are social invitations, the best seats, credit with all the businesses in the city and never waiting in line.
- My father is an explorer and pirate hunter. This trip was my first solo outing as a pirate hunter.
- Anton has been away from Ravens Bluff for two tendays, but not at sea the whole time. He spent 3 days in Tantris around 8 days ago.
- My mother, Lady Charissa, minds the family businesses with the aid of our chamberlain, Kiira Stoneshield.
- Besides my father and mother, I have three sisters, two of whom have married.
- My best friend is Sir Reginald Longbottle. He wanted to hunt pirates but he has been busy investigating smuggling activities in Ravens Bluff. He would have enjoyed the fight with the pirates. He is a bit more reserved fellow than I, but he is quite renown. He has advanced to a Raven Knight. That means he is one of the foremost defenders of Ravens Bluff. (Anton is proud and slightly envious of his friend.)
- I am a Golden Rooster Knight, but I aspire to a higher order, at least Griffon Knight.
- I also consider Enatta Raphiel to be a close friend. She is great fun, always thinking of adventures for us. We had a fling for several months but I broke it off. She was getting too serious and mother said it would not be a good match. Actually the gossip about both Reginald and I competing for her affections made the society column of the Ravens Bluff Trumpeter. That concerned mother, I think.
- There are five knightly orders in Ravens Bluff: Golden Rooster, Griffon, Dove, Hawk, and Raven, from low to high in order of prestige.
- At one time, there were more knightly orders, but the Right Hand of Tyr was pointless after Tyr died, likewise for the Keepers of the Mystic Flame (when Mystra died and the weave came apart). After the Ravens Bluff clerical circle broke up, the Pillars of the Realm fell apart.
- I love to travel, to explore, and to have a good time. Tymora is my patron deity.
- My family has an extensive wine cellar; please join me later for drinks?
- Do you ride? We have a fine stable of horses.

## ENDING THE ENCOUNTER

If game time is limited due to public play constraints, keep this encounter short (no more than 5 minutes).

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

In gratitude for their aid Anton gifts the PCs with a *bag of holding* (just one, not one each).

## ENCOUNTER 4: RAVENS BLUFF, AT LAST!

### SETUP

**Captain Ivor Baroom**, City Watch, male minotaur (Diplomacy +8, Insight +12, Intimidate +8)

**Anton Blacktree**, Noble of Ravens Bluff, male human (Diplomacy +3, Intimidate +6)

**Captain Sardis**, male water genasi (Athletics +9, Intimidate +9, Nature +8, Perception +12)

**Arvond the Navigator**, male human (Bluff +7, Nature +10, Perception +12)

The *Lady Luck* arrives at mid-morning in Ravens Bluff.

*As The Lady Luck pulls into the busy harbor, a small craft pulls alongside and members of the City Watch board the ship. Captain Sardis says, "Usually the harbormaster and a customs officer, not the City Watch, come out to the ships."*

Captain Ivor Baroom is larger than average minotaur but much more polished, even elegant. Portray him as a fine gentleman. He wears shades of grey with black accents. His horns are silver tipped.

*A tall, massive minotaur in the uniform of a City Watch captain climbs the rope ladder and presents an official parchment with a flourish. He says, "I am Captain Baroom. I have a warrant for the arrest of Sir Anton Blacktree, and if I am not mistaken, that is he! The charge is conspiracy, torture and murder of Sir Reginald Longbottle from the lips of Sir Longbottle himself. My orders are to convey you to Nevin Street Compter where you will await trial."*

Captain Baroom only answers a few questions now, but suggests the adventurers come see him later at his office after he has secured the prisoner. He is courteous, honest and diligent in his duties. He admits it is possible that Sir Blacktree is innocent but a formal trial determines that, not an officer of the City Watch.

- According to a witness, Sir Blacktree was seen going off with Sir Longbottle.
- *Sir Longbottle has been raised from the dead and he personally identified Sir Blacktree as part of the gang who tortured and slew him. As a close friend and the victim, his testimony is grave.*
- The charge is High Murder, given that Longbottle is a noble. As he was raised from the dead, and

Blacktree is also a noble, the punishment is likely to be a large fine and exile from Vesperin.

- Sir Blacktree is being taken to the Nevin Street Compter, an old three-story prison, to be held in the Lord's Ward. Compter is located in Holyhouses neighborhood of Temple District. The Lord's Ward is quite comfortable.
- Captain Baroom says discussing the details of the case in public is inappropriate. He points out that the existence of teleportation rituals imply a long distance is no alibis.

Captain Baroom's office is in Ravendark Castle, in Altarside neighborhood of Temple District. Ravendark Castle houses most of the civic offices and is sometimes called City Hall.

Having witnessed their quality in the skirmish with the pirates, Sir Anton Blacktree requests the PCs' aid in clearing his name, find out who murdered his friend, Reginald Longbottle, and bring them to justice.

*"My friends, I ask that you clear my name and bring the true murderers of my close friend to justice!" says Sir Blacktree as iron manacles are placed on his arms and legs.*

Captain Baroom allows a brief conversation between the PCs and Anton before he is hustled away.

- Anton knows nothing of the murder. He claims he has not been in Ravens Bluff for two ten-days, but all the witnesses to that now lie at the bottom of the sea.
- His family has a manor in Tentowers neighborhood of Uptown as well as a large estate outside of Ravens Bluff.
- Longbottle has a manor in the Sixstar neighborhood of Uptown.
- Lady Silva Sinaran, editor of the Trumpeter, is well-informed on Ravens Bluff society and might be able to help. She is a personal friend and mentor.
- While shocked and dismayed, Anton does not resist arrest nor attempt to flee.

Captain Sardis refuses any request to fight the City Watch. He does not want his ship impounded. He offers to meet the adventurers at a Waterfront tavern known as Reefed Sails later to buy them a drink, and asks where to send their share of the bounty.

Arvond the Navigator suggests visiting noble House Taldavar for information. They are well respected and he provides a token.

- The token identifies the PCs as having been sent by him.
- *Assuming the PCs have chatted with Arvond earlier, he admits that he has served as a courier for House Taldavar with “business interests” in Sembia. Arvond is cautious about admitting the interests include contacts with rebels in Sembia; exposure could result in his death or arrest.*
- If the pirates were questioned, Arvond doubts the attempt to kidnap Blacktree is a mere coincidence and wonders if the pirates were connected to the murder.
- If the pirates were not questioned, Arvond comments on Sir Blacktree’s bad luck. First kidnapped, then arrested for murder. Did he offend Beshaba (goddess of bad luck)?

Streetwise, DC 10/12 on the docks

- Rumor on the streets and in local taverns paint a past sordid tale involving a romantic triangle between Longbottle, Blacktree and Enatta Raphiel.
- House Blacktree has a long history of foolishness.
- The *Ravens Bluff Trumpeter*, the oldest broadsheet in Ravens Bluff, is following the story.
- *The Brotherhood is reputed to be the largest thieves’ guild in Ravens Bluff. Rumor is they are based in the Crow’s End District and you might find a member or two at a tavern called the Cracked Tankard.*

## ENDING THE ENCOUNTER

The PCs may go to the Nevin Street Compter, an old three-story prison, located in Holyhouses neighborhood of Temple District, to talk with Anton Blacktree more. The information he relates is in Encounters 3 and 4. The Lord’s Ward is quite comfortable and plush (think of luxury hotel guest suites, with room service, guests allowed, but you can’t leave). There are worse prisons and cells in Ravens Bluff. Stay in the Lord’s Ward costs the prisoner (or his family or friends) 100 gp per tenday. Blacktree does not run out of money.

The investigation to clear Sir Anton Blacktree of the charge of murder and to identify and find the real culprits is not a defined linear sequence. All of the investigation encounters (or leads) are labeled 5x. Order is not particularly important and some encounters (leads) may be duplicative as the PCs gain the information from other sources.

The interviews with NPCs are generally role playing encounters as the NPCs are usually not hostile. Identifying or gaining access to the NPCs, or searching for clues, involve simple skill challenges. A few encounters are simple skill challenges to unlock access to a lead. As the author and editors cannot think of all possible leads, the DM is empowered to substitute other encounters based upon reasonable or fun leads the PCs solve the case and confront the killers.

The PCs have several likely leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5C: Blacktree Manor
- Encounter 5E: Longbottle Hall
- Encounter 5G: House Taldavar
- Encounter 5H: House Raphiel
- Encounter 5J: Looking up the local thieves
- Encounter 5K: The Temples

If game time is limited due to public play constraints, keep this encounter short (no more than 10-15 minutes).

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.



## ENCOUNTER 5A: CITY WATCH

### SETUP

**Captain Ivor Baroom**, City Watch, male minotaur (Diplomacy +8, Insight +12, Intimidate +8)

This encounter covers information the party might gather by visiting the City Watch at Ravendark Castle.

The City Watch of Ravens Bluff serves a basic “patrol and arrest criminals” function. The head of the City Watch is Chief Constable Jastra Amalith, a female moon elf (Eladrin). There are specialty divisions, but only the basic patrol figures in this adventure. While the watch is not free of corruption, the members are mostly honest. A standard patrol is made of 5 lightly armed and armored members accompanied by a wizard. Each district has a City Watch barracks. The main offices and barracks are located in Altarside Neighborhood of Temple District, in Ravendark Castle. If for some reason the PCs fight a City Watch patrol, whistles soon bring additional watch members and the PCs are overwhelmed. They each lose a healing surge and are fined 50 gp.

*Ravendark Castle is two huge, forbidding black castles connected by two flying bridges. The central offices and primary barracks of the City Watch as well as a unit of the Vesperin Army are located in the southern castle. Captain Baroom rises when you enter his office and bids you to sit.*

Captain Baroom is honest, thorough and the soul of integrity. He cannot be bribed and resents attempts to threaten him. However, he has no reason to hide evidence and unless he is given reason to suspect the adventurers might force witnesses to recant their testimony, he shares what he knows and suspects. Captain Baroom faithfully follows Torm. Ivor is used to dealing with adventurers and no race or background of an adventurer surprises him anymore. He smokes a foul smelling pipe. He offers the PCs light refreshment.

Depending upon the PCs’ questions, the captain offers information from the following.

- The murder occurred 8 days ago but the body was not discovered until 2 days ago in an abandoned warehouse across from Sternbound Hall, in the Anvil neighborhood of Crow’s End District.
- The Anvil neighborhood in the vicinity of Sternbound Hall is well-known. Screams are heard and the odor of burnt flesh is smelled on

wet nights, some ghostly echo from the deaths of leatherworkers who died from fire a long time ago.

- The body was marked by wounds caused by physical attack and signs of torture.
- Multiple witnesses reported that Sir Longbottle had been seen in the company of Sir Blacktree, which was not unusual as they were reportedly friends. (DM Note: the identity of these witnesses is irrelevant to the investigation.)
- Enatta Raphiel stated that Sir Longbottle had told her in confidence that Anton was acting odd and wanted to meet with Reginald alone that evening. She has admitted that both men had vied for her affections but denied any improper behavior.
- After the body of Longbottle was discovered, priests of Torm who work with the City Watch used the ritual, Speak with Dead, to confirm the identity of the corpse, to ask as to the killers, and any related information. The corpse stated his friend, Sir Anton Blacktree betrayed and murdered him.
- The body was released to House Longbottle and the Citadel of Justice (temple of Torm). He was successfully raised from the dead and late yesterday confirmed that Anton Blacktree had led him into an ambush and participated in torturing him for information which ended in his death. Seven shadow creatures were waiting in ambush. Sir Longbottle managed to kill two of the shadow creatures before being knocked unconscious.
- When he was awakened, he was questioned and tortured. Eventually the villains killed him and we suspect questioned his corpse further.
- Apparently Blacktree and his gang were seeking an artifact known as the Cup of Truth. Sir Longbottle was not familiar with this item. Apparently the gang thought one of his ancestors, Lord Calvin Longbottle, had found and recovered the artifact and either kept it or gifted it to the temple of Torm (known as the Hall of Loyalty in those days). Calvin Longbottle lived before the time of the Spellplague. DM Note: The history of the Cup of Truth is not well known and is certainly not known to the Netherese, the Blacktrees or the Longbottles.
- I do not know why the body was not totally destroyed; perhaps they did not care to spend the time and effort.
- Sir Reginald also commented that Blacktree had been acting oddly for the last tenday (before the murder).
- Captain Baroom is aware that Sir Blacktree claims to have left Ravens Bluff two ten-days ago,

which Lady Charissa Blacktree also claims, but even if true, appropriate teleportation rituals could easily have returned him to Ravens Bluff and allowed him to leave. The ship journey is no alibis.

- Additionally, there are reports of Sir Blacktree being seen about the city.
- If you are going to postulate an imposter, maybe an imposter left the city.
- Rituals to discern lies are not infallible but they are used in Court proceedings.
- If found guilty, due to his noble ties, the punishment for Sir Blacktree may be a fine of five times of the cost of the raise dead ritual plus exile from Vesperin for not less than 20 years plus being stripped of his knighthood and noble title.
- The City Watch is searching for another five accomplices for the murder. Descriptions of these shadow creatures can be provided.
- Captain Baroom desires to learn more about the Cup of Truth and a request was made of priests in the Temple of Oghma to research the item. While he could well understand such an artifact would be highly desired by followers of Torm and the City Watch, most others do not worship the truth.
- The Brotherhood is reputed to be the largest thieves' guild in Ravens Bluff. Rumor is they are based in the Crow's End District.

## ENDING THE ENCOUNTER

If game time is limited due to public play constraints, keep this encounter short (no more than 10-15 minutes).

Use information from Appendix 1 to supplement this encounter as appropriate.

The PCs have several leads they might wish to follow.

- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5C: Blacktree Manor
- Encounter 5E: Longbottle Hall
- Encounter 5G: House Taldavar
- Encounter 5H House Raphiel
- Encounter 5J: Looking up local thieves
- Encounter 5K: The Temple(s)

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5B: RAVENS BLUFF TRUMPETER

### SETUP

**Lady Silva Sinaran**, Editor of the Ravens Bluff Trumpeter, noble, female moon elf (Eladrin) (History +31, Insight +21)

This encounter covers information the party might gather by visiting the Lady Silva Sinaran at the Trumpeter, the local Ravens Bluff Broadsheet.

Lady Silva Sinaran, editor of the Trumpeter, describes the murder and recent events in the city to the PCs. She is the youngest daughter of Lord Amaether and Lady Jhavasspeira (who left Ravens Bluff to the Feywild). She joined the staff of the Ravens Bluff Trumpeter as a society reporter about 140 years ago. Lady Silva is petite and wears a silver satin dress. Pearl necklaces and earring compliment her outfit.

Lady Silva is polite, elegant and well-versed in the history of Ravens Bluff and its high society. She loves a good gossip but does not slander people. She is very fond of Ravens Bluff. Her office bar is stocked with fine beverages.

***Welcome to the Ravens Bluff Trumpeter; please have a seat. Would you care for wine, brandy or whiskey? By your appearance, I suspect you are adventurers. Do you have a story for me or do you seek information?***

Lady Silva answers questions. She helpfully suggests lines of investigation, but requests that the adventurers in turn share what they learn about the case.

- Anton is my friend. I have offered him advice from time to time.
- I was under the impression that Sir Blacktree left Ravens Bluff roughly two tendays ago on the *Leaping Dolphin*. He was intrigued about hunting pirates. Although I did not see him personally, I heard rumors that he was later seen in the city, at some taverns, craftsmen and such. Sometimes seen in company of Enatta Raphiel or Sir Longbottle. I thought perhaps he changed his mind, not unusual for Anton.
- *I doubt that Sir Blacktree murdered Sir Longbottle although perhaps he was not in control of himself. Anton and Reginald were unlikely friends except for being of similar class. Anton is adventuresome and loved to travel, a gambler. The stereotype of a follower of the Lady of Luck. Reginald lives for duty and service; that is why he achieved the honor of*

*being made a Raven Knight. Always on the search for enemies of Ravens Bluff.*

- *Whereas a Raven Knight is the highest honor in Ravens Bluff, the Golden Rooster are the young Knights who just won their spurs. The Roosters are not so serious.*
- I have known for some time that both men have wooed Enatta Raphiel, much encouraged by her to be blunt. Enatta would love to see her family restored to noble status and a suitable marriage might help with that cause. She seems to be a social butterfly and is quite lovely. She might know more. If you like, I can provide you with the address of her manor.
- *The Netheril Empire is thought to have spies in all lands of Faerun. Closer to Vesperin, they seized Sembia in 1380 DR and have become dependent upon the trade through Sembia. Many Sembians who did not want to live under Netherese rule left Sembia and immigrated to Ravens Bluff. Netheril tightened its grip about 20 years ago, outlawing emigration, and those who tried usually ended up dead or just vanished. Netheril certainly could be involved in this tale.*
- Sembian rebels could also be involved, seeking some weapon or tool to fight Netheril and regain freedom for Sembia.
- The Sembia Embassy hosts extensive commerce and social activities which mostly occur in the embassy itself.
- House Taldavar has extensive investments in Sembia and might have connections to either side. I think you may learn something from them.
- The church of Bane has historically been a frequent adversary of Ravens Bluff. Their goals are often mysterious. One should never discount the possibility that they could be involved.
- The Merchant Dukes of Calaunt might well be instigating some convoluted plot to harm Ravens Bluff trade or noble houses.
- The Golden Lords of Tantras might fear some discovery that would shake their powerful hold on Vesperin or be engaged in some dirty political fight.
- Lord Blacktree has long fought the pirates of the Sea of Fallen Stars, as has the Longbottle family. Perhaps the pirates are to blame.
- Lady Charissa Blackstone is quite upset with the arrest of her son. I doubt that she will receive your visit.
- Lord and Lady Longbottle are much angered and upset. Speaking with them or Reginald will be difficult.

- The temple of Oghma has an extensive library which you may use.
- You can purchase ritual casting services and scrolls at any of the major temples in Ravens Bluff.
- The Brotherhood is reputed to be the largest thieves' guild in Ravens Bluff. Rumor is they are based in the Crow's End District.
- Temple of Mystra and the High House of Magic (Wizards Guild) both imploded during the Spellplague. There is little left there but rubble. (A few private residences of adventurers also suffered this fate.)
- Ravens Bluff is built on the ruins of a dwarven kingdom known as the Realm of Glimmering Swords. The city was known as Sarbreen (City of Hammer).

## ENDING THE ENCOUNTER

If game time is limited due to public play constraints, keep this encounter short (no more than 10-15 minutes).

If the players are stumped (or clueless), Lady Silva can be used as a "clue-by-four." However, do not spoil the investigative challenge for a group of players who enjoy it.

If the PCs seek more information about the church of Bane locally, tell them no leads are available.

The PCs may purchase ritual casting from the temples at 20% above cost.

A Streetwise check, DC: 12/14, in the less savory parts of the city indicates the Brotherhood may be contacted at the Cracked Tankard in Anvil Neighborhood of Crow's End District.

