

A Boy and His Mammoth

A One-Round Living City Tournament

by Ed Gibson

Ravens Bluff has been unbelievably dull over the past weeks and the war is beginning to seem like the good old days. You're standing on a corner, leafing through a special edition of the Ravens Bluff Trumpeter in hopes of finding something to break the monotony.

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

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

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

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

Tier Structure

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

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

DM Introduction

The past few weeks have been incredibly dull in Ravens Bluff. The spring rains were unusually heavy this year and the weather was much hotter than in average years. Tempers are on edge due to the heat and humidity and patrons for adventuring groups appear to have disappeared. The past two days have been dry and people are anxious to be outside. As the adventure starts, the PCs are in the marketplace, reading (or listening to others read) the Ravens Bluff Trumpeter in hopes of finding something to break the monotony of the past weeks.

The heroes may investigate any of the articles in the Trumpeter in search of adventure. Some of the articles lead nowhere, but others lead to encounters or the main adventure. As the judge, you need to familiarize yourself with all the possible results, so you are ready to improvise to keep the players involved. Please note that it's almost impossible for the PCs to follow every possible path and still finish the module, so when in doubt, guide them in the direction of the mammoth hunt. The title is going to push a lot of players in the correct direction, if they return the pet home and you still have time remaining, ask them if there is anything else they want to do before scoring. It's up to the PCs to discover that they're all looking for the same thing (adventure) and form a team to follow up the leads.

Introduction: Mr. Handout is your Friend!

Tell your players to select spells for a typical day in Ravens Bluff for their characters. The PCs are not together at the beginning of the scenario, so don't allow them to work together on spell selection. When the players are ready to begin, read or paraphrase the following:

It's spring in Ravens Bluff, but this year the bright flowers and other telltale signs are hidden by a thick blanket of mildew. The odor of decaying wood overwhelms even the smell of the harbor. After two ten-days of pouring rain and unseasonably hot temperatures, your steps sink into a thick layer of mud. Mold and mildew are growing everywhere you look. However, the rains finally stopped yesterday and today is not only dry, but the temperature has dropped to comfortable levels. The marketplace is crowded with shoppers searching for fresh produce. A few people have gathered around a young boy selling copies of the latest edition of The Ravens Bluff Trumpeter.

The Trumpeter sells for one silver piece (give them the Trumpeter handout). If you have a bunch of illiterate PCs, they can hire someone to read the articles to them for two copper pieces (per PC). Have the players describe their characters physical appearance. The marketplace is crowded, but except for the other PCs, the shoppers appear to be servants, merchants, housewives, etc (i.e. they are the only adventuring types in sight). If the PCs want to go shopping, fresh fruits, vegetables and meats are available at prices double the *Player's Handbook*. (It's spring and a lot of stored

produce has spoiled due to the unseasonably hot, wet weather).

Don't rush the players, they may decide to follow-up an article on their own. On the other hand, you may get a group of players who are used to being led by the nose and may wait in the marketplace for a patron to arrive. In this case, you should have the PCs overhear NPCs discussing the articles in the paper: "I saw that striped woman they're looking for, I wonder if there is a reward" or "Why in tarnation did someone build a shrine to a drow goddess in Ravens Bluff? It's no wonder that it was attacked". Hopefully a gentle nudge will get your players on the right track.

Encounter One: In Today's News

The following paragraphs are tied to the articles in the Trumpeter handout. If the PCs make an attempt to investigate further, pass along this information. Several of the paragraphs lead to separate encounters, follow the instructions.

Adventurer Census Update:

This article can be followed up with the mayor (requires a 1/2 Fame - Mayor roll to be made) or generic city government officials. The PCs learn that a detailed census of the skills and abilities of adventurers is being conducted, so Ravens Bluff will be prepared to react in the event of a future attack. The characters are told that they will be contacted before the time that they are scheduled to complete the census. (Note: The Census is part of another module which your players may or may not have completed).

Cost of Ivory Alarms Merchants:

An attempt to follow up this article at a relevant temple (Melikki, Chauntea, Silvanus) reveals that the number of mammoths, while dwindling, is not so low as to account for the increase in ivory prices. There is also revulsion at the practice of slaying mammoths for their tusks and leaving the meat to rot. No further information is available through the temples. The article can also be followed up at any jeweler or craft shop. If the PCs ask about the price of ivory, they are told that mammoth tusks were selling for 5 gold pieces per pound are now selling for 18-20 gold pieces per pound. If the PCs purchase something and spend some time talking with the merchant, they may learn the following.

- The normal sources of supply have dried up, several hunting parties have been wiped out by unknown foes.
- A rumour the PCs may hear is that a group of adventurers has decided that hunting is much safer than adventuring and is trying to establish a monopoly on the ivory supply.
- A further rumour (upon payment of at least 20 gold pieces in incentives) is that Talton, of Talton's Ivory and Scrimshaw, doesn't seem to have any problems with his supply.

If the PCs decided to visit Talton's shop, proceed to Encounter Two.

City Watch Confirms Investigation:

If a PC watch member asks if he has heard anything about this investigation, tell him that he's heard there is an investigation of crimes committed during adventuring going on, but doesn't know who is conducting the investigation or have any details. In fact, the Trumpeter article has more information than he would expect to be released before the investigation was complete.

The City Watch isn't eager to talk to the PCs. Rolf Sunriver is unavailable for comment, but a PC who makes a Fame (City Watch) check at -2, recognizes Captain Aven Elonis leaving the City Watch barracks. If no one makes this check, the PCs are told that Aven just left, if the PCs hurry they may be able to catch him. Aven speaks with a southern drawl and is fond of cinnamon rolls (not doughnuts). He invites the heroes to accompany him to a nearby inn for Holly's Mill cider and cinnamon rolls. He sits with his back to a wall, repeatedly scans the room as if he's expecting trouble, and generally acts paranoid. He confirms the details in the Trumpeter and can add the following:

- there is no reward for Carlalista (at this time),
- Carlalista is an elf, a mage and probably a fighter/mage.
- Another suspect is named Dirk, he's a swashbuckler who used to hang out with some of the notable ladies of the city, he left just before the war started and didn't return until the war ended.
- Both Dirk and Carlalista should be considered armed and dangerous.
- There are other individuals who are undergoing preliminary investigation at this time, but it's too early to release any names.

He finishes by warning the heroes not to trust anyone in Ravens Bluff, cackles maniacally, and runs out the back door. (Note - nothing sinister is happening, Aven is just under a lot of stress).

Jack Mooney's Circus Moves Out:

The PCs can talk to guards at the city gates, neighbors of the complex where the circus spends the winter in practice and maintenance or local children; everyone knows that Jack Mooney's Circus left Ravens Bluff yesterday by the southern gate. The first stop on the circus tour is Procampur. The circus was moving more slowly than usual due to the wet ground, but Mr. Mooney was hoping the ground would dry out before too long. The circus had six adult mammoths and one baby mammoth when it left town. The circus is about two hours out of Ravens Bluff on horseback, about four hours travel on foot in the event the PCs decide to visit. The circus has its normal complement of mammoths and hasn't picked up or seen the missing pet. If the PCs decide to visit the circus, they travel past the tent city outside Ravens Bluff. This is Encounter Five, if the party wants to stop and investigate.

Violence Mars Shrine's Opening:

The warehouse district is known to everyone, it's near the docks. A half hour of wandering around the warehouse district is sufficient to find the shrine, just proceed in the direction of the greatest amount of anti-drow graffiti. A Local History proficiency check reveals that the Ill-Eagle Inn is located in Crow's End, caters to humans (and is VERY intolerant of demi-humans), and has a deformed talking eagle as a mascot. A Religion proficiency check at -2 (Eilistraee is not well known) reveals that Eilistraee, known as "The Dark Maiden", is the Goddess of the Good Drow, those drow who wish to return to the surface. Her portfolio includes Song, Dance, Swordwork, and Hunting. If the heroes decide to visit the shrine, proceed to Encounter Three.

Mercenaries (Classifieds):

Lord Vondryx may be known to some PCs through the modules *A Wedding Summons in Ravens Bluff* and *Strange Bedfellows*. Otherwise, a successful Local History proficiency check at -4 reveals that Lord Vondryx is a Balor (Tanar'ri) who has meddled in affairs in Ravens Bluff in the past. The Spill and Swill is a well-known local bar (no roll necessary) and its clientele tends to be rather rough. Mistress Charnela is unknown. If the heroes decide to visit the Spill and Swill, proceed to Encounter Four.