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5C: Blacktree Manor
- Encounter 5E: Longbottle Hall
- Encounter 5G: House Taldavar
- Encounter 5H House Raphiel
- Encounter 5J: Looking up local thieves
- Encounter 5K: Visit temple(s)

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5C: BLACKTREE MANOR

### SETUP

**Kiira Stoneshield**, female shield dwarf, chamberlain to House Blacktree (+16 Insight)

This encounter covers attempts by the party meet with anyone at Blacktree Manor. When they arrive, they are directed to Kiira Stoneshield, the chamberlain to House Blacktree.

Kiira Stoneshield is the wise and trusted, crusty chamberlain to House Blacktree. She has red hair and hazel eyes. She is a 90-year old daughter of one of the dwarves who traveled forward in time from the Realm of the Glimmering Swords. She gestures a lot as she talks and tugs at her ear, then wipes her forehead when she is thinking. She sculpts statuary as a hobby and is quite good at it. Besides Dwarven and Common, she speaks Chondathan, Damaran and Netherese.

The Blacktree Manor is located in Uptown District, Tentowers Neighborhood. Note: The Blacktrees are very wealthy and own estates outside of Ravens Bluff. She protects Lady Charissa Blacktree's privacy, obstructing their request for an audience with the Blacktrees. Lord Mikal Blacktree is away, off hunting pirates. The PCs may try to convince Kiira of the urgency of meeting with Lady Charissa.

***Well met, Goodsir <Goodwoman>, I am Kiira Stoneshield, Chamberlain to House Blacktree. What business do you have with House Blacktree?***

If the PCs mention they are friends of Anton, are trying to prove his innocence or carry a note from Anton, they gain her trust. That alone does not mean Kiira believes the PCs need to see Lady Charissa now, nor that Lady Charissa will be able to help with their investigation, but that Kiira will chat with them about what she knows. The DM may require a Diplomacy check, DC: 15/17 (with bonuses for good role playing) or base whether or not the PCs meet with Lady Charissa on the offered reasons.

- Lady Charissa is distraught and in poor health. Perhaps later?
- Ask the Longbottles or the City Watch. Perhaps search for the thugs in seedy bars.
- *The manor was robbed shortly after Anton went to sea. The objects stolen were some of Anton's clothes*

*and jewelry, a painting of Anton (from my lady's sitting room), and a silver plate with the family crest.*

- I thought Sir Blacktree had left Ravens Bluff two tendays ago when the *Leaping Dolphin* sailed, but I did not personally witness its departure. I have not seen Anton since that day.
- *However, I have received (and paid) bills for purchases around town ...most notably a new rapier with the family crest, from the weapons maker, Glimmer Swords. (DM Note: this is a new copy of the existing rapier which the real Anton Blacktree carries with him.)*
- Now I wonder if the bills were incurred by an imposter.
- The family records (history) and any heirlooms are kept at the estate called Blackwood Manor outside of Ravens Bluff.

### REALM OF THE GLIMMERING SWORDS

In 610 DR, dwarves established a surface kingdom of all the Vast known as the Realm of the Glimmering Swords. Part of that kingdom was the city of Sarbreen which was located where Ravens Bluff is currently. The Realm of the Glimmering Swords fell in 649 DR. Not widely known, a group of adventurers went back in time to the fall of the Realm of the Glimmering Swords and led many dwarves (mostly children) forward to Ravens Bluff where they were resettled (a Living City adventure).

### ENDING THE ENCOUNTER

If game time is limited due to public play constraints, keep this encounter short (no more than 5-10 minutes).

If the PCs head to Glimmer Swords, tell them the shop keep says Anton Blacktree chose a specific rapier and asked that a family crest matching the one on a silver plate be added. The rapier was picked up in 2 days. The cost was billed to the Blacktree family; their credit is good anywhere in town. DM Note: The copy was made for the doppelganger to impersonate Anton Blacktree.

If the PCs are granted an immediate audience with Lady Charissa, then Kiira calls Rauric Rauricson (human male) to take to her (family retainer also appearing in MINI2-2). Rauric is very tall and gaunt. He talks in a low voice

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5D: Meeting Lady Charissa

- Encounter 5E: Longbottle Hall
- Encounter 5G: House Taldavar
- Encounter 5H House Raphiel
- Encounter 5J: Looking up local thieves
- Encounter 5K: Visit temple(s)

#### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

#### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5D: MEETING LADY CHARISSA

### SETUP

**Lady Charissa Blacktree**, female human (Diplomacy +18, History +6, Insight +14)

Depending upon how the encounter with Kiira went, the DM may have this meeting immediately, or in a private location later in the day. If the meeting is later in the day, Rauric Rauricson (human male) brings the PCs an invitation to join her for a meal at Gurneth's Goblet, an expensive restaurant with private rooms in the Tentowers neighborhood of the Uptown district. If the makeup of the group is such that that seems unreasonable (all uncultured gnolls for example) she invites them to join her at the gazebo in Melissa's Glade. This is a lightly wooded area across the street from the Blacktree mansion. This former home of a druid who was very involved in city politics is preserved as a peaceful sanctuary.

If the meeting is done immediately then the PCs are shown into a sitting room. Lady Charissa is a middle-age woman of delicate build and graceful manner. Lady Charissa wears a linen dress in a rose color. Emeralds and sapphires adorn her jewelry. Portray her as an elegant Southern lady. She is reclining on a chaise lounge when the PCs enter. She is confident that her son did not murder Reginald and wants the PCs to clear her son's name.

***My son is no murderer and he would never betray his friend, Reginald Longbottle.***

- Lady Charissa pays the PCs for clearing her son's name and reimburses them for related expenses. (Related expenses are items or rituals needed during the adventure to catch the villains or clear Anton. They do not include personal items the PCs keep after the adventure.)
- Although Anton is more impulsive and less serious than Reginald, I guess opposites attract as they have been firm friends for years.
- *I cannot imagine why someone might want to create a rift between Longbottle and Blacktree. Certainly both families have great interest in Ravens Bluff.*
- *At one time it seemed as if Anton's flirtation with Enatta Raphael might become a serious courtship. Luckily it instead became a simple friendship. While I generally try and support Anton's choices, such a marriage alliance was not welcomed.*

- *Enatta does have very nice manners and spent some time asking about old adventures of Lord Charles Frederick Laverne Blacktree, Lady Katherine Moorland, and Lord Longbottle.*
- *But she had previously approach us with a possible business arrangement which frankly was somewhat questionable. We naturally declined. (she does not give detail) It is troubling to me that there is a rumor that Enatta is one of the witnesses that place Anton with Reginald before the attack.*
- *Before he went to sea this last time, Anton did complained of being followed*
- *The night he left, our house was broken into. Some thieves got into his room and stole some clothes, jewelry and a silver dish.*
- *Also taken was a small portrait of him I had in my sitting room and there was some sign that they tried to get into the library and failed.*
- *All the family history is at their estate outside of town. She is willing to write a letter directing the staff at the estate to allow them to review the family history and search the library and trophy room.*
- *If asked about House Taldanar, she tells them that though a newer House they have proven themselves loyal to the city even though they have extensive holdings still in Sembia. I would not be surprised if they are playing both sides (Sembia rebels & Netheril Empire).*

### ENDING THE ENCOUNTER

Lady Charissa wants the PCs to go out and save her son, so she encourages them to get moving.

It is possible that after seeing Lady Charissa, the PCs decide to go the estate without any awareness of the impending raid by the shadow cell. If that change in sequence works for that table, by all means allow it. Suggest the PCs obtain the history about the Cup of Truth, then fight the shadow cell as the PCs leave.

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5E: Longbottle Hall
- Encounter 5G: House Taldavar
- Encounter 5H House Raphael
- Encounter 5J: Looking up local thieves
- Encounter 5K: Visit temple(s)

### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

If the PCs clear her son of the murder charges, Lady Charissa promises a reward of a magical item. Note: this treasure is actually rewarded in Conclusion, regardless if the PCs asked or not.



## ENCOUNTER 5E: LONGBOTTLE HALL

### SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 1 (125/175 XP)

#### SETUP

**Longbottle House Guards:** (Perception +12, Insight +4, AC 15, Will def 10, other defenses 13)

**Blake, the Longbottle Butler** (Perception +15, Insight +10)

The PCs may decide to talk to Reginald Longbottle, but to do that, they must get past his guards and staff.

Longbottle Hall is located in Uptown District in the Sixstar Neighborhood. This neighborhood is made up of luxury homes and dignified business offices. City Watch patrols insure that nothing disturbs the quiet neighborhood. The tall narrow granite building sits on a corner and is directly opposite the North wall of the city.

*Directions to Longbottle Hall are relatively easy to acquire. The neighborhood consists of stately mansions interspersed with a few more modest buildings, many of which are used for business offices.*

*Longbottle Hall sits on a corner lot just across from the North wall of the city. A short stone wall with a wrought iron gate encloses a small courtyard in front of the house. Two guards in livery are positioned at the gate while another pair walk around the perimeter of the house.*

#### SKILL CHALLENGE: GETTING TO SEE SIR REGINALD

**Goal:** The goal is get in to speak to Sir Reginald, who is recovering from having just been raised from the dead. The PCs can attempt to do this either by stealth or diplomacy.

**Complexity:** 1 (Special)

**Primary Skills:** Bluff, Diplomacy, Insight, Intimidate, Perception, Stealth, Streetwise, Thievery

**Other Skills:** History, Religion

**Victory:** The PCs gain access to Sir Reginald and can find out more information.

**Defeat:** The PCs are denied access to Sir Reginald, and if they assault the staff, may be arrested by the City Watch.

The skill challenge takes two successes to accomplish; either task 2 or 3 must succeed for success in the skill challenge. The PCs could attempt 2 or 3, fail, and then attempt the other, and succeed (or not).

After each skill and the DC for the check is listed in parentheses how many successes can be gain from one attempt at the skill and then the number of success that that skill can be used for in the challenge.

#### TASK 1: GETTING TO KNOW THE AREA (0 SUCCESS)

The PCs have the option to gather information about the location and the makeup of the household. While no successes in this task are required for the skill challenge, they gain bonuses to later checks or unlock other checks. Note that some of these checks may be attempted during other scenes.

##### Insight DC 12/14 (0 success, 1 maximum)

The PCs realize something about the neighborhood and dealing with noble families that gains them a +2 to Diplomacy checks when speaking with the Blacktree staff.

##### Perception DC 15/17 (0 success, 1 maximum)

The PCs studying the neighborhood and the city wall can determine the frequency of City Watch and City Guard patrols. This gives them a +2 to Stealth checks when attempting to slip past the guards and enter the building.

##### Perception DC 17/19 (0 success, 1 maximum)

The PC studying the house realizes that the back half of the top floor is actually a roof top garden. This success unlocks the use of Athletics in Task 3.

##### Streetwise DC 15/17 (0 success, 3 maximum)

The PC can attempt to gain information about Longbottle Hall or Sir Reginald or the staff by talking to folk in the neighborhood. On a successful check they learn one of the following (based on the information they are searching for:

**The House:** The inside of the house is furnished and laid out as if it was one giant ship. Hallways are narrow and it is said to have hidden chambers and stairs. The PCs gain a +2 to Stealth checks within the house.

**Sir Reginald:** Citizens are glad he has been raised as he has a good reputation regarding protecting the city and general populace. He is generally considered to be hard working and serious. The family is only moderately wealthy and seems to live within their means. The PC's knowledge of Sir Reginald gain them a +2 to Bluff checks when attempting to gain entrance to the house.

The Staff: The PC learns that the Butler has a weakness for chocolates (so bringing some as a gift for the Butler gains them a +5 to their Diplomacy or Bluff check with him). They also learn that additional guards have been hired since the incident to insure Sir Reginald's safety while he recovers.

#### **TASK 2: TALKING YOUR WAY IN (2 SUCCESSES)**

The PCs attempt to talk their way past the guards and the butler to get in to the house and see Sir Reginald. Each requires one success.

**THE GUARDS:** Because of the attempt on Sir Reginald's life, the guards at the gate request to know why the PCs want in. PCs bristling with obvious weapons incur a -2 penalty to all checks with the guards. However, since these guards are more recent hires, they are more likely to believe a PC if she tries to Bluff about being an old acquaintance/friend. (Lower the Bluff DC by 2 in this instance.) The PCs only need one success to get past the guards. Allow the PCs one chance to erase a failure by using a different skill check, but the DC is 2 harder.

##### **Bluff DC 13/15 (1 success, 1 maximum)**

The PCs come up with a story to convince the guards to let them into the courtyard. If the PCs succeed by +10, then the guards do not insist they hand over any obvious weapons, otherwise all obvious weapons are confiscated. Weapons will be returned upon the PCs leaving the property.

##### **Diplomacy DC 13/15 (1 success, 1 maximum)**

The PCs convince the guards they have a legitimate reason for visiting the Longbottle residence. If the PCs succeed by +10, then the guards do not insist they hand over any obvious weapons, otherwise all obvious weapons are confiscated. Weapons will be returned upon the PCs leaving the property.

##### **Intimidate DC 19/21 (trained only; 1 success, 1 maximum)**

The PCs attempt to Intimidate the guards into allowing them in. This is the more difficult approach as the guards are there to protect the house. A purely physical threat is not successful as the guards know that the mere sound of a fight will bring quick attention from the City Watch. If the PCs succeed by +10, then the guards do not insist they hand over any obvious weapons, otherwise all obvious weapons are confiscated. Weapons will be returned upon the PCs leaving the property.

**THE BUTLER:** While the guards can allow access to the house, the butler, Blake, determines who is allowed to see Sir Reginald. Blake has been with the family a long time so it is harder to Bluff him if the PCs try to portray themselves as old friends. However, he does have a weakness for chocolate and can be persuaded see if the recuperating Sir Reginald is up to having guests if the PCs offer to share some to him (+5 to their Diplomacy or Bluff check with him). The PCs only need one success to convince Ander to allow them to see Sir Reginald. Allow the PCs one chance to erase a failure by using a second skill check, but raise the DC by 2.

##### **Bluff DC 15/17 (1 success, 2 maximum)**

The PCs create a believable story regarding why they want to see Sir Reginald.

##### **Diplomacy DC 15/17 (1 success, 2 maximum)**

The PCs explain an injustice is occurring and they seek the truth.

##### **Intimidate DC 19/21 (trained only; 1 success, 1 maximum)**

The PCs attempt to Intimidate the butler into allowing them in. This is the more difficult approach as he is willing to die for the family.

#### **TASK 3: SNEAKING IN (2 SUCCESS)**

Some PCs may feel their better option is to sneak in or else their only option, should they have failed to talk their way in. If more than one person is attempting to enter, then treat the checks as group checks (half of the PCs sneaking in must succeed at the check for it to count as a success). The PCs may gain entry by climbing the wall, or opening a door or window. Once inside, they need to sneak around so they will not be discovered by the staff before they find Sir Reginald.

##### **Athletics DC 12/14 (1 success for each PC, 1 maximum)**

The PC climbs the wall of the house to the roof garden. All PCs who try this route must attempt the check. Any who fail, fall and lose one healing surge. They may try again.

##### **Perception DC 15/17 (0 success, 2 maximum)**

The PC notice that the guard on the back door is not as attentive. (Perhaps he is more interested in flirting with one of the maids or hung over). The PC gains a +2 to Stealth checks if attempting to gain entrance via the back door.

### **Stealth DC 13/15** (1 group success, 1 maximum)

The PC sneak about the house without being seen or heard. This is a group check. So long as half or more of the PCs succeed, they succeed.

If the PCs fail this check, they are noticed by the house staff. If the PCs runs away, the staff will shout for guards. All Stealth checks made after this have a -2 penalty due to the increased alertness of the guards.

The PCs may try to erase this failure with a Bluff check, DC 17/19, as to why they are in the house. A success erases the failure while a failure results in the staff calling for the guards.

### **Thievery DC 17/19** (1 success 1 maximum)

The PC attempts to unlock a door or window to gain access to the house.

## **ENDING THE ENCOUNTER**

This skill challenge is special in that 4 successes are not required and three failures may not result in failure. Failure to get in results in failure. Having said that, repeated failures at the same approach will draw attention. Any three failures at the same attempt to enter the manor house should result in the guards calling for the City Watch.

While a prudent adventurer studies the objective (i.e., engages in Task 1), no rule says PCs have to be prudent. They are merely at a disadvantage if they are not.

**Success:** If the PCs are successful they get to talk directly to Sir Reginald and find out more information.

**Failure:** If they are not successful, then they may gain some information from either the staff or the guards but it will not be as complete. Depending upon if the City Watch is called and they are arrested, they will be fined 10 gp each and released in one hour.

The followed might still be gained by questioning the staff:

- Sir Reginald left the house in the late afternoon about a tenday ago and never returned.
- He had gotten a missive from House Raphiel earlier in the day.
- They overheard somewhere that something called the Cup of Truth was involved but not sure how.

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5C: Blacktree Manor
- Encounter 5G: House Taldavar

- Encounter 5H House Raphiel
- Encounter 5J: Looking up local thieves
- Encounter 5K: Visit temple(s)

### **EXPERIENCE POINTS**

25/35 XP per PC if successful. 12/17 XP for failure. Because of the ease of this encounter, it is recommended either it does not count towards a milestone OR it combines with another skill challenge such as 5H to count towards a milestone.

### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 5F: RECENTLY DEAD

### SETUP

**Reginald Longbottle** Noble, Raven Knight, male human, (Bluff +4, Diplomacy +9, Insight +10)

Reginald has light brown hair and deep blue eyes. Well spoken and polite to all he has his family's commitment to service to the city, if not to the sea. He has a muscular build and is normally very energetic. Because of his recent ordeal he has been told to rest this next tenday.

If the PCs are being shown in by the butler, then read the following:

*Halfway down the narrow hallway the butler stops and opens a door into a small room. The room is sparsely furnished. To your left a small table that is attached to a wall is flanked by leather chairs. The wall on your right has a long padded bench and bookshelves. A well-dressed, brown haired man is sitting in one of the leather chairs.*

*With a slightly jovial tone in his voice the young man says: "So who have you brought to see me this time, Blake?"*

If the PCs snuck into the house themselves, then read the following:

*Halfway down a narrow hallway, a door stands open on the right. Inside a small room, sparsely furnished, is a young man, well dressed. This brown-haired man appears tired and is sitting in a leather chair. A small table, attached to a wall, is next to the chair and flanked by another leather chair. The wall on your right has a long padded bench and bookshelves.*

*The young man looks up and says: "I was not told of guests. Are you assassins intending to kill me again?"*

Sir Reginald will not talk about what it feels like to be dead. He is not sure he really needs to rest but is willing to go along with it for now. He is deeply disappointed in Anton. While they have had their differences in the past (usually when interested in the same woman) the ambush took him completely by surprise.