Lost Pet (Classifieds):

The PCs are likely to try and gain more information about the owner (verify the reward) before they start to search for the lost pet. The most likely places to visit are the Trumpeter offices to try and find out who placed

the ad, and City Records to see who has permits to keep mammoths.

The Trumpeter staff reports that (given a bribe of 10 gold), that the ad was placed on behalf of an unknown individual by John, one of his servants. John paid in advance for the advertisement and the reply box and will be checking the box weekly (so he won't be back for 9 days). This is a dead end, John didn't give his last name, he has no distinguishing features, and the PCs have no way to find him (if they want to wait, make sure to mention that someone else will have a 9 day head start on searching for the missing pet).

The Ravens Bluff Hall of Records is open, there isn't a long line, and the person at the desk is helpful. He asks the heroes what he can do to help. If they ask for a list of people with mammoth permits, he asks them for a name and explains that the records are organized by owner, not by animal. As an example, he pulls out one of the several hundred large tomes and opens it to "MO" and states "See Jack Mooney, he's with the circus you know, has permits for six adult and one baby mammoth. He also has permits for carnivorous apes, lions, tigers, bears and so forth. The information is all in the files, but I need the owner's name to look up the records." The man at the desk will do everything he can to help the PCs, unfortunately none of the information is available without the name of the individual. He offers to go through the books in his spare time, but it will take at least a month. If the PCs specifically ask about Mistress Charnela, she has a resident alien permit which is good for one ten-day. If the PCs ask about any other individual's file, he reports that he can't release that information due to privacy concerns. This is another dead end, he can't come up with a list of mammoth owners in time to help the PCs, and he won't allow the characters access to the books.

If the characters visit the tent city outside (south of) Ravens Bluff, the last place the mammoth was seen, proceed to Encounter Five.

Personal (Classifieds):

If the party travels to the temple of Tyr and asks one of the attendants for Sir Reginald, they are shown to a waiting room. A few minutes later Sir Reginald shows up. He's in his late 30's, with blonde hair and blue eyes. He'll ask what justice the heroes seek at the temple of Tyr. Reginald is loud, obnoxious, and arrogant. He's very serious. If he is asked about the personal ad in the Trumpeter, he says he doesn't know what the characters are talking about. If shown the article, he reads it and says he never wrote such a thing. He is married and is puzzled because he is the only Reginald at the temple. He claims there must have been some sort of mistake.

The PCs need to work to make him realize that someone could have turned in the ad to play a joke on him, since he'll try to explain everything away. He starts to believe when it isn't funny any more.

A visit to the Trumpeter to investigate the advertisement requires the PCs to have a legitimate reason (or 5 gp bribe) to check out the records. The ledger reveals that the ad was placed by Sheda, of the temple of Tyr, one week ago. The ad is to run for one month and the entire cost (4 gp) was paid in advance. Sheda's description is a young boy, early teens, dressed as an acolyte of Tyr. The description fits at least a dozen youths at the temple. It isn't intended for the PCs to track down who was responsible. The PCs can arrange for the ad being cancelled immediately for a payment of 10 gp. Any attempt to stop the ad, other than a suitable bribe, leads to cries that "The Sanctity of the Press is Inviolable". If the party stops the ad, Sir Reginald thanks them by giving a *potion of healing* at the end of the module.

Wanted (Classifieds):

If the heroes travel to the Ministry of the Art, they are denied entrance (unless they are members). If the PCs state they want to talk to M. Hopkins, they are informed that he isn't well and are asked if it is important. If the PCs mention the Trumpeter advertisement, they are escorted to his suite, proceed to Encounter Six.

Encounter Two - Talton's Ivory & Scrimshaw

You make your way to Talton's Ivory and Scrimshaw. The shop is small, no more than 30 feet square. Heavily barred windows are opened to allow the spring breeze to enter. The wooden walls are a gleaming white in spots where there is a break in the coating of mold. The front door stands open and a man dressed in sailor's garb stands behind the counter.

The shop, Michael, and Talton are all taken from the Port of Ravens Bluff (prices are adjusted for the ivory shortage) supplement. The shop is small, about 30 feet square. The bottom floor is the store itself, while Talton lives and works upstairs. Small bone and ivory pieces are on shelves around the room. Fitting a dagger with a plain ivory hilt will cost about 35 gold, while the same-sized hilt with an elaborate carving of a dragon turtle attacking a ship would cost 150 gold. Combs, hair pins, and brooches are other items that the PCs may be interested in purchasing. The shelves appear to be well stocked in comparison to other shops the PCs visited.

The man's name is Michael. As long as the heroes act like customers, he responds to general questions. He is Talton's junior partner and handles the administrative (including purchasing) and sales side of the business, so Talton has time to carve his pieces. Michael is a shrewd businessman, but doesn't have much artistic ability. If the PCs ask about the cost or supply of ivory, he states that the cost is going up, but that he hasn't had any problems with supply as long as he was willing to pay the going rate. If asked why other shops are having problems, he says they're probably unwilling to pay the price. He states that the cost of the ivory is no more than 20% and on elaborately carved pieces is as little as 5% of the total cost. The PCs are asked if they have any ivory to sell - PCs can sell any certified ivory mundane items for twice the value given on the cert.

If the PCs ask Michael detailed questions about his supply, he won't answer unless they've purchased 100 gp times the party's tier in merchandise (or offer a direct bribe of 50 gold). He reports that he used to have four or five groups who brought him ivory on a regular basis, but for the last three months, it's been down to one group. He's aware of six people in the group, at least one's a mage and the leader appears to be a priest of some sort. The leader dresses in a robe of tiger skin and wears the skull of a sabre toothed tiger (complete with tusks) as a helm. (Religion proficiency check at -2 to determine that this could be a priest of Malar).

The leader's name is Aurok, he comes by about once a month to deliver ivory and take orders for next month. He made a delivery at dawn today, 300 pounds of ivory. Aurok was by himself, and Michael selected the tusks from 500 pounds of ivory Aurok had in a sack (*bag of holding*). Aurok stated that he and his buddies were leaving town after his last delivery. They were going to hunt more mammoths and keep an eye out for a pet mammoth that someone had lost. He figured he could return the beast for the reward, after cutting its tusks off to sell. Michael doesn't expect to see Aurok for another month and he doesn't have any way to get in touch with him.

If the heroes want to talk to Talton, he comes downstairs when Michael calls him. Talton dresses in sailor's garb and wears his shoulder-length hair in a ponytail. He is older than Michael, and his skin is leathery and wrinkled from years at sea. His most notable feature is the peg leg where his right leg should be. Talton says that Michael handles purchasing and he hasn't noticed any problem with supply, although the quality is down over the last year. (There are fewer pieces which are suitable for the most elaborate carving).

The trail ends here unless the PCs decide to investigate the pet mammoth's disappearance. In that case, return to Encounter One - Lost Pet (Classifieds).

Encounter Three - It was a Dark and Stormy Night

You find the shrine of Eilistraee without difficulty. The crude graffiti scrawled along your path ("Drow Must Go", "Let's Put The Drow Six Feet Under", are among the mildest) multiply as you near your destination. The street is littered with rocks, boards, and garbage: reminders of last night's protests. The shrine is built of polished granite and seems to have come through the attack undamaged. A group of city watchmen appear to have been stationed in the area, they warily eye a small group of protestors dressed in white robes.

What the City Watch Knows:

The city watch doesn't get involved if the PCs use common sense. If questioned, the watch members confirm that they were assigned here to prevent further incidents. Their superiors are primarily concerned that violence at the shrine could lead to damage to the surrounding warehouses. The shrine is located in the warehouse district and many of the warehouses are wood and susceptible to burning during a riot. No one was arrested during last night's attack, the watch is looking for a bard who was in the Ill-Eagle Inn in Crows End and apparently worked the drunken crowd into a frenzy, culminating in the attack. There were about a dozen injuries, but none is life-threatening.

What the Protestors Know:

The protestors have brightly colored scarves around their faces to conceal their identities. They report that drow are evil and this is a plot to open the gates of Ravens Bluff to invaders. They also state that the unusually hot, wet spring was a sign from the gods that drow should not be tolerated. They all appear to be human males beneath their white robes and scarves. They denounce the Clerical Circle for tolerating an evil religion. They state that if the proper authorities fail to take action against the shrine, that they will be forced to do so, as patriotic defenders of Ravens Bluff. They don't listen to opposing viewpoints.