- I had stopped by to see Enatta Raphiel. She wanted my opinion on some thing.
- Yes, she knew I would be there. She asked me to stop by that evening to socialize, to discuss sponsorship of a popular play (a merry comedy)

at the Ravens Bluff playhouse, and what I knew about current Vesperin trade with Sembia. She is a merchant after all.

- Anton was there and after we talked for a while he took me aside and said he had found where one of the smuggling rings had a storage place. He had observed their routine and he thought if we went now we could hide in the shadows and ambush them.
- I was surprised that Anton was in the city; I had thought he had left the previous tenday to hunt pirates. But perhaps he returned quickly.
- We had just entered the abandoned warehouse in The Anvil, when separating from the shadows to our right were seven creatures of the Shadowfeld.
- When I turned to face the shadow creatures, Reginald struck me with that damn rapier of his. Yes, the one with the family crest.
- I managed to kill two of the shadow creatures but they knocked me unconscious.
- When I was awakened, I was tied up in the warehouse. Anton asked about the Cup of Truth. Did the family have it? Where is it? I don't even know what he was talking about.
- They tortured me for a while, but Raven Knights are trained to resist torture.
- Eventually one of them said perhaps they could get the truth from my corpse. I felt a blade in the back, then nothing.
- Anton was acting erratic for several days. Minor things-he seemed forgetful regarding prior agreements. Took a sudden dislike to dish I thought was one of his favorites.
- I would be glad to hear that it was not Anton but an imposter who betrayed me.
- It is true I had courted Enatta Raphiel last year, but I determined that we would not really suit. However, we are friends and she asks my opinion on various topics and possible purchases. (He will not discuss why he decided they would not suit.)
- I know a Hawk Knight who tracks the Netheril activities in Ravens Bluff...his name is Dirk and if you wish I can supply to you a method to meet him.
- I worship Torm. I am sworn to justice.
- Can discuss the Knighthoods and Knightly Code
  - Ravens Bluff has several orders of knights. One does not need to be a noble to enter any of the knighthoods. (See handouts if the PCs want more details)

## ENDING THE ENCOUNTER

When he has imparted what he knows to the PCs he will ring a bell for the butler to come show them out.

If game time is limited due to public play constraints, keep this encounter short (no more than 10-15 minutes).

If the PCs meet the Hawk Knight (named Dirk), he tells them that the Netherese Embassy is under surveillance by the Hawk Knights and no team of assassins has been observed leaving or returning to the Embassy. The Hawk Knights have reason to believe none are inside although with teleportation, that is hard to guarantee. More important, any attempts to sneak inside or confront the agents of Netheril at the Embassy would compromise the activities of the Hawk Knights and probably get the PCs killed. He admits that the Hawk Knights have not been watching the Sembian Embassy because so many people come and go and lots of trade delegations visit. They just do not have that much manpower. The Hawk Knights do suspect a shadow cell of agents is currently operating in Ravens Bluff.

Fortunately, the Sembian Embassy is not heavily guarded due to all the commerce and social activities which occur in the embassy.

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5C: Blacktree Manor
- Encounter 5G: House Taldavar
- Encounter 5H House Raphael
- Encounter 5J: Looking up local thieves
- Encounter 5K: Visit temple(s)

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

# ENCOUNTER 5G: HOUSE TALDAVAR

## SETUP

**Lord Pavel Taldavar:** human male, (Diplomacy +6, Insight +8, History +6, Intimidate +8)

The PCs may follow up on suggestions by Arvond the Navigator or Lady Silva to talk to House Taldavar. The city manor is known as Hornhealed Hall, located in the Tentowers neighborhood of Uptown District. (The Taldavars' also own Crownraig Hall, a palatial mansion on an 80 acre estate outside of Ravens Bluff.) The PCs will be seen by Lord Pavel Taldavar, a middle-aged man with a serious demeanor, relatively humorless. His family has the reputation of being level-headed and dispassionate on matters of trade, but very active in city government.

*A mature, muscular gentleman with a black goatee strides into the parlor. "Well met. I am Lord Taldavar. I understand you have urgent business. My time is valuable so please be prompt."*

Pavel is not rude, but if the PCs are indecisive or just slow, he becomes impatient.

- Blacktree? Very wealthy and too prone to wild adventure. I hear the boy wants to be a pirate hunter like his old man. <snorts> I would rather have a real navy but I guess we have to settle for the amateurs.
- Longbottle? Proud service to Ravens Bluff, but not much for trade. Probably the poorest of the nobles in Ravens Bluff. No head for business.
- House Raphiel was once greatly respected noble house, but in a six-month war in Year of the Tankard, 1370 DR, the estates were ravaged and many died. The house never recovered and became a merchant house.
- *The Raphiel's are not a rich merchant house; they cannot afford guards for Redstones; a very beautiful manor, but not well kept. They probably should have sold it, but the family is too proud.*
- *Ennatta Raphiel hopes to return to nobility and will do anything to succeed. I do not trust her. I have heard rumors about deals she has made with Netheril.*
- Not much into society gossip.
- I know nothing about a Cup of Truth. I am not sure that truth is always good for business.

- My family has business with and investments in Sembia as well as in Tantras and Procampur. We do limited trade with merchants in Impiltur, Thesk, and the Dalelands. Most of our business interests involve lumber and stone quarries and stone cutting, but we engage in some common and precious metal and gem trade. Invest for long term growth, I always say. Too dangerous to trade further south with the pirates as bad as they are on the Sea of Fallen Stars. I wish Ravens Bluff had a navy like the old days to run those pirates out of business.
- Like Ravens Bluff and Vesperin, House Taldavar stays neutral in the politics of Sembia and the Netheril Empire. If I took sides, then I daresay my properties in Sembia would be seized and I would suffer a great financial loss.
- If I were supporting any rebels in Sembia, I would be a fool to discuss that with anyone who asks. Of course, we are not fools.
- I have heard of a small merchant house in Calaunt by name of Selkirk who is trying to arrange trade alliances around the Dragon Reach. I believe they have secured new partners in New Velar (Dalelands). Reportedly the family was originally from Sembia.
- I do have contacts, of course, in Sembia, with the local Sembia Embassy, and <pause> with some of the rebel groups. A prudent man is prepared for contingencies.
- One rebel group that has gotten a bit of recent attention is the Silver Ravens. The name is not related to Ravens Bluff that I know of. I am told they use a silver badge with a flying raven on it. I don't know if he is a member of that group, but talk to Pierre Bisford in the Waterfront District. I believe he is well informed.
- Yes, I use Arvond as a courier with various contacts in Sembia. He is reliable and honest.
- The Netheril Empire does have an embassy in Ravens Bluff, in the Foreign District. They do not welcome visitors. I advise you to stay away from that place.
- *I assume you are aware that Netheril uses Sembia as a means to conduct much of its trade.*
- *The Sembian Embassy has been known to hold grand balls, receptions and other social events to make and maintain contacts. Since their trade with Cormyr and the Dalelands is somewhat difficult, all the better for Vesperin.*
- *The Sembia Embassy has been known to host trade delegations who are visiting Ravens Bluff. <Pavel is hinting that the PCs might have luck looking into*

*who is staying at the Sembia Embassy. Insight, DC:  
14/16 >*

## ENDING THE ENCOUNTER

If the PCs approach the Netheril Empire Embassy, they are intercepted by a Hawk Knight, named Dirk. He tells them that the Netheril Embassy is under surveillance by the Hawk Knights and no team of assassins has been observed leaving or returning to the Embassy. They have reason to believe none are inside although with teleportation, that is hard to guarantee. More important, any attempts to sneak inside or confront the agents of Netheril at the Embassy would compromise the activities of the Hawk Knights and probably get the PCs killed.

If the PCs check with the rebel contact (Pierre Bisford) in Waterfront District, he recommends the PCs investigate current trade delegation visiting the Sembia Embassy. He believes that is a ruse. Fortunately, the Sembia Embassy is not heavily guarded due to all the commerce and social activities which occur in the embassy.

If game time is limited due to public play constraints, keep this encounter short (no more than 10-15 minutes).

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5C: Blacktree Manor
- Encounter 5E: Longbottle Hall
- Encounter 5H House Raphiel
- Encounter 5J: Looking up local thieves
- Encounter 5K: Visit temple(s)

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5H: HOUSE RAPHIEL

### SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 1 (125/175 XP)

#### SETUP

The PCs may feel they need to search Redstones, the manor of the Raphiel family, to determine if the family is implicated in the murder. It is located in the Holyhouses Neighborhood of Temples District. The house has distinctive cherry-red sandstone trimmed with white quartz blocks around its windows. The sandstone is sealed in magical fused glass, but the glass is pitted and shabby. One side of the mansion butts up against other buildings.

In addition to temples, this neighborhood also has residential buildings, merchant and guild houses. Besides the City Watch patrols, there are also guards around some of the temples. However, due to their current financial circumstances, the Raphiel's do not have personal house guards. Day or night there is a footman on duty who is stationed near the front door (outside by day, inside by night).

If the PCs ask the footman if they may speak with Goodwoman Raphiel,

***"I am so sorry, but the lady is not currently in residence. Perhaps you can leave your card so an appointment may be arranged when she is available."***

The footman does not know exactly where Enatta is or when she is expected nor would he say if he knew. Note: Enatta does not appear in Ravens Bluff during this adventure. Her whereabouts is a mystery. The footman does say he has not seen the lady today.

If the PCs decide to search the house for evidence, proceed with the skill challenge. Beside the footman, the house staff consists of a butler, a cook, a cook's helper, and three maids. Enatta is the only Raphiel living in Ravens Bluff.

### SKILL CHALLENGE: SEARCHING THE HOUSE

**Goal:** The PCs need to search the house for evidence that Enatta Raphiel was involved with the plot to ambush Sir Reginald and to frame Anton Blacktree.

**Complexity:** 1 (Special)

**Primary Skills:** Bluff, Diplomacy, Intimidate, Perception, Stealth, Streetwise, Thievery

**Other Skills:** History, Insight, Religion.

**Victory:** The PCs gain the information without alerting anyone.

**Partial Victory:** The PCs gain the information, but are caught and arrested by the City Watch.

**Defeat:** The PCs fail to gain the information. They may be arrested by the City Watch.

Each skill challenge task takes one success to accomplish. The first three tasks must be accomplished to obtain the evidence. The fourth task must also be accomplished to get away totally unnoticed. The number of failures allowed per task varies by the task.

After each skill and the DC for the check is listed in parentheses how many successes can be gained from one attempt at the skill and then the number of successes that that skill can be used for in the challenge.

Note that other skills can be used to increase the chance of success.

#### TASK 1: GETTING IN (1 SUCCESS)

The PCs might gain access to the house by using thieving skills, bribing a staff member to leave a door or window unlocked or hiring someone to open the lock. These are examples; it is possible the players may come up with other means. Imaginative and reasonable alternatives should be allowed. If they have rituals or the funds to buy ritual scrolls to assist them Raven's Bluff is a large enough to accommodate them. Campaign rules still apply regarding the level of items and ritual scrolls they can buy.

#### Diplomacy DC 17/19 (1 success, 1 maximum)

The PC talks a servant into leaving a window or side door unlocked. The PC can gain a +1 bonus to this check for every 2 gp they give the servant (max +5). If the PC makes a DC 27/29, then they are also given a description of the layout of the house and gain a +2 to Stealth checks in the next scene for the group.

If the PCs fail at this check, an additional 5 gp (on top of anything they have already given the servant) buys the servant's silence but still no entry. This skill may only be attempted once.

#### Intimidate DC 14/16 (1 success, 1 maximum)

The PC bullies a servant into leaving a window or side door unlocked. If the PC makes a DC 24/26, then they are also given a description of the layout of the house and gain a +2 to Stealth checks in the next scene for the group. If the PC fails at this check, the PC may offer a 10 gp bribe to silence the servant. Otherwise, the



servant calls for the City Watch. This skill may only be attempted once.

**Streetwise DC 17/19** (1 success, 1 maximum)

A PC can discover someone willing to unlock a door and not mention it to anyone for a price. This cost the PCs 25gp. If the PC succeeds a DC 27/29, then the cost is reduced to 20 gp. This check may be attempted more than once, but each check takes an hour.

**Streetwise DC 13/15** (0 success, 1 maximum)

The PC uses her knowledge of Streetwise find someone with knowledge of the layout of the house and gain that information. Success grants the entire group a +2 to their next Stealth check in Task 2. The group can benefit from this once. This cost the PC 4gp. If the PC fails the check then the information given them is not sufficient to gain the bonus but they still need to pay for the information.

**Thievery DC 15/17** (1 success, 1 maximum)

The PCs unlock a door or window to get in the house. PCs who fail the check still get in but the group has a -2 to Stealth checks in the next scene. This skill check may be attempted 3 times.

**TASK 2: SNEAKING ABOUT THE HOUSE (1 success)**

The PCs move about the house and search without being caught. If the PCs come up with additional ways to increase their chances of success at moving quietly including using a ritual, allow it. A group Stealth check for those going inside is required for this task.

**Athletics DC 12/14** (0 success, 1 maximum each PC)

A PC jumps over a piece of furniture to hide or perhaps hangs over a railing to avoid being scene. This gives the PC +2 bonus to their individual Stealth check.

**Perception DC 12/14** (0 success, 1 maximum)

A PC spots or hears a servant moving in the hallway or on a staircase in time for the group to avoid being seen. That success grants a +2 bonus to the Stealth check for the entire group. The group can benefit from this once.

**Stealth DC 10/12** (Group Check 1 success, 1 maximum)

The PCs attempt to move quietly as they move through the house. All PCs make the check. If half or more succeed, then they gain a success for this task and remained undetected. A group failure will result in attracting a staff member's attention. A PC may attempt to erase the failure with a Bluff check, DC: 15/17, with a

fabricated story as to their presence. Failure will result in the servant calling for help and fleeing. The PCs may still search for evidence (time is limited) but the DC for the Perception is 4 higher.

**TASK 3: FINDING EVIDENCE (1 success)**

The PCs need search and find pieces of evidence. This entails not only finding items but knowing what to look for.

**Insight DC 13/15** (0 success, 1 maximum)

The PC's knowledge of people and habits allow them to point out places to look. The PCs gain +2 to Perception check. This can only be applied once to the check

**Perception DC 12/14** (Group Check 1 success, 1 maximum)

The PC finds evidence of Enatta's involvement with the Netherese. This consists of entries in her diary and indicates she knows Blacktree did not kill Sir Reginald. All PCs make the check. If half or more succeed, then they gain a success for the task.

If the group succeeds (all PCs make the check and half or more succeed) at a DC 15/17 check, then they find incriminating letters showing she knew of the planned ambush of Sir Reginald and the plan to kidnap Blacktree.

If all the PCs succeed on the higher difficulty check, then they also find letters written in Chondathan that she was trying to play both sides and garnering favor with the Sembian rebels known as the Silver Ravens.

**Thievery DC 15/17** (0 success, 3 maximum)

The PC's knowledge of Hiding places and ability to find and open lock boxes. The PCs gain +2 to Perception check. A max of +6 can be gain in this manner to the Perception check.

**TASK 4: GETTING AWAY! (1 success)**

Now that the PCs have the evidence they need to make their way out of the house without being caught. If the PCs were successful in Scene 2 then they have a +2 to their checks in this scene. If they failed the group check, then they have a -2 to their checks in this scene. If everyone one failed the group check, then they have a -4 to their checks in this scene.

**Athletics DC 12/14** (0 success, 1 maximum each PC)

A PC jumps over a piece of furniture to hide or perhaps hangs over a railing to avoid being scene. This gives the PC +2 bonus to their Stealth check.

**Perception DC 12/14** (0 success, 1 maximum)

A PC spots or hears a servant moving in the hallway or on a staircase in time for the group to avoid being seen. Or the PC notices the city watch patrol is right outside as the PCs are attempting to leave with their evidence. That success grants a +2 bonus to the Stealth check for the entire group. The group can benefit from this once.

**Stealth DC 12/14** (Group Check 1 success, 1 maximum)

The PCs attempt to quietly leave the house and put some distance between them and the house without the city watch becoming suspicious. All PCs make the check. If half or more succeed, then they gain a success for the task.

## ENDING THE ENCOUNTER

**Victory:** The PCs gain the information without alerting anyone.

**Defeat:** If the City Watch is called, the PCs are arrested and fined 25 gp each. The papers are returned to the family.

The diary is good evidence to clear Sir Blacktree's name as are the letters. The letters confirm the two incidents are linked. Chondathan letters hint at her intrigue.

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5C: Blacktree Manor
- Encounter 5E: Longbottle Hall
- Encounter 5G: House Taldavar
- Encounter 5J: Looking up local thieves
- Encounter 5K: Visit temple(s)

## EXPERIENCE POINTS

Award 25/35 XP per PC for complete or partial victory. Award 12/17 XP if the PCs did not get in or did not find the evidence.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5I: THE TAIL

### SETUP

**Chaney (pretending to be Taknob the laborer):** doppelganger, (Bluff +12, Insight +9, Perception +5, Stealth +10)

Chaney is the descendent of a former chief spy of Ravens Bluff of the same name. While it can (and does) change shape to any medium-sized humanoid, it cannot duplicate clothing or carried items.

Now working for Netheril, Chaney starts following the PCs after they have visited both House Blacktree and Longbottle, or any combination of three roleplaying encounters prior to those visits. Basically use this encounter when the PCs (or the players) need a prod to get past the investigation and back to action.

If a PC has a passive perception of 15/17 (or better), she notices the same person (the laborer) is following them two encounters later. If a PC has a passive perception of 10/12, she notices the same person has been following them after three encounters.

If PCs can succeed on an Athletics check, DC: 10/12, they can outrun Chaney.

***“Duh, I don’t want no trouble. I just got off work moving boxes and need a drink. You look like someone that might know a good pub around here.”***

Chaney will try to bluff or escape rather than fight when cornered by the PCs. His appearance when spotted by the PCs is that of a common laborer—big, slow-witted, likeable, and fond of drink. He smells of ale. In this persona, he goes by the name, Taknob. However, for each different district of Ravens Bluff he was seen in, he takes a -4 to his bluff check for implausible story.

Chaney does not want to die. He believes if imprisoned, he has a good chance to escape. He is not a believer in the cause of the Shades. Chaney tries to hide the extent of his involvement, so if the PCs think he is simply following them and gives up the shadow cell, let them think that.

An Intimidate check, DC: 14/16, will persuade Chaney to talk. (It would be lower, but the shadow creatures are pretty scary to him.)

Assuming the PCs persuade Chaney to talk, he can provide the following information:

- The shadow cell is staying in the Sembia Embassy. But you need to move quick as they plan to attack the Blacktree estate outside of Ravens Bluff. They leave by mid-evening.

- They figured they would be safe in the embassy as the City Watch cannot enter and the penalties for trespassing are significant.
- However, the Sembia Embassy is not heavily guarded due to all the commerce and social activities which occur in the embassy.
- They are looking for an artifact known as the Cup of Truth. Don’t know why.
- Apparently they had figured out it was found by Blacktree and Longbottle a long time ago. They have tried searching houses in town.
- They captured and questioned Longbottle; he did not know.
- Yes, Enatta Raphiel is involved. She helped set up Longbottle. She has some deal with the Netherese.