Visiting the Shrine:

The PCs are met at the door by a servant who asks if they have come for food. If they say yes, or ask for Rebekkah Darklyte or the high priestess, they are shown into a dining hall. There are eight people sitting

at long wooden tables that could easily hold ten times as many. The people are eating bread and soup and listening politely as a female drow elf sings (skill=17) an elvish song about the coming of spring. If the PCs haven't come for food, they are introduced to Rebekkah Darklyte, who asks them to come to her office. Rebekkah's office is plain, with functional chairs and a desk. She asks the heroes why they came to the shrine and provides the following information as appropriate:

1. Eilistraee is the goddess of the good drow. Her twin goals are to convince the drow to return to the surface (where they lived in the distant past) and promote harmony between the drow and the surface-dwelling races. She encourages song, dance, music, hunting and swordwork. One of the primary duties of her followers is to feed and shelter those who are in need.
2. The shrine has been functional for a little over a month. The government and clerical bureaucracy of Ravens Bluff delayed the opening. At present, she's the only priestess and the rest of the workers are hired. The kitchen is operational now, although it's only serving a fraction of its capacity. Plans for housing have been put on hold until people feel more comfortable coming to the shrine. She doesn't have the necessary permits from the clerical circle to make and sell holy water, at this time.
3. The riot last night destroyed about 1,000 gp worth of clothing and food which was in the process of being unloaded from wagons for later donation to the less fortunate. Even worse is the fact that the disturbance has frightened away over half of the people who had started to come to the shrine. It's hard enough to convince them to trust a drow without risking their safety at the hands of some local bigots.
4. If Rebekkah had a choice, she would have built a small shrine and grove in the temple district, but with land being so expensive and difficult to acquire, she took what she could get. There is a courtyard which has extensive gardens and shrubs, it takes the place of a grove for rituals.
5. The opening of the shrine has nothing to do with the weather. Weather is not consistent and representatives of the Clerical Circle and Ministry of Art have confirmed that there isn't anything magical or unusual about the weather.
6. There really is nothing the heroes can do to help at this time, although donations are always welcome (especially magic food-generating items such as

Murlynd's spoon or an, ever-producing rice mortar). In the future, she plans on furnishing guest rooms for visiting drow, at that point she will need adventurers to journey into the Underdark, but that's at least a year away. If the PCs really want to help there is something that they could do. She shows the Trumpeter with the Lost Pet article circled. "I really like children and feel sorry for this poor boy who has lost his pet. I was going to look for it myself, but inspectors from the Clerical Circle are on the way and I need to be here to show them around. I'd really appreciate it, if you looked for his missing pet." She reacts poorly if the PCs ask her for a reward.

If the PCs decide to investigate the pet mammoth's disappearance, return to Encounter One - Lost Pet (Classifieds). If the heroes make significant donations to the shrine (minimum of 500 gp times the tier or a suitable magic item) and find and rescue the lost pet, Rebekkah grants them a boon at the end of the module.

Encounter Four - Fools Rush In

The Spill and Swill seems unusually crowded today and the patrons are more reserved than the tales you've heard. What little conversation is underway takes place in hushed tones. The bar and tables are practically full. Your attention is drawn to a woman seated by herself. Two burly city watch members stand flanking her. She has long red hair and wears a sheer white negligee over a black leather corset.

This is Mistress Charnela. She has a stack of blank contract forms, several quills, and a vial of red ink. Her clothing consists of the sheer white negligee, black leather corset, sheer white stockings, and thigh-high black leather boots. Her only visible weapon is a large black leather whip. Her personality is air-headed bimbo, but that's an act. She uses her ESP ability to scan the crowd for threats and individuals who are susceptible to her charms. If recruiting isn't going well, she would be willing to retire upstairs with a male who offers her jewelry worth 1000 gp or more (he gets drained). If she is seriously threatened, she plane shifts home. She has an official Ravens Bluff resident alien permit which is good for the next 10 days. The two watch members are off-duty and were hired by her to discourage attacks. She paid Embrol Sludge to use this table for the next week and the bouncers will come to her rescue. The heroes don't have any legal grounds to harass her.