If the PCs actually realize or suspect he is the imposter, and resume persuasion:

- Yes, I impersonated Blacktree. The hardest part was getting the actual clothes and his distinctive weapon, the rapier.
- No, I can’t read minds. Back before the Spellplague, doppelgangers had some ability to do that. My grandfather worked as a spy for Ravens Bluff. The blue fire burnt his mind. Lost his job. Fled the city so he would not be killed as a monster. I hate Ravens Bluff.

### ENDING THE ENCOUNTER

If game time is limited due to public play constraints, keep this encounter short (no more than 10 minutes).

The PCs need to decide if they turn Chaney over to the City Watch, kill him or let him go (or other). Allow the PCs to turn Chaney over to House Blacktree guards if more convenient.

At this point, the PCs know the entire plot. While they could report the plot to the City Watch and ask the City Watch to intervene, the City Watch is slow to be convinced and the Netheril cell will get away. Moreover, the City Watch cannot enter a foreign embassy. Most likely at this point, the PCs either head to the Sembia Embassy or the Blacktree estate outside of the city (some distance).

### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5J: LOOKING FOR THIEVES

### SETUP

**Black Bart:** male tiefling with one eye, (Bluff +5, Insight +7, Intimidate +8)

Somewhat a long shot option, the PCs may look for a contact with the local thieves guild. A Streetwise check, DC 10/12 on the docks or less savory parts of Ravens Bluff, yields information that The Brotherhood is reputed to be the largest thieves' guild in Ravens Bluff. Rumor is they are based in the Crow's End District and you might find a member or two at a tavern called the Cracked Tankard. The Cracked Tankard is located in the Anvil Neighborhood of Crow's End District. The bar is quite old.

*For a few gold pieces, the bartender points you to a tiefling sitting at a table near the back. This grizzled, one-eyed tiefling with a red bandana sneers at you as you approach.*

The PCs may try to Intimidate, DC: 10/12, the tiefling to persuade him to talk.

Black Bart is a bit of a patriot and can be persuaded to rat out foreigners. He claims Netheril scum (the shadow cell) are currently in the city and word on the street is that they are holed up in one of the foreign embassies.

- I don't much like those shadow people. I hear they like associating with the dead. Besides, I try to stay out of politics.
- I hear these shadow scum have been pretending to be a trade delegation in the Sembia Embassy.
- Fortunately, the Sembia Embassy is not heavily guarded due to all the commerce and social activities which occur in the embassy. Almost anyone can figure out a way inside.
- Sneaking into an embassy is much more serious crime than sneaking around a house, even that of a noble. If you try it, don't get caught. <winks>
- They have hooked up with a doppelganger who can change his face like I change my clothes. I figure the doppelganger is their spy.
- I can set you up with someone who is good at picking locks, for a fee, if you need to get into any places behind locked doors.

## ENDING THE ENCOUNTER

If game time is limited due to public play constraints, keep this encounter short (no more than 5-10 minutes).

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5C: Blacktree Manor
- Encounter 5E: Longbottle Hall
- Encounter 5G: House Taldavar
- Encounter 5H House Raphiel

### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

### TREASURE

There is no treasure in this encounter.

# ENCOUNTER 5K: TEMPLES

## SETUP

The PCs might want to check with various temples in the city for information.

- Major temples of Amaunator (Hall of Glorious Dawn), Chauntea (House of Bountiful Harvest), Gond (The Turning Wheel), Ilmater (The Cradle of Pain and Redemption), Kelemvor (Hall of the Dead), Oghma (The Great Library), Selune (Moonflame), Sune (The Palace of Passion), Tempus (The House of War), Torm (The Citadel of Justice), Tymora (The Hall of Luck) and Waukeen (The Hall of Commerce) are found in the city.
- The temple of Torm has no record of a Cup of Truth. The temple is highly interested in obtaining such an artifact though. It would be highly worshipped.
- The temple of Oghma is researching the history of the Cup of Truth. Some accounts say it can reveal hidden truths to include revealing traitors or compelling total honesty. Shortly before the Spellplague, the Blacktree family was reported to own the Cup of Truth. No records exist as to what happened to it.
- If the PCs seek more information about the church of Bane locally, tell them no leads are available.
- The PCs may purchase ritual casting from the temples at 20% above cost.

## ENDING THE ENCOUNTER

If game time is limited due to public play constraints, keep this encounter short (no more than 5-10 minutes).

The PCs have several leads they might wish to follow.

- Encounter 5A: City Watch
- Encounter 5B: Ravens Bluff Trumpeter
- Encounter 5C: Blacktree Manor
- Encounter 5E: Longbottle Hall
- Encounter 5G: House Taldavar
- Encounter 5H House Raphael

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5L: ONCE A KNIGHT

### SETUP

**Tollen Wyndall:** male half-elf, Commander of the Raven Knights (Diplomacy +14, Insight +12, Intimidate +8)

**Nedylene Vrin:** female drow, Commander of Knights of the Hawk (Diplomacy +8, Insight +11, Intimidate +10, Stealth +18)

**Hasok Brightsteel:** male human, Commander of Knights of the Golden Rooster (Diplomacy +5, Insight +7, History +7)

Encounter 5L is optional but the players may enjoy meeting more of the Knights of Ravens Bluff. Most likely the three commanders of their respective orders wish to express their concern over the murder of a Raven Knight and the accusation of a Knight of the Golden Rooster. They want to know what the PCs have learned, to encourage the PCs to seek the truth and offer at least moral support.

*A street urchin cautiously approaches you and offers a folded, stiff piece of paper. It is an invitation to meet with three knights, the respective commanders of the Orders of Raven, Hawk, and Golden Rooster, at the Headquarters of the Knights Council, on Ladyrock in the old lighthouse.*

The three knights are courteous and dignified. All seem a bit tense. The DM may use the handouts for additional information on the knighthoods and the knightly code.

*Welcome to the Knights Haven on Ladyrock. Yes, it was once a lighthouse and office for the Regent of the Harbor, but that need was lost when the waters receded. The site is both secure and scenic. The view of Ravens Bluff is excellent from the tower.*

Tollen Wyndall is much older, with grey hair, but speaks softly with precision. He studies each of the PCs.

- Sir Longbottle was investigating smugglers who are believed to be based in Ravens Bluff.
- I am not aware of any connection to Netheril or Sembia, although I cannot rule it out.

Nedylene Vrin is of indeterminate age; her silver hair is cropped short and her violet eyes appear to flash when she is angry. She does not smile and works strange numerical puzzles to pass the time and exercise her mind.

- Indeed, we suspect a shadow cell of agents who work for Netheril may be operating in Ravens Bluff. We watch the Netherese Embassy but it is very well guarded.
- Sometimes Netherese spies use the Sembian Embassy as part of their disguise. So many people come and go; it is hard to track visitors.
- We observe contact of Sembian merchants, real and possibly fake, with House Taldavar and several merchants, to include Raphiel.
- Enatta Raphiel reminds me of a spider in a web, but she has the soul of a merchant. She keeps contracts and records of every deal. Perhaps a search would turn up evidence of shady deals.
- [If the PCs ask about Marcus Taphon, a shade from Netheril, (from the pirates in Encounter 2)] Marcus Taphon is a high level agent of the Netherese intelligence service. He is quite competent and very dangerous. He plays a deep game and always has more than one objective.

Hasok Brightsteel is a robust, beefy man with a hearty laugh and big smile. However, he is not laughing now and tugs at his red beard frequently.

- It is ludicrous that Sir Blacktree murdered Sir Longbottle, ludicrous, I say!
- Of course, the wheels of justice must turn, due process, all that, but this affair reflects poorly on all knights, not just Blacktree.
- <grumbling> Dang illusions can make any man confused.

### ENDING THE ENCOUNTER

If game time is limited due to public play constraints, keep this encounter short (no more than 5-10 minutes).

If the PCs approach the Netherese Embassy, they are intercepted by a Hawk Knight, named Dirk. He tells them that the Embassy is under surveillance by the Hawk Knights and no team of assassins has been observed leaving or returning. They have reason to believe none are inside although with teleportation, that is hard to guarantee. More important, any attempts to sneak inside or confront the agents of Netheril at the Embassy would compromise the activities of the Hawk Knights and probably get the PCs killed.

### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 6A: SEMBIAN EMBASSY

### SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 1 (125/175 XP)

#### SETUP

The PCs may eventually figure out the agents of Netheril are based out of the Sembian Embassy in the Foreign District of Ravens Bluff. If so, the PCs may attempt to sneak into the Embassy and fight the bad guys there. Alternatively, they may discover (or be told) that those responsible are on the way to the Blacktree's estate which is called Blackwood Manor. In case of the latter, the Encounter 7 description should be used. Note that the PCs can do either Encounter 6 or 7 but not both. After mid-evening, the shadow cell has left the Sembia Embassy and is on the way to the Blacktree estate.

If the PC head towards the Netheril Embassy (also in Foreign District), they are intercepted by a Hawk Knight who warns them off (see the Ending the Encounter section of Encounter 5G).

*You need to go to the Sembian Embassy, get inside, search for the Netheril attackers and kill or capture them, then get out.*

Note that the PCs can do either Task 2a or 2b but not both.

#### SKILL CHALLENGE: GOING WHERE YOU ARE NOT WELCOME

**Goal:** The PCs are trying to confront the bad guys inside the Embassy without being arrested by the Ravens Bluff City Watch.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Dungeoneering, Insight, Intimidate, Perception, Stealth, Thievery

**Other Skills:** Arcana, Athletics, Endurance, History, Religion

**Victory:** The PCs get in and out of the Sembian Embassy without getting caught by the Ravens Bluff City Watch.

**Defeat:** While the PCs confront the bad guys, the PCs will be arrested and fined by the Ravens Bluff City Watch.

Each skill challenge task takes one or two successes to accomplish. Do not count more failures from a given task than the number of successes it is possible to gain, i.e., if the PCs fail to get in the Embassy, it is one failure for the skill challenge, regardless of how many failed skill checks were made. Do not count a failure of any skill check which will not provide a success as a failure for the challenge outcome. Also, in some cases, a failed check can be erased.

After each skill and the DC for the check is listed in parentheses how many successes can be gain from one attempt at the skill and then the number of success that that skill can be used for in the challenge.

#### TASK 1A: BEING SNEAKY (1 SUCCESS)

The PCs will alert the Ravens Bluff City Watch unless they are sneaky as they move through the Foreign District. Alternatively, they may try to persuade City Watchmen to let them pass unhindered. Note that other skills can be used to increase the chance of success. Group bonuses might be as high as +4 and total bonuses for individuals as high as +6. Each individual PC can only attempt a particular skill once.

*Ever so cautiously you move slowly through the Foreign District, at times pausing to let sentries pass.*

#### Athletics DC 12/14 (0 success, 1 maximum each)

The PC uses their Athletic skill to jump up into a nearby tree or leap behind a wagon and avoid notice by passing sentries. A success grants a +2 bonus to the individual PC's next Stealth check.

#### Perception DC 12/14 (0 success, 1 maximum)

A PC spots or hears a patrol heading in their direction, or a sentry ahead. That success grants a +2 bonus to the Stealth check for the entire group. The group can benefit from this once.

#### Stealth DC 15/17 (Group Check 1 success, 1 maximum)

The PCs attempt to move quietly as they move through the district. All PCs make the check. If half or more succeed, then they gain a success in the skill challenge. If they fail, then not only does it count as one failure in the challenge but the PCs are challenged by members of the City Watch.

#### Streetwise DC 17/19 (0 success, 1 maximum)

The PC uses her knowledge of Streetwise to pick out the best path for the group to take as they move around the district. Success grants the entire group a +2 to their

next Stealth check. The group can benefit from this once.

Reward creative ways to get to the Embassy quietly and unnoticed. The Embassy is not warded against teleportation.

#### **TASK 1B: PERSUADING THE WATCH (1 SUCCESS)**

Whether noticed, or just not sneaky, the PCs attempt to talk their way past the Ravens Bluff City Watch. A bribe of 10 gp per PC gains an automatic success for this task. Pedestrians in this district after dark are questioned as to their purpose. Those without an explanation, perhaps an invitation to a social event, risk being shown out of the district.

*A City Watch patrol has spotted you. Can you persuade them to let you past?*

#### **Bluff DC 12/14 (1 success, 1 maximum)**

The PC weaves a convincing story as to their presence at night in the Foreign District.

#### **Diplomacy DC 12/14 (1 success, 1 maximum)**

The PC explains their mission stops a miscarriage of justice.

#### **Intimidate DC 12/14 (1 success, 1 maximum)**

The PC menaces the guards into looking the other way.

#### **TASK 1C: OUTRUNNING THE WATCH (1 SUCCESS)**

If spotted and/or unpersuasive, the PCs try to outrun the City Watch. If for some reason the PCs attempt to fight a City Watch patrol, whistles soon bring additional watch members and the PCs will be overwhelmed. They each lose a healing surge and are fined 50 gp.

#### **Athletics DC 10/12 (1 success, 1 maximum each)**

The PC uses their Athletic skill to run faster than the City Watch.

#### **TASK 2A: GETTING IN THE EMBASSY – 1 SUCCESS**

When the PCs arrive, they find the doors of the Sembia Embassy are guarded. The PCs may try to convince the guards to let them inside.

#### **Bluff DC 14/16 (1 success, 1 maximum)**

You convince the guards that you have legitimate business, or perhaps vital information such as secrets about rebels to disclose.

#### **Diplomacy DC 18/20 (1 success, 1 maximum)**

You convince the guards that shadow agents of Netheril are a danger to both Sembia and Ravens Bluff.

#### **Intimidate DC 13/15 (1 success; 1 maximum)**

You convince the guards that you are willing to cause personal harm to them as well as destruction to the embassy if you are not let in immediately.

#### **TASK 2B: SNEAKING IN THE EMBASSY – 1 SUCCESS**

As an alternative to Task 2a, or reverse a failure in that task, the PCs can try to sneak in. Each PC must make a skill check for this task. If half or more of the checks succeed, then the group gains a success for the task.

#### **Bluff DC 8/10 (0 success, 1 maximum)**

You distract staff inside the embassy from the less sneaky members of your group, erasing a failed Stealth check and enabling a new Stealth check.

#### **Stealth DC 10/12 (Group Check, 1 success, 1 maximum each PC)**

You slip unseen and unheard into the embassy.

#### **Thievery DC 14/16 (0 success, maximum 6 attempts)**

You quickly and quietly open a locked door or window to gain unseen access to the building. Gain a +4 bonus to all individual Stealth checks; multiple bonuses cannot be gained.

#### **TASK 3: SEARCHING THE EMBASSY – 1 SUCCESS**

#### **Dungeoneering DC 12/14 (1 success, 1 maximum)**

Your keen knowledge of typical building structures permits you to quickly search and head towards likely guest chambers.

#### **Perception DC 14/16 (1 success, 1 maximum)**

While you have never been in this building before, your eye quickly spot the layout.

**At this point go to Encounter 6b.**

#### **TASK 4: GETTING AWAY – 1 SUCCESS**

Use any of the skills for Task 1 (with the same DCs) to get away.

#### **Bluff DC 12/14 (1 success, 1 maximum)**

The PC weaves a convincing story as to their presence at night in the Foreign District.



**Diplomacy DC 12/14** (1 success, 1 maximum)

The PC explains their mission stops a miscarriage of justice.

**Intimidate DC 12/14** (1 success, 1 maximum)

The PC menaces the guards into looking the other way.

## ENDING THE ENCOUNTER

The combat in 6b happens after Task 3 and before Task 4 in this skill challenge.

**Success:** The PCs get in and out of the Embassy without being arrested by the City Watch.

**Failure:** While the PCs are able to confront the shadow cell in Encounter 6b, the PCs are arrested by the City Watch. The PCs are fined 75 gp each and spend three days in jail.

## EXPERIENCE POINTS

25/35 XP if successful, 12/17 XP if failure. This encounter does count towards a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 6B: HIDEAWAY

### ENCOUNTER LEVEL 4/6 (875/1250 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 1 Thoran, shadar-kai warrior (S)
- 1 shadar-kai gloomblade (G)
- 1 kir-lanan darklasher (D)
- 2 kir-lanan wing (W)

This encounter includes the following creatures at the high tier:

- 1 Thoran, shadar-kai warrior (S)
- 1 shadar-kai gloomblade (G)
- 1 kir-lanan darklasher (D)
- 2 kir-lanan wing (W)

The PCs confront the agents of Netheril in the Sembian Embassy's ballroom. The shadar-kai appear to be humans with gray skin and black eyes. They wear black garments and their skin is tattooed. Kir-lanans are dark skinned, bat-winged humanoids with claws. The darklashers eject thin tendrils of black vapor/smoke which saps life energy.

*The doors open up into a dimly lit large ballroom. To your immediate left and right are two sitting rooms. Curved, candle-lit staircases on either side of the room led up to a balcony. Three winged creatures stand on the balcony and a fourth figure, that of a man, steps out of the shadows below.*

The Netherese were not moving stealthily inside the Sembian Embassy as they did not have a reason to suspect a threat. With their low-light vision, however, they have no need of additional light sources.

#### FEATURES OF THE AREA

**Illumination:** Dim light is provided by lit candles in glass lamps every 5 squares (25 feet) along a wall or hallway and in public rooms. The candles are big enough to last all night.

**Plain Stairs:** Two sets of wooden stairs lead up to balcony which is 2 squares (ten feet) above main floor level. The wooden stairs are difficult terrain.

**Tables:** Two tables are on the main floor of the room. The tables are blocking terrain but can be moved.

**Balcony:** The balcony has a 5 foot high railing.

**Chandelier:** A large elaborate unlit oil lamp chandelier hangs on a rope which runs across two pulleys and down to a cleat on the wall. The rope can be cut or untied. The chandelier weighs more than one medium-sized creature.

#### TACTICS

The Netherese form an experienced team who fights smart. They will fight aggressively and to the death (although they can be knocked unconscious); they do not surrender.

Any of the Netherese agents taunted by a character with a holy symbol of Selune will prefer to attack that character.

The warrior uses *shadow jaunt* at the start of battle to materialize next to a foe and make a *double attack*. It tries to use the *cage of gloom* on more mobile opponents.

The gloomblade uses *veil of shadows* to turn invisible, to strike from concealment. It continues to use the *gloomblade* power on the blinded prey, hoping to sustain the blindness.

The kir-lanans prefer to attack from the air or high ground. A wing uses its *enfeebling ray*, then swoops to attack, particularly blinded or restrained targets.

The darklasher uses *enfeebling ray* first, then switches to *tendrils* followed by *reel* to separate more vulnerable yet powerful opponents.

Note that while the map shown has a high ceiling that allows the kir-lanans to take full advantage of their flight, the surrounding hallways and rooms have only ten-foot high ceilings where this advantage is negated, if the PCs can get to them.