If the heroes don't approach her with 10 minutes or so, she has a waitress ask them to come over and see her (she has ESP, she knows why they're in the tavern). She asks the heroes if they would like to be mercenaries for a year and pick up some extra money. If the PCs say they don't have transportation, she tells them that she could take them there herself. She says the job pays 2,500 gp per month (payment upon completion of contract) and will go as high as 5,000 gp per month. She is lying through her teeth and has evil intent, which can be detected if the party casts *detect evil* or has truth magic. She'll offer the party magic items, her personal services, whatever she thinks will make the characters agree. If the party seems interested, she offers to take them immediately (doesn't want them to change their minds).

If the heroes decide to accept the position, they are asked to sign a contract. The contract has spaces for the term (12 months), pay per month (2,500-5,000 gp), notes on any non-standard compensation, signature, date, witnesses, and that the individual named agrees to perform to the best of his or her ability as a mercenary in the service of Lord Vondryx for the agreed upon term. The red ink looks like blood, but the mistress says that's just to fool the superstitious peasants. The second page of all of the contracts detects as magical.

There is a second page which details Lord Vondryx's responsibilities:

1. Transportation home will be provided at the end of the contract.
2. Healing and medical care will be provided.
3. Payment in full will be made at the end of the contract.
4. Dead mercenaries will be returned home with the compensation earned to that point.

However, the second page has been magically altered. The original text is below, the spell mistaken missive (*Tome of Magic*) was cast upon the page changing it into the version listed above. After the heroes are in the Abyss, a *dispel magic* spell is cast on the document returning it to its original form. Of course, these are tanar'ri and they have no qualms about breaking the contract no matter what it says, but that is what chaos is all about.

1. Transportation home will not be provided at the end of the contract.
2. Healing and medical care will not be provided.
3. Payment in full will not be made at the end of the contract.
4. Dead mercenaries will not be returned home with the compensation earned to that point.

Once the PCs have signed the contract, proceed to Encounter Eleven.

Mistress Charnela - succubus: Int Exceptional; AL CE; AC 0; MV 12, Fly 18; HD 6; hp 48; THAC0 15 (14 whip); #AT 2; Dmg 1d3 (claw) 1d2+1 (whip); SA Energy Drain; SD +2 or better weapon to hit, immune to fire, never surprised; MR 30%; SZ M (6' Tall); ML 14.

Magical items: *whip of submission +1* (as trident), 10 charges.

A succubus (MC 8) can use the following spell-like powers, once per round, one at a time, at will: become ethereal as if using oil of etherealness, charm person, clairaudience, ESP, plane shift, shape change to a humanoid of same approximate height and weight and suggestion. They also have a 40% chance to gate in a balor (once per day), but Mistress Charnela uses plane shift or etherealness to escape, she won't gate in Lord Vondryx (although she might threaten to).

Encounter Five - How Do You Lose a Mammoth?

A brisk ten minute walk out of the southern gate finds your group approaching the tent town which has sprung up outside the walls of Ravens Bluff. There are fewer tents than you remember from the last time you passed. The bright colors of several tents stand in sharp contrast to the moldy exteriors of their neighbors. The boards which serve as walkways among the tents are thickly coated in mud and several disappear under large pools of water.

Two young girls are sitting by a crate which is half buried in a stream of mud. Other children are splashing through the pools while cursing is heard from where a tent is being set up.

There are currently 40 tents in the town (the population peaks is during the summer months). Many residents who had the money to take refuge in Ravens Bluff and waited for the storms to pass. They are just starting to trickle back in (this is where the bright tents came from), two families moved in yesterday and three more did so today (one is still in the process of erecting its tent).

The tent town is a tight knit community (they look out for one another) and is suspicious of strangers (non-residents). The residents aren't rude, but aren't going to volunteer any information either. Any PC offers of money to answer a few questions are turned down. If the PCs help the family which is in the process of

erecting its tent, they are thanked for their assistance. That family will talk to them, but they just got here today and haven't seen any mammoths.