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove one of the kir-lanan wing.

**Six PCs:** Add another shadar-kai gloomblade.

#### ENDING THE ENCOUNTER

If the PCs defeat the Netheril agents, the PCs need to escape with evidence and without being arrested by the City Watch. Go to task4, Encounter 6a.

The Netherese shadow creatures do not casually reveal what happened, but if turned over to the Ravens Bluff City Watch, the truth about the crime and the frame of Blacktree is revealed. They do not admit that they work for Marcus Taphon, a shade from Netheril.

### EXPERIENCE POINTS

The characters receive 175/250 experience points each for defeating the Netherese.

### TREASURE

The PCs gain a *solitaire (cinnabar)* and a *watchful ruby eye*.

## ENCOUNTER 6: HIDEAWAY STATISTICS (LOW LEVEL)

Thoran, Shadar-kai Warrior (Level 4)	Level 4 Soldier
Medium shadow humanoid	XP 175
<b>Initiative</b> +9 <b>Senses</b> Perception +4; low-light vision	
<b>HP</b> 54; <b>Bloodied</b> 27	
<b>AC</b> 20; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 13	
<b>Speed</b> 5; see also <i>shadow jaunt</i>	
m <b>Katar</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d6 + 1 damage (crit 1d6 + 7).	
m <b>Double Attack</b> (standard; at-will) ♦ <b>Weapon</b>	
Thoran makes two katar attacks.	
m <b>Cage of Gloom</b> (standard; recharge 5, 6) ♦ <b>Weapon</b>	
Thoran makes a katar attack. If the attack hits, he makes a secondary attack as strands of shadow coil around the target. Secondary Attack: +7 vs Reflex; the target is restrained (save ends).	
<b>Shadow Jaunt</b> (move; encounter) ♦ <b>Teleportation</b>	
Thoran teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +13, Stealth +13	
<b>Str</b> 17 (+5)	<b>Dex</b> 20 (+7) <b>Wis</b> 14 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 12 (+3) <b>Cha</b> 11 (+2)
<b>Equipment</b> chainmail, katar x 2, pouch with alabaster talismans	

Kir-Lanan Wing	Level 4 Skirmisher
Medium shadow humanoid	XP 175
<b>Initiative</b> +7 <b>Senses</b> Perception +6; low-light vision	
<b>HP</b> 52; <b>Bloodied</b> 26; see also <i>necrotic healing</i>	
<b>AC</b> 19; <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 15	
<b>Speed</b> 5, fly 8; see also <i>mobile melee attack</i>	
m <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b>	
+10 vs. AC; 1d4 + 5 damage plus 1d4 necrotic damage.	
M <b>Mobile Melee Attack</b> (standard; at-will) ♦ <b>Necrotic</b>	
While flying, a kir-lanan wing can move up to half its speed and make one melee basic attack at any point during that movement. The kir-lanan wing doesn't provoke opportunity attacks when moving away from the target of its attack.	
R <b>Enfeebling Ray</b> (standard; recharge 5,6) ♦ <b>Necrotic</b>	
Ranged 10; +8 vs Reflex; 1d6 + 3 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Combat Advantage</b>	
The kir-lanan wing deals an extra 1d6 damage on attacks against any target it has combat advantage against.	
<b>Necrotic Healing</b> (immediate reaction, when damaged by a necrotic attack; encounter) ♦ <b>Healing</b>	
The kir-lanan regains 13 hit points.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Kir-Lanan
<b>Skills</b> Stealth +10	
<b>Str</b> 20 (+7)	<b>Dex</b> 16 (+5) <b>Wis</b> 9 (+1)
<b>Con</b> 12 (+3)	<b>Int</b> 10 (+2) <b>Cha</b> 12 (+3)
<b>Equipment</b>	

Shadar-kai Gloomblade (Level 4)	Level 4 Lurker
Medium shadow humanoid	XP 175
<b>Initiative</b> +11 <b>Senses</b> Perception +4; low-light vision	
<b>HP</b> 42; <b>Bloodied</b> 21; see also <i>veil of shadow</i>	
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 13	
<b>Speed</b> 5; see also <i>shadow jaunt</i>	
m <b>Greatsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d10 + 2 damage; see also <i>gloomstrike</i>	
<b>Gloomstrike</b>	
If the shadar-kai gloomblade hits a target that can't see him, the target is blinded until the end of the gloomblade's next turn.	
<b>Shadow Jaunt</b> (move; encounter) ♦ <b>Teleportation</b>	
The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Veil of Shadows</b> (move; at-will) ♦ <b>Illusion</b>	
The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +13, Stealth +13	
<b>Str</b> 17 (+5)	<b>Dex</b> 20 (+7) <b>Wis</b> 15 (+4)
<b>Con</b> 12 (+3)	<b>Int</b> 10 (+2) <b>Cha</b> 16 (+2)
<b>Equipment</b> chainmail, greatsword	

Kir-Lanan Darklasher	Level 4 Controller
Medium shadow humanoid	XP 175
<b>Initiative</b> +5 <b>Senses</b> Perception +12; low-light vision	
<b>HP</b> 52; <b>Bloodied</b> 26; see also <i>necrotic healing</i>	
<b>AC</b> 19; <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 15	
<b>Vulnerable</b> 5 radiant	
<b>Speed</b> 5, fly 8	
m <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b>	
+9 vs. AC; 1d4 + 5 damage plus 1d4 necrotic damage.	
M <b>Tendril Rake</b> (standard; at-will) ♦ <b>Necrotic</b>	
Reach 5; +8 vs. Reflex; 1d6 + 4 damage plus 1d4 necrotic Damage, and the target is weakened and immobilized (save ends both).	
M <b>Reel</b> (minor; at-will; immobilized target only)	
+8 vs. Fortitude; the target is pulled 5 squares.	
R <b>Enfeebling Ray</b> (standard; recharge 5,6) ♦ <b>Necrotic</b>	
Ranged 10; +9 vs Reflex; 1d6 + 3 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Necrotic Healing</b> (immediate reaction, when damaged by a necrotic attack; encounter) ♦ <b>Healing</b>	
The kir-lanan darklasher regains 13 hit points.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Kir-Lanan
<b>Skills</b> Stealth +10	
<b>Str</b> 9 (+1)	<b>Dex</b> 16 (+5) <b>Wis</b> 20 (+7)
<b>Con</b> 12 (+3)	<b>Int</b> 10 (+2) <b>Cha</b> 12 (+3)
<b>Equipment</b>	

Note: barring WotC clarification/errata, *reel* will not pull non-flying creatures vertically; the Darklasher is simply not strong enough to do that.

## ENCOUNTER 6: HIDEAWAY STATISTICS (HIGH LEVEL)

Thoran, Shadar-kai Warrior (Level 6)	Level 6 Soldier
Medium shadow humanoid	XP 250
<b>Initiative</b> +10 <b>Senses</b> Perception +5; low-light vision	
<b>HP</b> 70; <b>Bloodied</b> 35	
<b>AC</b> 22; <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Speed</b> 5; see also <i>shadow jaunt</i>	
m <b>Katar</b> (standard; at-will) ♦ <b>Weapon</b>	
+11 vs. AC; 1d6 + 2 damage (crit 1d6 + 8).	
m <b>Double Attack</b> (standard; at-will) ♦ <b>Weapon</b>	
Thoran makes two katar attacks.	
m <b>Cage of Gloom</b> (standard; recharge 5, 6) ♦ <b>Weapon</b>	
Thoran makes a katar attack. If the attack hits, he makes a secondary attack as strands of shadow coil around the target. Secondary Attack: +9 vs Reflex; the target is restrained (save ends).	
<b>Shadow Jaunt</b> (move; encounter) ♦ <b>Teleportation</b>	
Thoran teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Stealth +14	
<b>Str</b> 17 (+6) <b>Dex</b> 20 (+8) <b>Wis</b> 14 (+5)	
<b>Con</b> 14 (+5) <b>Int</b> 12 (+4) <b>Cha</b> 11 (+3)	
<b>Equipment</b> chainmail, katar x 2, pouch with alabaster talismans	

Kir-Lanan Wing (Level 6)	Level 6 Skirmisher
Medium shadow humanoid	XP 250
<b>Initiative</b> +8 <b>Senses</b> Perception +7; low-light vision	
<b>HP</b> 68; <b>Bloodied</b> 34; see also <i>necrotic healing</i>	
<b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 17	
<b>Speed</b> 5, fly 8; see also <i>mobile melee attack</i>	
m <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b>	
+12 vs. AC; 1d4 + 6 damage plus 1d4 necrotic damage.	
M <b>Mobile Melee Attack</b> (standard; at-will) ♦ <b>Necrotic</b>	
While flying, a kir-lanan wing can move up to half its speed and make one melee basic attack at any point during that movement. The kir-lanan wing doesn't provoke opportunity attacks when moving away from the target of its attack.	
R <b>Enfeebling Ray</b> (standard; recharge 5,6) ♦ <b>Necrotic</b>	
Ranged 10; +10 vs Reflex; 1d6 + 4 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Combat Advantage</b>	
The kir-lanan wing deals an extra 1d6 damage on attacks against any target it has combat advantage against.	
<b>Necrotic Healing</b> (immediate reaction, when damaged by a necrotic attack; encounter)	
The kir-lanan regains 17 hit points.	
<b>Alignment</b> Evil <b>Languages</b> Common, Kir-Lanan	
<b>Skills</b> Stealth +12	
<b>Str</b> 20 (+8) <b>Dex</b> 16 (+6) <b>Wis</b> 9 (+2)	
<b>Con</b> 12 (+4) <b>Int</b> 10 (+3) <b>Cha</b> 12 (+4)	
<b>Equipment</b>	

Shadar-kai Gloomblade	Level 6 Lurker
Medium shadow humanoid	XP 250
<b>Initiative</b> +12 <b>Senses</b> Perception +5; low-light vision	
<b>HP</b> 54; <b>Bloodied</b> 27; see also <i>veil of shadow</i>	
<b>AC</b> 20; <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Speed</b> 5; see also <i>shadow jaunt</i>	
m <b>Greatsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+11 vs. AC; 1d10 + 3 damage; see also <i>gloomstrike</i>	
<b>Gloomstrike</b>	
If the shadar-kai gloomblade hits a target that can't see him, the target is blinded until the end of the gloomblade's next turn.	
<b>Shadow Jaunt</b> (move; encounter) ♦ <b>Teleportation</b>	
The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Veil of Shadows</b> (move; at-will) ♦ <b>Illusion</b>	
The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Acrobatics +14, Stealth +14	
<b>Str</b> 17 (+6) <b>Dex</b> 20 (+8) <b>Wis</b> 15 (+5)	
<b>Con</b> 12 (+4) <b>Int</b> 10 (+3) <b>Cha</b> 16 (+3)	
<b>Equipment</b> chainmail, greatsword	

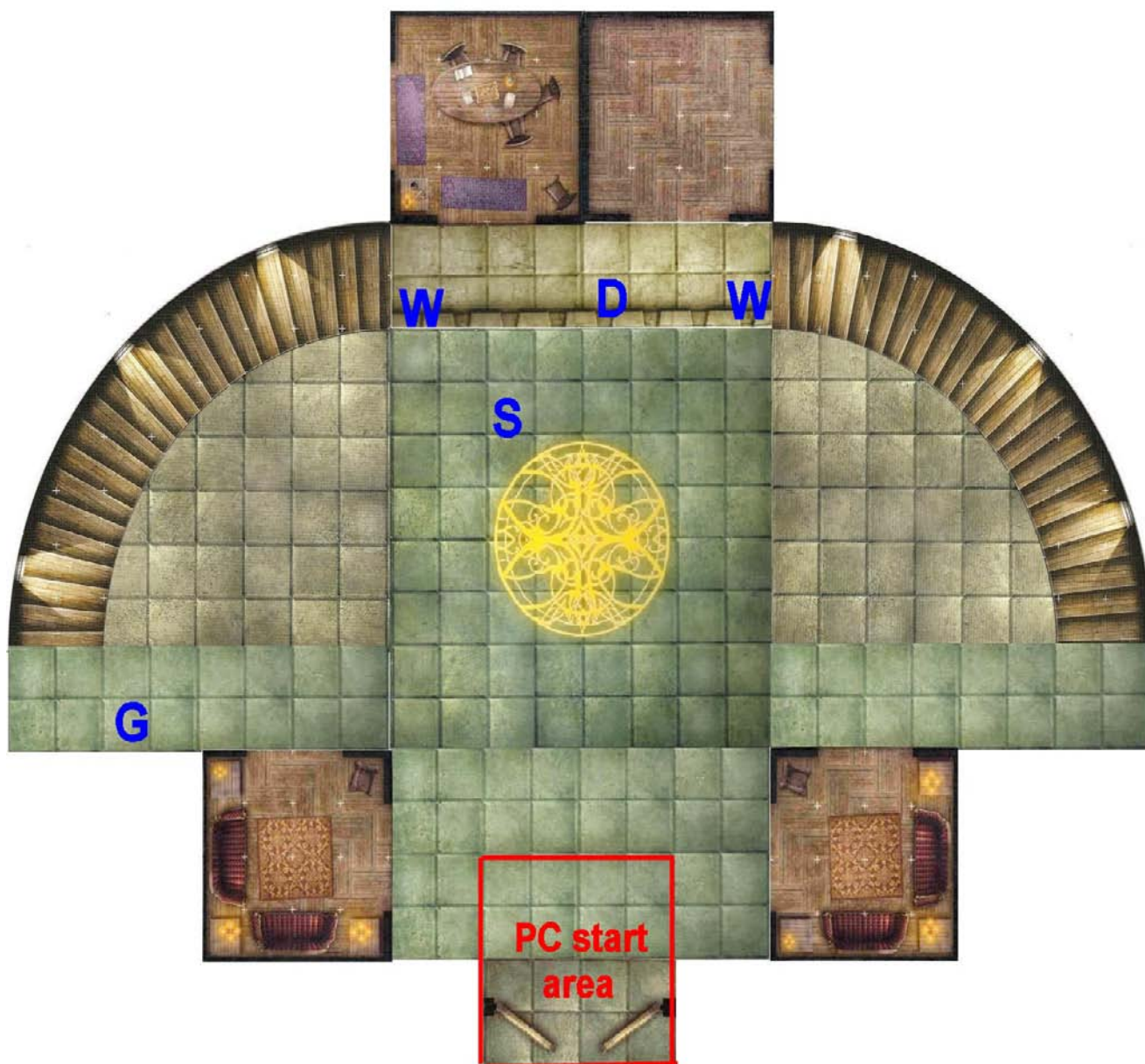
Kir-Lanan Darklasher (Level 6)	Level 6 Controller
Medium shadow humanoid	XP 250
<b>Initiative</b> +6 <b>Senses</b> Perception +13; low-light vision	
<b>HP</b> 68; <b>Bloodied</b> 34; see also <i>necrotic healing</i>	
<b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 17	
<b>Vulnerable</b> 5 radiant	
<b>Speed</b> 5, fly 8	
m <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b>	
+11 vs. AC; 1d4 + 5 damage plus 1d4 necrotic damage.	
M <b>Tendril Rake</b> (standard; at-will) ♦ <b>Necrotic</b>	
Reach 5; +10 vs. Reflex; 1d6 + 5 damage plus 1d4 necrotic Damage, and the target is weakened and immobilized (save ends both).	
M <b>Reel</b> (minor; at-will; immobilized target only)	
+10 vs. Fortitude; the target is pulled 5 squares.	
R <b>Enfeebling Ray</b> (standard; recharge 5,6) ♦ <b>Necrotic</b>	
Ranged 10; +11 vs Reflex; 1d6 + 4 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Necrotic Healing</b> (immediate reaction, when damaged by a necrotic attack; encounter) ♦ <b>Healing</b>	
The kir-lanan darklasher regains 17 hit points.	
<b>Alignment</b> Evil <b>Languages</b> Common, Kir-Lanan	
<b>Skills</b> Stealth +11	
<b>Str</b> 9 (+2) <b>Dex</b> 16 (+6) <b>Wis</b> 20 (+8)	
<b>Con</b> 12 (+4) <b>Int</b> 10 (+3) <b>Cha</b> 12 (+4)	
<b>Equipment</b>	

Note: barring WotC clarification/errata, *reel* will not pull non-flying creatures vertically; the Darklasher is simply not strong enough to do that.

## ENCOUNTER 6: HIDEAWAY MAP

### TILE SETS NEEDED

*Harrowing Halls* x2, *Arcane Tower* x2, *Halls of the Giant Kings* x1



## ENCOUNTER 7A: GETTING OUTTA TOWN

### SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 1 (125/175 XP)

#### SETUP

The PCs may discover (or be told) the bad guys are on the way to the Blacktree's estate which is called Blackwood Manor. Horses are available for rent at 15 gp.

*You need to get to the Blacktree's country estate, preferably before the shadow cell does.*

This should be a fast paced encounter as the PCs attempt to ride across the countryside

#### SKILL CHALLENGE: CROSS COUNTRY

**Goal:** The PCs are trying to get to (and on) the Blacktree estate before the shadow cell has come and gone.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Dungeoneering, Insight, Intimidate, Perception, Stealth, Thievery

**Other Skills:** Arcana, Athletics, Endurance, History, Religion

**Victory:** The PCs manage to get to the estate before the Netherese agents.

**Defeat:** The PCs arrive at the estate as the Netherese are leaving, having completed their objective.

Each skill challenge task takes one group success to accomplish. Every PC makes the skill check for these group tasks; so long as half or more of the PCs succeed, the group succeeds. Do not count more failures from a given task than the number of successes it is possible to gain, regardless of how many failed skill checks were made. However, it is possible the group succeeds (towards the skill challenge) but individual PCs who failed their check still suffer a consequence. Once the group achieves the required 4 successes there is no need to do additional tasks.

After each skill and the DC for the check is listed in parentheses how many successes can be gain from one attempt at the skill and then the number of successes that that skill can be used for in the challenge.

If the PCs use a ritual or a daily power in place of a skill check, grant an automatic success for that check.

**WITH SPEED (1 GROUP SUCCESS)**

*If you have any hope of getting there in time you need to ride fast!*

The PCs mount and ride at speed.

**Athletics/Acrobatics DC 14/16** (1 success, 1 maximum each)

The PC uses their physical ability of either strength or balance to make it easier for their horse (or other mount) to go at their top speed. This grants them a +2 to their Nature check

**Nature DC 12/14** (1 success, 1 maximum each)

The PC's knowledge allows them to urge their horse (or other mount) on to greater speed.

**FIND THE PATH (1 GROUP SUCCESS)**

*Moving fast makes it harder to avoid low hanging limbs from the trees.*

**Perception DC 14/16** (Group check, 1 success; 1 maximum)

The way is hazardous with jutting rocks and low-hanging trees. Each individual who fails loses one healing surge.

**Athletics/Acrobatics DC 17/19** (1 success, 1 maximum each)

The PC tries to stay on while ducking or leaning off to the side to avoid running in to tree branches or hanging vines. This removes a perception check failure for that PC.

**DANGEROUS SLOPE (1 GROUP SUCCESS)**

*The gentle slope of the land plunges into a steep slope!*

**Athletics (climb)/Acrobatics (run down)/Nature (guide mount) DC 12/14** (1 success, 1 maximum)

The steep slope ahead threatens to send you on a rough fall. On a failure, the rider is thrown from the horse. Loses a healing surge.

**FAST~MOVING RIVER (1 GROUP SUCCESS)**

*The steep slope ends in a river bank. The recent rains have swollen the river and now it is deep enough that traversing it will be difficult.*

**Athletics (swim)/Nature (guide mount) DC 14/16** (1 success, 1 maximum)



Twenty feet of water has to be crossed. Lose a healing surge.

#### **KEEP MOVING – (1 GROUP SUCCESS)**

***The speed and jolting of the journey is taking its toll on you!***

#### **Endurance DC 17/19 (0 success, 1 maximum)**

The ride is long and tiring. Maintaining concentration is difficult and the various hazards do not help.

#### **DARK MOTE SWARMS (1 GROUP SUCCESS)**

***You are not the only creatures wandering the wilderness. A swarm of dark motes is hovering near your path.***

**Arcana/ (DC: 10/12)** You use your ability to manipulate arcane forces to distract the motes. This grants you a +2 to your Stealth check

**Stealth (DC: 10/12)** Avoid swarms of dark motes ahead. Each individual who fails loses one healing surge from fighting off the motes.

### **ENDING THE ENCOUNTER**

If for some reason you need an additional task then repeat the Find the Path.

**Success:** The PCs arrive at the estate before the Netherese shadow cell. They have the advantage of position and perhaps an ambush.

**Failure:** The PCs arrive at the estate when the Netherese shadow cell is leaving. The PCs are at a disadvantage in that the shadow cell has found the information and now their objective is to escape.

Assuming the PCs arrive before the shadow cell, the guards and servants at the estate (Blackwood Manor) allow the searching of the library and family archives for the information about the Cup of Truth. However, the guards appear competent and insist that they guard the house itself. The PCs may position an ambush or guard positions at the wall about the grounds. (Suggest near the gate.)

According to the family history, Lord Charles Blacktree and Lord Calvin Longbottle found the Cup of Truth on an adventure. Charles insisted on keeping the artifact. But he wanted to discover how to command it so he took it to the temple of Mystra. Before they completed their tests and returned it, the blue fire of the Spellplague rolled over Ravens Bluff and the temple of Mystra imploded. If the Cup still exists, it lies under the

ruins of the temple. But that is another adventure. The story continues in *MINI2-2 Ravens Under the Midday Sun*.

#### **EXPERIENCE POINTS**

25/35 XP if successful, 12/17 XP if failure. This encounter does count towards a milestone.

#### **TREASURE**

There is no treasure in this encounter.



## ENCOUNTER 7B: ASSAULT AT BLACKWOOD

### ENCOUNTER LEVEL 4/6 (875/1250 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 1 Thoran, shadar-kai warrior (S)
- 1 shadar-kai gloomblade (A)
- 1 kir-lanan darklasher (D)
- 2 kir-lanan wing (W)

This encounter includes the following creatures at the high tier:

- 1 Thoran, shadar-kai warrior (S)
- 1 shadar-kai gloomblade (A)
- 1 kir-lanan darklasher (D)
- 2 kir-lanan wing (W)

The PCs chose to intercept the bad guys on the grounds of the Blacktree's estate which is called Blackwood Manor.

If the adventurers get there before the NPCs, then read:

*Not long after your group takes your preferred defensive positions, creatures approaching on the road in front of you are spotted. Dressed all in black, at first they appear to be humans, but a shaft of moonlight reveals their grey skin. A humanoid with bat wings can be seen flying above the trees.*

In this instance the NPCs are denoted by the letter symbol with a number 1 next to it. For example the kir-lanan wings have W1. The font is red.

The shadow creatures on the ground pull back into the brush and trees for total concealment in order to hide (use their stealth) and move towards a spot where they may attack while unseen. The flying shadow creatures do not bother to hide. Their default flying height is 4 squares up.

If the PCs arrive after the NPCs have attacked the manner, read:

*As you approach the outer wall of the Blacktree estate you see figures coming toward you. In the open area in front of the wall are humanoid creatures with batlike wings. The figures on the road appear to be humans at first, but a shaft of moonlight reveals their grey skin.*

In this instance the NPCs are denoted by the letter symbol with a number 2 next to it. For example the kir-lanan wings have W2. The font is yellow.

The shadar-kai appear to be humans with gray skin and black eyes. They wear black garments and their skin is tattooed. Kir-Lanans are dark skinned, bat-winged humanoids with claws. The Darklashers eject thin tendrils of black vapor/smoke which saps life energy.

#### FEATURES OF THE AREA

**Illumination:** Dim light from moonlight.

**Trees:** Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

**Boulders:** Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square.

**Pond:** The pond is one square deep. All pond squares count as difficult terrain, costing 3 squares of movement. A PC may possibly hide underwater.

**Wall:** The hewn stone wall is 3 squares high and is blocking terrain. Athletics DC 20 Climb; DC 43 to break. Falling off the wall causes 1d10 damage.

**Gate:** The gate has a reinforced wooden door (30 hp AC/ Reflex 5 Fort 10) that can be barred if the PCs wish.

#### TACTICS

The Netherese form an experienced team who fights smart. They will fight aggressively and to the death (although they can be knocked unconscious); they do not surrender. If they have already ransacked the estate house, they flee as soon as bloodied. If the PCs arrived first, the shadow cell fight until all of non-fliers are dead and at least one flier is bloodied. At that point, the remainder of the shadow creatures flee. The DM should not continue a fight that has turned into a grind, such as with flying creatures making ranged or flyby attacks on ground-stuck PCs without ranged attacks.

Any of the Netherese agents taunted by a character with a holy symbol of Selune attack that character, even if foolish or in preference to fleeing.

When arriving at the estate, the shadow creatures on the ground attempt to hide and sneak once they realize there are guards.

The warrior uses *shadow jaunt* at the start of battle to materialize next to a foe and make a *double attack*. It tries to use the *cage of gloom* on more mobile/lighter AC (like strikers) opponents. The gloomblade uses *veil of shadows*

to turn invisible, to strike from concealment. It continues to use the *gloomblade* power on the blinded prey, hoping to sustain the blindness. The kir-lanan prefer to attack from the air or high ground. A wing uses its *enfeebling ray*, then swoops to attack, particularly blinded or restrained targets. The darklasher uses the *enfeebling ray* first, then switches to the *tendrill rake* followed by the reel to separate more vulnerable yet powerful opponents. If PCs are on the wall, the darklasher tries to reel them off the wall.

Note that while this combat is outside where it allows the kir-lanans to take full advantage of their flight, the surrounding thick trees and walls can be used to gain cover from the flying enemies, and make it difficult for them to attack. In addition, the rooms inside the manor have only ten-foot high ceilings where this advantage is negated, if the PCs can get to them.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove one of the kir-lanan wing.

**Six PCs:** Add another shadar-kai gloomblade.

## ENDING THE ENCOUNTER

Once the PCs defeat the Netherese, they need to check for evidence. The family can look up the Cup of Truth in their family history and discover its fate. See Conclusion.

The Netherese shadow creatures do not casually reveal what happened, but if turned over to the Ravens Bluff City Watch, the truth about the crime and the frame of Blacktree is revealed. They do not admit that they work for Marcus Taphon, a shade from Netheril.

## EXPERIENCE POINTS

The characters receive 175/250 experience points each for defeating the Netherese (shadow cell).

## TREASURE

The PCs gain a *solitaire (cinnabar)* and a *watchful ruby eye*.

## ENCOUNTER 7B: ASSAULT AT BLACKWOOD STATISTICS (LOW LEVEL)

Thoran, Shadar-kai Warrior (Level 4)	Level 4 Soldier
Medium shadow humanoid	XP 175
<b>Initiative</b> +9 <b>Senses</b> Perception +4; low-light vision	
<b>HP</b> 54; <b>Bloodied</b> 27	
<b>AC</b> 20; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 13	
<b>Speed</b> 5; see also <i>shadow jaunt</i>	
m <b>Katar</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d6 + 1 damage (crit 1d6 + 7).	
m <b>Double Attack</b> (standard; at-will) ♦ <b>Weapon</b>	
Thoran makes two katar attacks.	
m <b>Cage of Gloom</b> (standard; recharge 5, 6) ♦ <b>Weapon</b>	
Thoran makes a katar attack. If the attack hits, he makes a secondary attack as strands of shadow coil around the target. Secondary Attack: +7 vs Reflex; the target is restrained (save ends).	
<b>Shadow Jaunt</b> (move; encounter) ♦ <b>Teleportation</b>	
Thoran teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +13, Stealth +13	
<b>Str</b> 17 (+5)	<b>Dex</b> 20 (+7) <b>Wis</b> 14 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 12 (+3) <b>Cha</b> 11 (+2)
<b>Equipment</b> chainmail, katar x 2, pouch with alabaster talismans	

Kir-Lanan Wing	Level 4 Skirmisher
Medium shadow humanoid	XP 175
<b>Initiative</b> +7 <b>Senses</b> Perception +6; low-light vision	
<b>HP</b> 52; <b>Bloodied</b> 26; see also <i>necrotic healing</i>	
<b>AC</b> 19; <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 15	
<b>Speed</b> 5, fly 8; see also <i>mobile melee attack</i>	
m <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b>	
+10 vs. AC; 1d4 + 5 damage plus 1d4 necrotic damage.	
M <b>Mobile Melee Attack</b> (standard; at-will) ♦ <b>Necrotic</b>	
While flying, a kir-lanan wing can move up to half its speed and make one melee basic attack at any point during that movement. The kir-lanan wing doesn't provoke opportunity attacks when moving away from the target of its attack.	
R <b>Enfeebling Ray</b> (standard; recharge 5,6) ♦ <b>Necrotic</b>	
Ranged 10; +8 vs Reflex; 1d6 + 3 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Combat Advantage</b>	
The kir-lanan wing deals an extra 1d6 damage on attacks against any target it has combat advantage against.	
<b>Necrotic Healing</b> (immediate reaction, when damaged by a necrotic attack; encounter) ♦ <b>Healing</b>	
The kir-lanan regains 13 hit points.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Kir-Lanan
<b>Skills</b> Stealth +10	
<b>Str</b> 20 (+7)	<b>Dex</b> 16 (+5) <b>Wis</b> 9 (+1)
<b>Con</b> 12 (+3)	<b>Int</b> 10 (+2) <b>Cha</b> 12 (+3)
<b>Equipment</b>	

Shadar-kai Gloomblade (Level 4)	Level 4 Lurker
Medium shadow humanoid	XP 175
<b>Initiative</b> +11 <b>Senses</b> Perception +4; low-light vision	
<b>HP</b> 42; <b>Bloodied</b> 21; see also <i>veil of shadow</i>	
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 13	
<b>Speed</b> 5; see also <i>shadow jaunt</i>	
m <b>Greatsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d10 + 2 damage; see also <i>gloomstrike</i>	
<b>Gloomstrike</b>	
If the shadar-kai gloomblade hits a target that can't see him, the target is blinded until the end of the gloomblade's next turn.	
<b>Shadow Jaunt</b> (move; encounter) ♦ <b>Teleportation</b>	
The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Veil of Shadows</b> (move; at-will) ♦ <b>Illusion</b>	
The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +13, Stealth +13	
<b>Str</b> 17 (+5)	<b>Dex</b> 20 (+7) <b>Wis</b> 15 (+4)
<b>Con</b> 12 (+3)	<b>Int</b> 10 (+2) <b>Cha</b> 16 (+2)
<b>Equipment</b> chainmail, greatsword	

Kir-Lanan Darklasher	Level 4 Controller
Medium shadow humanoid	XP 175
<b>Initiative</b> +5 <b>Senses</b> Perception +12; low-light vision	
<b>HP</b> 52; <b>Bloodied</b> 26; see also <i>necrotic healing</i>	
<b>AC</b> 19; <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 15	
<b>Vulnerable</b> 5 radiant	
<b>Speed</b> 5, fly 8	
m <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b>	
+9 vs. AC; 1d4 + 5 damage plus 1d4 necrotic damage.	
M <b>Tendril Rake</b> (standard; at-will) ♦ <b>Necrotic</b>	
Reach 5; +8 vs. Reflex; 1d6 + 4 damage plus 1d4 necrotic damage, and the target is weakened and immobilized (save ends both).	
M <b>Reel</b> (minor; at-will; immobilized target only)	
+8 vs. Fortitude; the target is pulled 5 squares.	
R <b>Enfeebling Ray</b> (standard; recharge 5,6) ♦ <b>Necrotic</b>	
Ranged 10; +9 vs Reflex; 1d6 + 3 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Necrotic Healing</b> (immediate reaction, when damaged by a necrotic attack; encounter) ♦ <b>Healing</b>	
The kir-lanan darklasher regains 13 hit points.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Kir-Lanan
<b>Skills</b> Stealth +10	
<b>Str</b> 9 (+1)	<b>Dex</b> 16 (+5) <b>Wis</b> 20 (+7)
<b>Con</b> 12 (+3)	<b>Int</b> 10 (+2) <b>Cha</b> 12 (+3)
<b>Equipment</b>	

Note: barring WotC clarification/errata, *reel* will not pull non-flying creatures vertically; the Darklasher is simply not strong enough to do that.

## ENCOUNTER 7B: ASSAULT AT BLACKWOOD STATISTICS (HIGH LEVEL)

Thoran, Shadar-kai Warrior (Level 6)	Level 6 Soldier
Medium shadow humanoid	XP 250
<b>Initiative</b> +10 <b>Senses</b> Perception +5; low-light vision	
<b>HP</b> 70; <b>Bloodied</b> 35	
<b>AC</b> 22; <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Speed</b> 5; see also <i>shadow jaunt</i>	
m <b>Katar</b> (standard; at-will) ♦ <b>Weapon</b>	
+11 vs. AC; 1d6 + 2 damage (crit 1d6 + 8).	
m <b>Double Attack</b> (standard; at-will) ♦ <b>Weapon</b>	
Thoran makes two katar attacks.	
m <b>Cage of Gloom</b> (standard; recharge 5, 6) ♦ <b>Weapon</b>	
Thoran makes a katar attack. If the attack hits, he makes a secondary attack as strands of shadow coil around the target.	
Secondary Attack: +9 vs Reflex; the target is restrained (save ends).	
<b>Shadow Jaunt</b> (move; encounter) ♦ <b>Teleportation</b>	
Thoran teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +14, Stealth +14	
<b>Str</b> 17 (+6)	<b>Dex</b> 20 (+8) <b>Wis</b> 14 (+5)
<b>Con</b> 14 (+5)	<b>Int</b> 12 (+4) <b>Cha</b> 11 (+3)
<b>Equipment</b> chainmail, katar x 2, pouch with alabaster talismans	

Kir-Lanan Wing (Level 6)	Level 6 Skirmisher
Medium shadow humanoid	XP 250
<b>Initiative</b> +8 <b>Senses</b> Perception +7; low-light vision	
<b>HP</b> 68; <b>Bloodied</b> 34; see also <i>necrotic healing</i>	
<b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 17	
<b>Speed</b> 5, fly 8; see also <i>mobile melee attack</i>	
m <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b>	
+12 vs. AC; 1d4 + 6 damage plus 1d4 necrotic damage.	
M <b>Mobile Melee Attack</b> (standard; at-will) ♦ <b>Necrotic</b>	
While flying, a kir-lanan wing can move up to half its speed and make one melee basic attack at any point during that movement. The kir-lanan wing doesn't provoke opportunity attacks when moving away from the target of its attack.	
R <b>Enfeebling Ray</b> (standard; recharge 5,6) ♦ <b>Necrotic</b>	
Ranged 10; +10 vs Reflex; 1d6 + 4 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Combat Advantage</b>	
The kir-lanan wing deals an extra 1d6 damage on attacks against any target it has combat advantage against.	
<b>Necrotic Healing</b> (immediate reaction, when damaged by a necrotic attack; encounter)	
The kir-lanan regains 17 hit points.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Kir-Lanan
<b>Skills</b> Stealth +12	
<b>Str</b> 20 (+8)	<b>Dex</b> 16 (+6) <b>Wis</b> 9 (+2)
<b>Con</b> 12 (+4)	<b>Int</b> 10 (+3) <b>Cha</b> 12 (+4)
<b>Equipment</b>	

Shadar-kai Gloomblade	Level 6 Lurker
Medium shadow humanoid	XP 250
<b>Initiative</b> +12 <b>Senses</b> Perception +5; low-light vision	
<b>HP</b> 54; <b>Bloodied</b> 27; see also <i>veil of shadow</i>	
<b>AC</b> 20; <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Speed</b> 5; see also <i>shadow jaunt</i>	
m <b>Greatsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+11 vs. AC; 1d10 + 3 damage; see also <i>gloomstrike</i>	
<b>Gloomstrike</b>	
If the shadar-kai gloomblade hits a target that can't see him, the target is blinded until the end of the gloomblade's next turn.	
<b>Shadow Jaunt</b> (move; encounter) ♦ <b>Teleportation</b>	
The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Veil of Shadows</b> (move; at-will) ♦ <b>Illusion</b>	
The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Acrobatics +14, Stealth +14	
<b>Str</b> 17 (+6)	<b>Dex</b> 20 (+8) <b>Wis</b> 15 (+5)
<b>Con</b> 12 (+4)	<b>Int</b> 10 (+3) <b>Cha</b> 16 (+3)
<b>Equipment</b> chainmail, greatsword	

Kir-Lanan Darklasher (Level 6)	Level 6 Controller
Medium shadow humanoid	XP 250
<b>Initiative</b> +6 <b>Senses</b> Perception +13; low-light vision	
<b>HP</b> 68; <b>Bloodied</b> 34; see also <i>necrotic healing</i>	
<b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 17	
<b>Vulnerable</b> 5 radiant	
<b>Speed</b> 5, fly 8	
m <b>Claw</b> (standard; at-will) ♦ <b>Necrotic</b>	
+11 vs. AC; 1d4 + 5 damage plus 1d4 necrotic damage.	
M <b>Tendril Rake</b> (standard; at-will) ♦ <b>Necrotic</b>	
Reach 5; +10 vs. Reflex; 1d6 + 5 damage plus 1d4 necrotic damage, and the target is weakened and immobilized (save ends both).	
M <b>Reel</b> (minor; at-will; immobilized target only)	
+10 vs. Fortitude; the target is pulled 5 squares.	
R <b>Enfeebling Ray</b> (standard; recharge 5,6) ♦ <b>Necrotic</b>	
Ranged 10; +11 vs Reflex; 1d6 + 4 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Necrotic Healing</b> (immediate reaction, when damaged by a necrotic attack; encounter) ♦ <b>Healing</b>	
The kir-lanan darklasher regains 17 hit points.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Kir-Lanan
<b>Skills</b> Stealth +11	
<b>Str</b> 9 (+2)	<b>Dex</b> 16 (+6) <b>Wis</b> 20 (+8)
<b>Con</b> 12 (+4)	<b>Int</b> 10 (+3) <b>Cha</b> 12 (+4)
<b>Equipment</b>	

Note: barring WotC clarification/errata, *reel* will not pull non-flying creatures vertically; the Darklasher is simply not strong enough to do that.