The PCs' best option is to speak to some of the children. There are a few children running around and the two young girls playing in a large mud puddle. If the PCs try to speak with the children who are running wild, an indignant mother shows up and hauls the child home, warning him or her to not to talk to strangers, because strangers want to kidnap them for horrible rites. If the heroes approach the two little girls, read or paraphrase the following:

The two girls look up as you approach. They are coated in mud and are accompanied by equally muddy dolls. A torn piece of burlap sack sits atop the crate. A chipped ceramic bowl, a dented tin vase, and four wooden mugs rest upon the sack. The dirtier of the girls speaks up, "Hi, I'm Katherine and this is Susan". The other girl nods. Katherine continues, "You're just in time for tea. Would you care to join us?"

Katherine is nine years old and Susan is seven. They won't answer questions until the heroes agree to have tea with them. They insist that the PCs sit down (in the mud) at their table (the crate). They only have four cups (mugs), but there is plenty of tea (water from nearest puddle) in the tea pot (vase). There are cookies (moldy pieces of bread) on the platter (bowl). They apologize for not having individual plates for their guests.

The girls freely eat the cookies and drink the tea (kids are indestructible), but unless the party casts a *purify food and water spell*, anyone (except paladins) who shares the tea and cookies must make a saving throw versus poison or suffer from a mild stomach flu for the remainder of the module. The effect of the illness is that PCs must make a Constitution check at -2, once every four hours or drop everything to answer the call of nature. Call for these checks at inopportune moments, such as in the middle of battle, or when talking to NPCs.

If the PCs ask about mammoths, the girls say they saw a whole bunch of them yesterday. They see mammoths as four legged beasts with tusks and a trunk. They didn't have a good perspective and don't realize that the pet is smaller than even the baby mammoth with the circus. They were heading that way (pointing south). They also saw lions and tigers and bears. Remember that Jack Mooney's circus went right by the tent town yesterday. If asked about mammoths which weren't with the circus, they say they did see one. It had a gold collar on and was with a well-dressed family which wasn't from

the tent city. They describe a well-dressed man, woman, and boy about their age. They didn't see any sort of heraldic devices. They think they came down from Ravens Bluff to watch the circus go by. If asked where they last saw this particular mammoth, they point to a copse of trees to the east. They say it ran that way when the tiger got loose. The family headed back to Ravens Bluff when the tiger got loose. A circus wagon carrying a caged tiger broke a wheel over there (point to large mud-hole), the tiger got loose and roared a bit, but eventually the trainer calmed it down and got it back into the cage, and they fixed the lock. If asked about a man wearing a tiger skin, the girls say he came into town, but no one would talk to him and he left town headed south.

Heading South

If the PCs head south, they meet up with the circus in a day. Jack Mooney confirms the girls' story of the tiger escape. He asks around the circus and no one saw another mammoth or a man in a tiger skin. None of the circus mammoths has a gold collar. This is a dead end.

Looking for Tracks

Although the ground is still damp, there has been a great deal of wagon traffic around the tent city and unless the PCs have spoke to the girls to narrow their search, it is going to take them a long time to find any significant tracks. Remember that the circus went through here yesterday, so a variety of tracks (including mammoth) can be spotted heading south.

If the PCs look for tracks around the tent town, the tiger tracks can be easily spotted if they look where the girls told them it broke loose. If looking for mammoth tracks at least 300 yards to the east, they have a normal tracking roll to spot the tracks. If the hero makes his tracking roll by 2, he realizes that this is an immature (baby) mammoth which they are following. The tracks end abruptly five feet into the woods.

If the PCs go into the woods, either because they are following the tracks or because that is the direction the girls sent them, proceed to Encounter Seven.

Encounter Six: Let Sleeping Ghosts Lie

Your guide leads you through the halls of the Ministry of the Art.

"Matthew Hopkins, that's his real name, is well respected, but age has taken its toll on his mental prowess" he says. He knocks on a door and opens the door for your group. "Whatever you do, don't upset

him or damage anything" he whispers as he shows you into an elegantly decorated sitting room.

"Welcome to my humble abode" says an elderly man seated in an armchair. "Camille, come out here. We have guests. Will you be staying for dinner?" he asks.