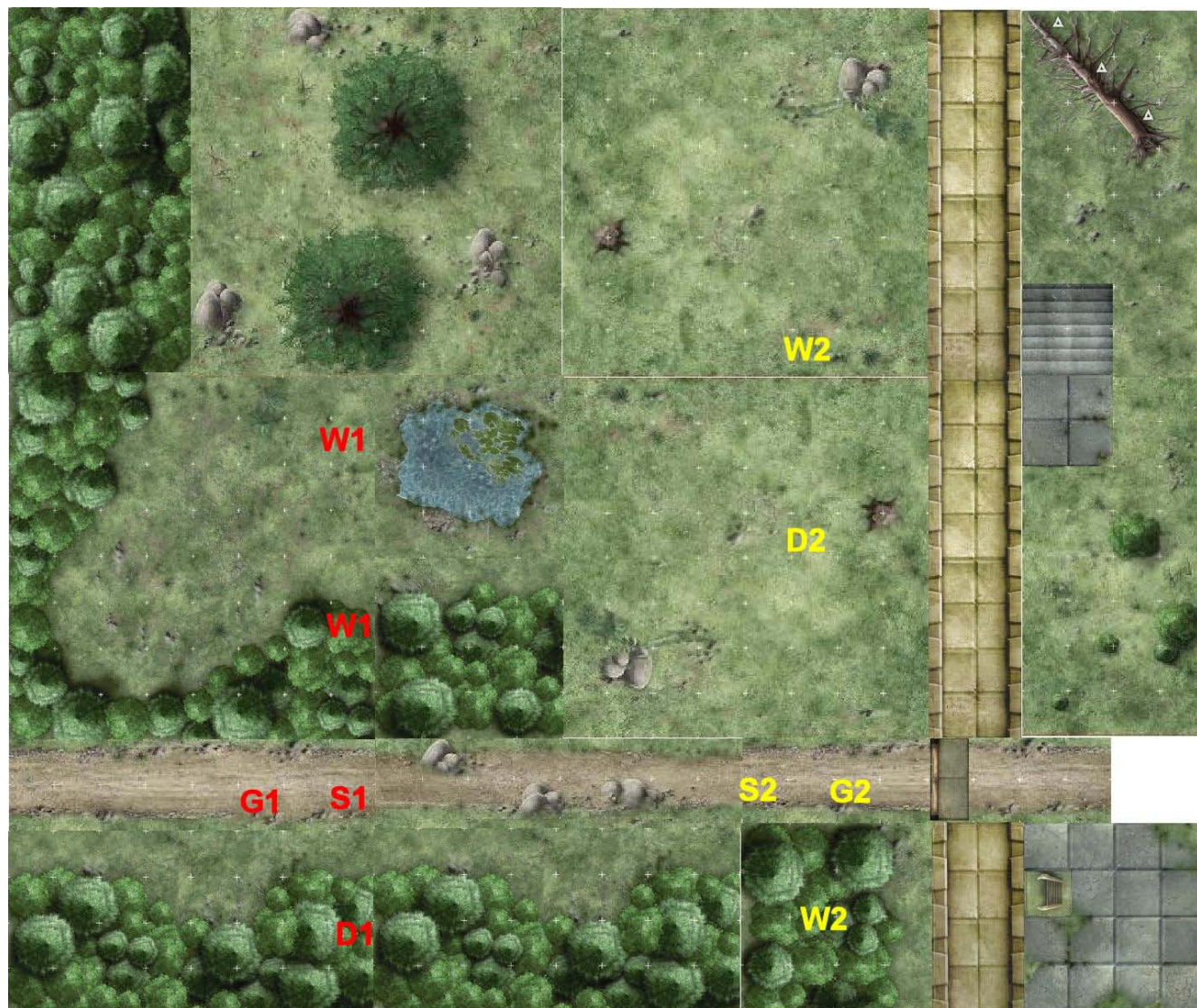
## ENCOUNTER 7B: ASSAULT AT BLACKTREE ESTATE MAP

### TILE SETS NEEDED

*Arcane Towers* x2, *Sinister Woods* x2, *Ruins of the Wild* x2, *Hall of the Giant Kings* x1 (gate)

The number 1 along with the red font indicates NPC positions if the PCs arrive first

The number 2 along with the yellow font indicates NPC positions if the NPCs arrive first



## ENCOUNTER 8: CONCLUSION

### SETUP

**Anton Blacktree**  
**Reginald Longbottle**  
**Captain Ivor Baroom**

For any outcome, even total failure, the PCs get Story Award MINI23.

If the PCs both defeated the shadow cell and captured the doppelganger, they should have sufficient evidence to clear Anton Blacktree of the charge of murder. The PCs get Story Award MINI25 and reward from Lady Blacktree for clearing her son's name. Lady Blacktree rewards the PCs with gold (25 gp each) and a choice of a magic weapon, implement or shield (any arm slot item)-see Treasure. The PCs get the minor quest xp.

The DM may award Story Award MINI24 to PCs (and only those PCs) whose behavior seemed aligned with the Knightly Code. They have impressed Longbottle by their pursuit of the truth and their honorable conduct while clearing the name of Blacktree.

If the PCs only captured the doppelganger, but failed to defeat the Netheril shadow cell, Anton Blacktree is cleared of the charge of murder and freed. Lady Blacktree will reward the PCs for clearing her son's name. The PCs get the minor quest xp.

If the PCs only defeated the shadow cell, but did not capture the doppelganger or find evidence in House Raphiel, then Blacktree will not be cleared of the charge of murder.

### ENDING THE ENCOUNTER

If the PCs did not attack the pirate ship in Encounter 2, then at this point Lord Blacktree has rescued his son and returns to Ravens Bluff with him. Depending upon the PCs outcome, he may still be arrested and charged with murder, or not. If you have time to play this out, go ahead.

### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter.

### TREASURE

25 / 25 gp per PC. Each PC may also choose one of the following:

- A single magic weapon from any player-legal source (item level less than or equal to the PC's level plus 1)
- A single magic implement from any player-legal source (item level less than or equal to the PC's level plus 1)
- A single magic arm slot item from any player-legal source (item level less than or equal to the PC's level plus 1)

### CONCLUDING THE ADVENTURE

If asked, the Blacktree family checks its family history. It seems that Charles Blacktree and Lord Longbottle found the Cup of Truth on some adventure. Charles insisted on keeping the artifact. But he wanted to discover how to command it so he took it to the temple of Mystra. Before they completed their tests and returned it, the blue fire of the Spellplague rolled over Ravens Bluff and the temple of Mystra imploded. If the Cup still exists, it lies under the ruins of the temple. But that is another adventure. The story continues in *MINI2-2 Ravens Under the Middy Sun*.

The following groups are interested in obtaining the Cup of Truth:

**House Blacktree:** Now that they are aware that the item is being sought after by those who might use it for evil reasons, the family wants it to be found and returned to them for safe keeping.

**City of Ravens Bluff:** Mayor Delenathor Tasmber wants the artifact found and brought under the cities control so that it can be used for the betterment of the city and its people.

**Temple of Torm:** Because of the nature of the artifact, the temple believes it should be retrieved and brought under their control so that it can only be used for good reasons. They are supported by the Longbottle family.

**Sembian rebels** (Silver Ravens): The rebels believe that with the Cup they would have a greater chance to thwart the Netherese and free Sembia of its influence. If the PCs interacted well with House Taldavar, then someone from that house might represent the rebels.

**Netherese Empire:** Just because their first plan to get the cup has been thwarted does not mean they have lost interest in the Cup of Truth. Perhaps what they need are better employees, such as the PCs, if they want the job done right? Does it matter who pays you?

Before the start of the next adventure, the PCs may be approached by any or all of the above groups. The groups are trying to discover who might favor their cause or be willing to work for them.

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

### EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

**Encounter 2: There be pirates**  
127 / 183 XP

**Encounter 5e: Longbottle Hall**  
25 / 35 XP

**Encounter 5h: House Raphael**  
25/35 xp

**Either 6a and 6b OR 7a and 7b**  
**Encounter 6a:**  
25/35 xp

**Encounter 6b: Hideaway**  
175/ 250 XP

**Encounter 7a:**  
25/35 xp

**Encounter 7b:**  
175/ 250 XP

**Minor Quest: Proving Blacktree Innocent**  
25 / 35 XP

**Total Possible Experience**  
400 / 560 XP

**Gold per PC**  
75 / 100 gp  
(Encounter 2: 50 / 75 gp, Conclusion: 25 / 25 gp)

### TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may

choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

#### EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

**Bundle A:** A single magic weapon from any player-legal source (item level less than or equal to the PC's level plus 1)  
Found in Conclusion

**Bundle B:** A single magic implement from any player-legal source (item level less than or equal to the PC's level plus 1)  
Found in Conclusion

**Bundle C:** A single magic arm slot item from any legal play source (item level equal to the PC's level plus 1; any legal play source)  
Found in Conclusion

**Bundle D:** *bag of holding* (lvl 5; PH, p 253)  
Found in Encounter 3

**Bundle E:** *solitaire (Cinnabar)* (lvl 8; AV, p 177)  
Found in Encounter 6b or 7b

**Bundle F:** *watchful ruby eye* (lvl 6; AV, p 178)  
Found in Encounter 6b or 7b

**Bundle G:** *deepfarer's pouch* (lvl 5; AV2, p 76)

Found in Encounter 2

**Bundle H:** ritual book of Tenser's Floating Disk

Found in Encounter 2

**Consumable plus Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

**Consumable plus Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *talent shard*, level 3, plus 20 / 70 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. In this adventure, the PCs may earn all three of the listed story awards.

### MINI23 *Return to Ravens Bluff and the Cup of Truth*

You have begun the three part Major Quest to recover the Cup of Truth and root out the corruption in Ravens Bluff. This quest continues in the adventure MINI2-2 *Ravens Under the Middy Sun* and concludes in MINI2-3 *Raven Knights*.

### MINI24 *Knightly Conduct I*

You have impressed Raven Knight Sir Reginald Longbottle by your conduct while clearing the name of his friend Sir Anton Blacktree. Sir Longbottle is willing to provide one of the two recommendations you require to squire as a Knight of the Golden Rooster. Continued conduct in line with the Knightly Code and a second recommendation may result in you being able to join the ranks of the Knights of the Golden Rooster Knight in Ravens Bluff.

### MINI25 *Favor of the Great Families of Ravens Bluff*

House Blacktree, House Longbottle, House Taldavar and House Sinaran are favorably impressed with you. You gain one favor from each house. You may spend these favors to request that a House use its power and influence to intercede on your behalf in a single matter in Ravens Bluff. The DM at the table where you use this story award decides exactly how the particular House intercedes. The DM should cross out the name of each House above as their favor is used, or if their favor was not earned.



## NEW RULES

### Solitaire (Cinnabar)

Level 6

*This jagged red crystal boosts your resilience when you hit your foes hard.*

**Wondrous item** 1,800gp

**Power (Encounter!):** Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

**Special:** You cannot use more than one solitaire in an encounter.

**Reference:** *Adventurer's Vault* page 177.

### Watchful Ruby Eye

Level 6

*This crimson gem set in gold and silver enhances your warding rituals.*

**Wondrous Item** 1,800 gp

**Property:** While grasping this gem, and skill check you make as part of a warding ritual gains a +2 power bonus.

**Special:** The *watchful ruby eye* can be used as a focus in warding rituals that allow a focus (such as eye of alarm). The value of a *watchful ruby eye* must meet the focus cost requirement for the ritual, as normal.

**Reference:** *Adventurer's Vault*, page 178.

### Deepfarer's Pouch

Level 5

*This oilskin pouch holds more than it should, including a small breathing tube that extends from the inside.*

**Wondrous Item** 1,000 gp

**Property:** This belt pouch contains 1 hour's worth of air, which remains fresh indefinitely. Once the air in the pouch has been consumed, you can refresh the supply by exposing the open pouch to any supply of breathable air during a short rest.

**Reference:** *Adventurer's Vault 2*, page 76.

### Talent Shard

Level 3

*This crystal shard contains the essence of a specific talent. When you extract it, you gain insight into that talent for a short time.*

Lvl 3 30 gp

**Other Consumable**

**Power (Consumable):** Minor Action. Trigger: Choose one skill. You gain a +1 bonus to checks with that skill until the end of the encounter.

**Reference:** *Player's Handbook 3*, page 213.

## APPENDIX 1: RAVENS BLUFF

The following information, some of which is from the *Forgotten Realms Campaign Guide* and some of which is updated from the 1998 *The City of Ravens Bluff*, can be used for reference and shared with players.

### VESPERIN

A young nation made from former independent city-states, Vesperin is a nexus for trade rumormongering and skullduggery. Commerce and corruption rule this land more surely than government. The capital city, Tantras, is very wealthy and the worship of Torm remains strong, helping to provide stability to the population. To the north, another large city, Calaunt, has recently become more vigilant about pirates and raiders although the Merchant Dukes are bribable. Ravens Bluff is the largest of the three cities and the friendliest to adventurers. Most of Vesperin is rolling farmland with some woods.

### VESPERIN LORE

A character knows the following information with a successful skill check.

**History DC 10:** The region, once called the Vast, has seen an influx of immigrants, especially the city of Ravens Bluff. Many Sembian merchants relocated here in the face of Netheril's occupation of their homeland. A couple of decades ago, Netheril outlawed all such immigration. Sembians who tried anyway wound up dead.

**Streetwise DC 10:** Gold counts for more than blood here. Vesperin is a place for intrigue, double crossing, and conversing with those normally met as enemies on the battlefield. With Sembia under the thumb of Netherese, Vesperin has flourished. Here, neutrality is the rule.

### RAVENS BLUFF

Ravens Bluff straddles the mouth of the Fire River on the eastern shore of the Dragon Reach, that most northerly arm of the Sea of Fallen Stars. Ravens Bluff stands just north of the Earthfast Mountains, on the site of the onetime dwarven city called Sarbreen (or The Realm of the Glimmering Swords).

Over the last hundred years, Ravens Bluff eclipsed Calaunt as the largest city, some 40,000 residents, in the region. Ravens Bluff is sweeter smelling than the tannery-scented Calaunt and less structured than Tantras, with its rigid economic, social and political class arrangements. As a result, most immigrants choose to settle here.

With the dramatic 50-foot fall of the level of the Sea of Fallen Stars due to the Spellplague, Ravens Bluff temporarily suffered considerable economic and

population loss. The city responded by extending its walls out from the old harbor, building new wharves and constructing new districts for immigrants, warehouses and shipping, almost begging the city, several noble families and many wealthy retired adventurers. Combined with impact from the death of three deities (Mystra, Tyr and Helm) and the loss of many powerful wizards, the former government was reduced in scope. The old, ruling Clerical Circle is gone, replaced with a mere custom of annual meetings between the temples. Major temples of Amaunator, Chauntea, Gond, Ilmater, Kelemvor, Oghma, Selune, Sune, Tempus, Torm, Tymora and Waukeen are found in the city.

Guilds typical to major cities represent crafts, professions and commerce. Unusual to Ravens Bluff are several orders of Knights: Golden Rooster, Griffon, Dove, Hawk, and Raven. Roughly two dozen hereditary noble families live in or near Ravens Bluff. The City Watch is tolerant of adventurers so long as damages are compensated. A mayor runs the city but receives advice from neighborhood-elected councilors and the noble families. The weekly city broadsheet is the Ravens Bluff Trumpeter.

### RAVENS BLUFF LORE

A character knows the following information with a successful skill check.

**Streetwise DC 10:** The hereditary nobles include the Blacktree, Longbottle, Taldavar, and Sinaran families. Blacktree has the reputation of a history of adventuresome rogues and own a two thousand acre estate outside of the city and a townhouse in the city. Longbottle has the reputation of honorable service to the city either in government or in a Knightly order. They are less wealthy than most of the noble families. House Taldavar has the reputation of wise, humorless elders with extensive investments. They are rumored to have extensive holdings in Sembia. The Sinaran moon elf clan is the only nonhuman noble house. Lady Silva Sinaran is also unusual in that she serves as the editor of the Ravens Bluff Trumpeter and keeps her finger on the pulse of the city. Merchant House Raphiel was once noble, but has fallen on hard times. The daughter is reputed to be very beautiful and courted both Anton Blacktree and Reginald Longbottle.

## DM Aid 1: SUMMARY OF INFORMATION SOURCES

As the investigation in this adventure is non-linear and not all encounters are necessary (some information is found in more than one encounter), the authors created this DM Aid to help the DM track where the key information (particularly evidence) is found. The DM may wish to check off what the PCs have learned and provide reminders to players who become confused. Some of the encounters have indirect information or point the PCs towards encounters with evidence. The two encounters with hard evidence of innocence are 5H and 5I. Earlier reports of shades (encounter 2) and shadow creatures (5A, 5F) will strongly hint to the villains.

The PCs will likely from the arrest itself want to question the City Watch captain (Baroom), Sir Reginald Longbottle (the victim), Lady Charissa Blacktree (Anton's mother), and perhaps talk more to Anton in his prison cell. They may also do streetwise checks, or those PCs who like to connect with the underworld, search for thieves guild contacts (figuring professionals might know something).

\_\_ Encounter 5A: City Watch—describes details of the crime as known, and some legalities. Clue: the shadow creatures are involved and the Cup of Truth (temple of Oghma). Mentions Enatta Raphiel was a witness.

\_\_ Encounter 5B: Ravens Bluff Trumpeter (Lady Silva Sinaran, editor)—gossip on all nobles, Netheril, Sembia, history; gives a hint that the PCs might want to check into Enatta Raphiel more; mostly provides ideas for PCs who are clueless.

\_\_ Encounter 5C: Blacktree Manor—two roles, gatekeeper to Lady Charissa, and Kiira the Chamberlain can tell the PCs about the theft of personal items and bills (notably for a copy of Anton's rapier at Glimmer Swords) This information should give a broad hint that an imposter has gained items to carry out the deception.

\_\_ Encounter 5D: Lady Charissa—She hints again about Enatta Raphiel, if asked will allow research into family history (at estate) on Cup of Truth, mentions theft, suggests House Taldavar knows about Netheril and Sembia.

\_\_ Encounter 5E: Longbottle Hall—skill challenge to gain access to Sir Reginald (the victim) in Encounter 5F.

\_\_ Encounter 5F: Recently Dead—Sir Reginald Longbottle relates: details of that night, hint that Anton Blacktree was “not himself,” villains fixated on the Cup of Truth (objective)

\_\_ Encounter 5G: House Taldavar—Not much about the crime, but hints that Raphiel has connections with Netheril (with the shadow creature clue, this should be big), strong hint to search the Sembia Embassy (and stay away from the Netheril Embassy), points to Sembia rebels (Silver Ravens), hints of tensions & intrigue with Sembia and Netheril,

\_\_ Encounter 5H: House Raphiel—while Enatta will not be found, if the PCs search her house, they can find hard evidence: her involvement with Netheril and this crime, Anton was framed, his kidnapping was related to same search for Cup of Truth, she is also connected to Silver Ravens

\_\_ Encounter 5I: The Tail—the apparent thug/laborer, (who is really the doppelganger impersonator), can provide hard evidence (testimony) of; the whole crime, location of the shadow cell in the Sembian Embassy, their plans to strike Blacktree estate, Enatta Raphiel's involvement. He may also reveal that he impersonated Blacktree, framing him.

\_\_ Encounter 5J: Looking up local thieves—points the PCs to Sembia Embassy, and reveals a doppelganger is involved in the plot.

\_\_ Encounter 5K: The temples—ritual casting available, and at Temple of Oghma, reveal that Blacktree was at one time thought to have the Cup of Truth.

\_\_ Encounter 5J: The Knights—Netheril spies uses the Sembian embassy at times and hint that Enatta might keep written records of her activities.

# HANDOUT 1: A KNIGHTLY CODE

The following information was derived from the 1998 sourcebook *The City of Ravens Bluff*.

Every knight lives by a code; this is what separates knights from other armed warriors. While each knightly order is different and emphasize different elements, these principles are core for all, particularly as espoused by the orders in Ravens Bluff.

## FAIR PLAY

- Never attack a defenseless foe.
- Do not use lethal force to end barroom brawls.
- Avoid lying or deception through silence.
- Keep promises to a fellow knight.
- Avoid cheating and torture.

## NOBILITY

- Obey local laws
- Administer Justice and show Mercy.
- Protect the innocent while always maintaining self-control.
- Show respect to authority.
- Accept and acknowledge personal responsibility for your actions.

## VALOR

- Exhibit courage in word and deed, defending the weak and innocent.
- Destroy evil in all its forms, crushing the monster that would steal our land and enslave our people.
- Fight with honor, avenging the wronged.
- Never abandon a friend, ally, or noble cause.

## HONOR

- Always keep your word or promise while maintaining your principles.
- Never betray your order, or a confidence or a comrade.
- Respect all life and freedom.
- Die with honor.

## COURTESY & BENEVOLENCE

- Exhibit manners; always be polite and attentive.
- Be respectful to hosts, women, knights, the elderly, and all who are honorable.
- Be generous to the less fortunate.
- Seek personal glory, not monetary reward.
- Serve your realm and her people, not yourself.
- Set an example of right action to all people.

## HANDOUT 2: KNIGHTHOODS OF RAVENS BLUFF

The following information is an update to and derived from the 1998 sourcebook *The City of Ravens Bluff*.

### **Knights of the Golden Rooster**

The lowest and initiate order of the city's knighthoods, these knights are the most numerous in the city. Their oath is to defend Ravens Bluff from all enemies, to bolster morale and pride among the citizens, to behave honorably and bravely, to refrain from lying and cheating, to act generously, and to deal fairly with all persons they meet. This order plays an important role in the city culture, encouraging citizens by example to rise above self interest. They demonstrate by personal deeds the idea of community service without being stuffy. Membership criteria includes recommendations from two city knights and a reputation for knightly behavior.

### **Knights of the Griffon**

A mid-tier order of the city's knighthoods, these knights concentrate on martial skills, planning battles and campaigns against an enemy, famous for a willingness to prove themselves in battle. These knights form an elite fighting force in time of war for Ravens Bluff and are dedicated to mastery of battle strategy and personal skill of arms. Their oath is to defend Ravens Bluff from all enemies, to protect the citizens of Ravens Bluff from threats, harm and unlawful imprisonment, to act bravely in the face of any danger, to be a symbol of chivalry, to obey and respect the code of honorable warfare, and to accept any valid challenge to their honor. Membership criteria includes demonstration of aptitude for combat in a tournament observed by at least three Griffon Knights, two years service as a Knight of the Golden Rooster, recommendations from two knights of mid-tier orders or higher, and a reputation for bravery and chivalry.

### **Knights of the Dove**

A mid-tier order of the city's knighthoods, these knights concentrate on using brainpower over brawn, to find solutions to problems, bringing evil doers to face civic justice. These knights are prepared to fight valiantly, but work through intelligence-gathering and sharing, cooperation and negotiation to avoid unnecessary combat. Their oath is to defend Ravens Bluff from all enemies, to heal the wounds war inflicts on civilians and innocent creatures, to heal the scars of the Spellplague, to bolster morale and pride among the citizens of Ravens Bluff, and to behave in accordance with the Knightly Code. These knights are often used on diplomatic missions as well as mission to plaguelands. Membership criteria includes two years service as a Knight of the Golden Rooster, recommendations from two knights of mid-tier orders or higher, and a reputation for diplomacy, healing arts or knowledge of the Spellplague.

### **Knights of the Hawk**

A mid-tier order of the city's knighthoods, these knights scout and spy on enemies, looking for weaknesses to exploit, eschewing the ceremony and public acclaim of other orders. This knighthood was founded in recognition that some enemies skulk in shadows and to fight them, Hawk Knights must watch, wait, and—should an evil plot be uncovered—strike swiftly and fiercely like a bird of prey. This Order tends to attract loners who do not boast of past deeds nor feel the need for public adulation. At need, they lay traps and spin deceptions to fool, mislead and expose enemies of Ravens Bluff. Their oath is to defend Ravens Bluff from all enemies, to answer the call regardless of personal inconvenience, to risk public dishonor to accomplish a mission, and for approved missions, to put aside notions of honor and fairness. Membership criteria includes two years service as a Knight of the Golden Rooster, recommendations from two knights of mid-tier orders or higher, and a reputation for patience, ruthlessness, stealthiness and thievery.

### **Raven Knights**

The elite order of the city's knighthoods, these knights serve as commanders and leaders for the city, and guard against corruption of the civic leadership and morality. These knights participate in charting the city's future to include decisions about defensive fortifications, alliances and acceptable charities, represent the city to the Army and Navy of Vesperin, and approve knightly missions for Ravens Bluff. Membership criteria includes at least three years service in a mid-tier knightly order, recommendations from two Raven Knights, two noble Houses, and one City Official of senior rank, and an unblemished reputation.

Knightly Honors (awards) attest to one's reputation and behavior.

## HANDOUT 3: RAVENS BLUFF TRUMPETER

### **Murder of Raven Knight rocks the city!**

The City Watch revealed today that Sir Reginald Longbottle, foully murdered by a gang in the Anvil neighborhood of Crow's End District, was successfully raised from the dead by The Citadel of Justice and is resting at Longbottle Hall. The Longbottles, proud residents of the Vast for over 200 years and of noble status since the days of Lord Calvin Longbottle, are shocked that any citizen of Ravens Bluff would lay a hand on a knight, much less a Raven Knight.

The City Watch remains adamant that with Sir Reginald's testimony, they expect to apprehend one of the suspects shortly. Rumors are spreading that the suspect is a Knight of the Golden Rooster. Considering that Lord Calvin Longbottle was one of the founding members of the Order of the Golden Rooster, it would be odd if his great-grandson was betrayed by a member of that order. Captain Baroom is adamant that all suspects are entitled to a fair trial.

### **Slum Clearance Underway!**

Renovation of the Shadystreets neighborhood of Crow's End is finally underway. As all of our fair city know, the neighborhood turned into the worst slum with the decline in river boat traffic and fear of the blue fire of the nearby ruins of the former temple of Mystra, a glowing hole in the ground.

Several of the noble families, led by House DeVillars and merchant house Bhuklyn's, contributed to a subscription campaign to raise funds. The Knightly orders of both Golden Rooster and Dove lobbied hard for this restoration, and many families gave anonymous donations in memory of heroic adventurers.

The first construction will be a new station for the Red Ravens firefighters, a new building for the Hand of Mercy Children's Hospital and Orphanage, and a new park filled with shade trees and statuary of past heroes of Ravens Bluff.

### **The Shou Take Silverscales!**

In the past decades, the Silverscales neighborhood in Cliffside District has seen many of its lowlifes replaced by Shou immigrants. In the shadow of the Lady's Falls, they have build their homes close together and sometimes on top of each other, and most live in abject poverty. Most of the property was owned by the Tempest Rose Merchant House and indirectly House DeVillars.

This squalor may end as various properties next to the falls have been sold to the Chiang Emporium. Buildings are being torn down, and a wharf is being raised at a breakneck speed as we speak. As the Fire River shoreline is not approachable due to the falls, caused, of course, by the Spellplague, there is little chance anyone will be landing there - unless they can fly.

The Chiang Emporium have told the City that they intended to build a walled compound for the comfort and security of their staff. The Chiang Emporium already own several warehouses and lease two wharfs in the Waterfront District.

Many Shou look at the Chiangs to end their misery, but the merchant house - run, they say, by Shou women only - are known far more for their shrewd and unscrupulous business deals than their concern for the common man. Lady-proprietor Lin-Woh Chiang, who steers the end of the Emporium invested in the Dragon Coast, is as cold and fear-inspiring as she is beautiful. Still, most Shou folk pray and hope rumors of the Chiangs' support of the freedom fighting Seven Swords in Westgate are truth.

### **Upcoming Social Events**

The Merchants' Ball is only a tenday away and everyone who is anyone is planning to be there. While sponsored by the Merchants' Council, the ball may be attended by any who can afford the pricey tickets and the sumptuous formal dress clothes. The days are thankfully long gone when the nobles would have turned up their noses at the thought of associating with the merchants. Fashion conscious ladies have tasked their seamstresses and favorite designers, such as Dragon Reach Couture, to produce gowns that will rival any that might be found in Waterdeep. The Hall of Joyous Celebration is the place to be for the Merchants' Ball.

And mark your calendar, the following tenday sees the start of the month long Game of Masks with a masquerade party in the ballroom of the Sembia Embassy. How much of the repartee will be part of the game is the mystery.

### **Laugh Your Head Off**

The Fellowship of Bards, Performers and Artists is sponsoring the popular comedy, *The Milkmaid of Cormyr*, at the Ravens Bluff Playhouse, this tenday and next. If you have not seen the newly renovated Playhouse, this is a great opportunity.

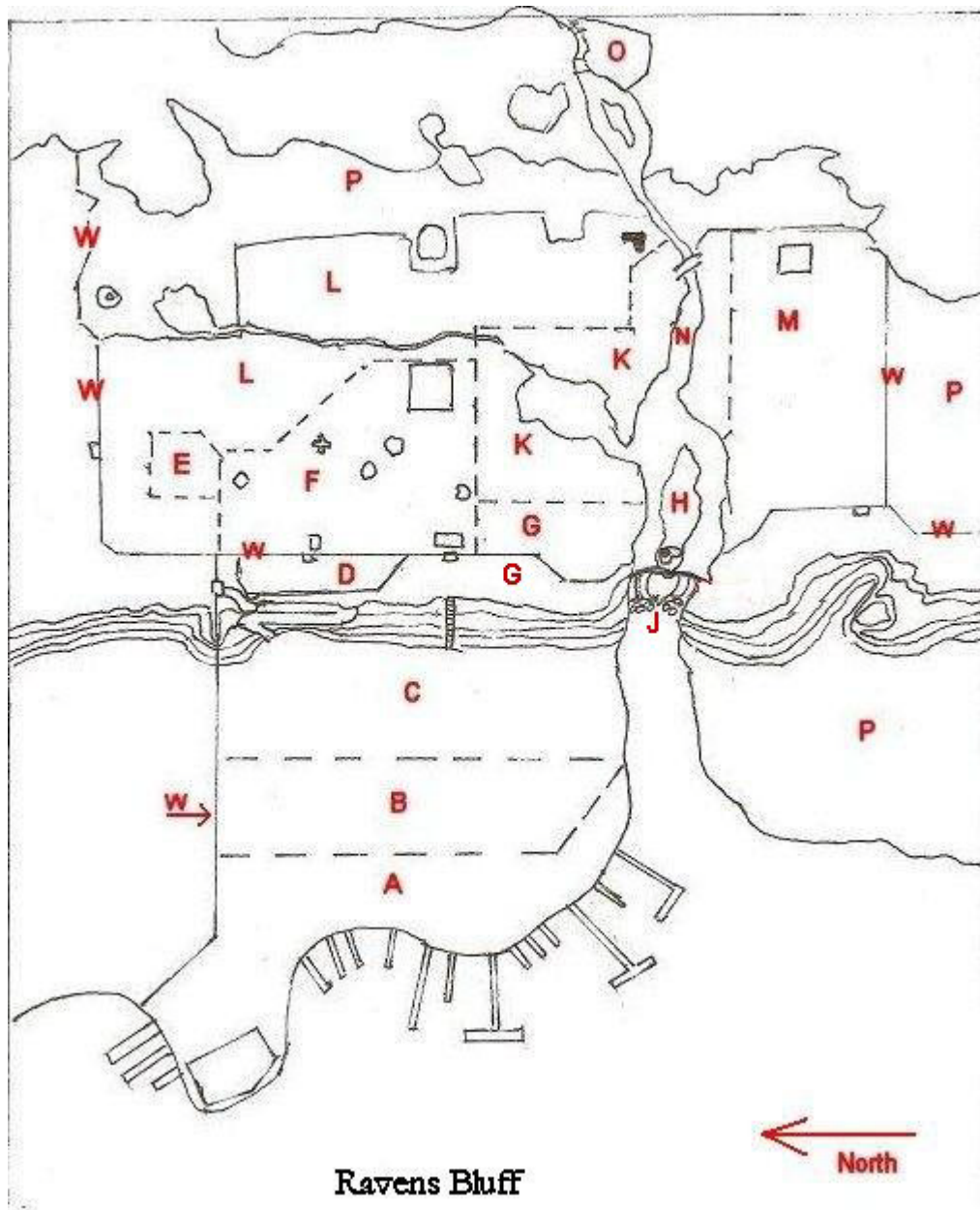
### **Knightly Anticipation**

The Knights Council announced the start of ticket sales for their Highharvesttide Knights Ball. Mingle with Ravens Bluff's finest for the premier social event of the autumn season.

### **Temple Beat**

Construction of the chapel of Valkur, Safe Harbor, was recently finished and sailors and seagoers are welcome at any time. Wavetamer Thersos Cylla is seeking help to plan next Spring's festival of the Shattering, their holy day.

## CITY MAP



### Legend:

A: Waterfront District  
 B: Warehouse District  
 C: Garden District  
 D: Foreign District  
 E: Market District  
 F: Temple District  
 G: Cliffside District  
 H: Lady Rock

J: Lady's Falls (Waterfalls)  
 K: Crow's End District  
 L: Uptown District  
 M: Southside District  
 N: Fire River  
 O: Graveyard  
 P: Farming  
 W: Walls

## **DUNGEONS & DRAGONS** **LIVING FORGOTTEN REALMS**

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(character name)

**HAS RECEIVED STORY AWARDS FROM:**  
(cross out those not received)

### ***MINI2-1 A MOURNING OF RAVENS***

**MINI23 Return to Ravens Bluff and the Cup of Truth**  
You have begun the three part Major Quest to recover the Cup of Truth and root out the corruption in Ravens Bluff. This quest continues in the adventure *MINI2-2 Ravens Under the Midday Sun* and concludes in *MINI2-3 Raven Knights*.

#### ***MINI24 Knightly Conduct I***

You have impressed Raven Knight Sir Reginald Longbottle by your conduct while clearing the name of his friend Sir Anton Blacktree. Sir Longbottle is willing to provide one of the two recommendations you require to squire as a Knight of the Golden Rooster. Continued conduct in line with the Knightly Code and a second recommendation may result in you being able to join the ranks of the Knights of the Golden Rooster Knight in Ravens Bluff.

#### ***MINI25 Favor of the Great Families of Ravens Bluff***

House Blacktree, House Longbottle, House Taldavar and House Sinaran are favorably impressed with you. You are limited to one favor from each house. You may spend these favors to request that a House use its power and influence to intercede on your behalf in a single matter in Ravens Bluff. The DM at the table where you use this story award decides exactly how the particular House intercedes. The DM should cross out the name of each House above as their favor is used, or if their favor was not earned.

## **DUNGEONS & DRAGONS** **LIVING FORGOTTEN REALMS**

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You have impressed Raven Knight Sir Reginald Longbottle by your conduct while clearing the name of his friend Sir Anton Blacktree. Sir Longbottle is willing to provide one of the two recommendations you require to squire as a Knight of the Golden Rooster. Continued conduct in line with the Knightly Code and a second recommendation may result in you being able to join the ranks of the Knights of the Golden Rooster Knight in Ravens Bluff.

#### ***MINI25 Favor of the Great Families of Ravens Bluff***

House Blacktree, House Longbottle, House Taldavar and House Sinaran are favorably impressed with you. You are limited to one favor from each house. You may spend these favors to request that a House use its power and influence to intercede on your behalf in a single matter in Ravens Bluff. The DM at the table where you use this story award decides exactly how the particular House intercedes. The DM should cross out the name of each House above as their favor is used, or if their favor was not earned.

## **DUNGEONS & DRAGONS** **LIVING FORGOTTEN REALMS**

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(character name)

**HAS RECEIVED STORY AWARDS FROM:**  
(cross out those not received)

### ***MINI2-1 A MOURNING OF RAVENS***

**MINI23 Return to Ravens Bluff and the Cup of Truth**  
You have begun the three part Major Quest to recover the Cup of Truth and root out the corruption in Ravens Bluff. This quest continues in the adventure *MINI2-2 Ravens Under the Midday Sun* and concludes in *MINI2-3 Raven Knights*.

#### ***MINI24 Knightly Conduct I***

You have impressed Raven Knight Sir Reginald Longbottle by your conduct while clearing the name of his friend Sir Anton Blacktree. Sir Longbottle is willing to provide one of the two recommendations you require to squire as a Knight of the Golden Rooster. Continued conduct in line with the Knightly Code and a second recommendation may result in you being able to join the ranks of the Knights of the Golden Rooster Knight in Ravens Bluff.

#### ***MINI25 Favor of the Great Families of Ravens Bluff***

House Blacktree, House Longbottle, House Taldavar and House Sinaran are favorably impressed with you. You are limited to one favor from each house. You may spend these favors to request that a House use its power and influence to intercede on your behalf in a single matter in Ravens Bluff. The DM at the table where you use this story award decides exactly how the particular House intercedes. The DM should cross out the name of each House above as their favor is used, or if their favor was not earned.



Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
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## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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