The sitting room is 12 feet wide and 20 feet deep (door centered on south wall). An open archway in the west wall leads to a dining room (kitchen is on other side of dining room). There are doors on the east (bedroom) and north (library) walls. The room has a thick carpet, several couches and an armchair facing the door. Matthew Hopkins is seated in the armchair as the heroes enter. He is a human male in his 70's and his hair is completely white. There is a large crystal (actually *glassteel*) statue of an attractive woman (late 20's to early 30's in age) wearing scale mail and a breastplate. The statue clutches a finely made metal long sword in its left hand and a crystal wand in its right hand. Matthew and Camille do not have any evil intentions towards the characters.

The statue is Camille, his dearly departed wife. He speaks to the statue just like he was talking to his wife. The sword is NOT a part of the statue, but is very magical and Matthew warns the PCs that it is dangerous to touch. He asks the heroes if they brought what his departed wife needs. If the PCs ask what type of female *tanar'ri*, he says that an *alu-fiend* or *marilith* are acceptable and a *succubus* might work. He continuously talks about how good it will be to get his wife back and all of the fun they'll have together. If asked about his wife's death, he states that she was slowly tortured to death by followers of *Loviatar* and he didn't have the power to help her.

This encounter should follow one of three paths.

1. The PCs decide that Hopkins is insane and bringing him the component he wants would be a bad idea. Eventually, they politely excuse themselves and go on their way.

2. The PCs obtain the necessary component (or pretend to) and take it to Hopkins. He goes through a brief ceremony to bring back Camille, but it fails (he really doesn't know what he's doing). Camille then attacks the PCs for sabotaging the ceremony (as path 3). The PCs don't get paid.

3. If the PCs touch the sword, threaten Matthew, or fail to show proper respect for Matthew or Camille, Camille appears. Camille is a ghost (*Monstrous Manual*TM *Tome*, page 130) these days, due to the intense pain and emotional conflict involved in her death.

The sight of a ghost causes all viewers (except Matthew) to age 10 years and flee in panic for 2d6 turns unless a saving throw versus spells is made. Priests above 6th level are immune to this effect and all other humanoids above 8th level have a +2 to their saving throw. Camille tries to Magic Jar a big dumb fighter. If she succeeds, she'll have him draw the sword and attack his fellow heroes (when he dies she'll start over with another PC). If she fails, she semi-materializes and attacks the oldest individual of the race which aging would hurt the most (i.e. a human before a halfling, a dwarf before an elf, etc). Camille is AC 0 and hit only by silver or magical weapons when semi-materialized.

The *long sword* +4 has a Lawful Evil alignment, detects invisible objects in a 10' radius, speaks Common and Elven, and has a special purpose of defeating good. Any good aligned individuals struck by the sword must save versus spells or be blinded for 2d6 rounds. The sword inflicts 12 points of damage per round to anyone except Matthew who touches it.

The Ministry of Art won't be happy if the PCs fight a battle inside Hopkins' room. If the PCs are going to be wiped out, a ministry representative comes in, casts time stop, and separates the combatants. The PCs are not allowed to keep the sword or loot Hopkins' room and are not permitted back into the ministry. Matthew has not committed any crime and the PCs have no reason to arrest or harm him. If the PCs harm Matthew, they are arrested and tried for their crimes. All Tiers:

Matthew, hm (P(Sp)9)/W(N)11: AL LE; AC 6; MV 9; hp 72; THAC0 16; #AT 1; Dmg nil; SA Spells; SD Spells; MR Nil; Str 7; Dex 10; Con 16; Int 16; Wis 15; Cha 7; SZ M; ML 16.

Active Spells: *armor*, *stoneskin* (8).

Matthew is totally insane. He was a specialty priest of Loviatar, but dual-classed to wizard (necromancer) to try and regain his lost wife. His insanity has relieved Matthew of the memory that he was the priest of Loviatar who conducted the ritual where his wife died, following directions he received in a vision (apparently) from Loviatar. Unless he is directly attacked, he doesn't take part in any combat. Once attacked, he responds with deadly spells. If a hero attempts to use *ESP*, *telepathy* or similar spells on Matthew, the PC should attempt a saving throw versus paralysis. Success indicates that the PC was able to stop before becoming immersed in Matthew's lunacy (the PC has no doubt that Matthew is insane, but doesn't gain any information). If the hero fails this saving throw, he becomes catatonic and curls up in the fetal position for 2d6 turns (a *heal* spell will correct this) from the

madness he is attempting to contact (no information is gained).

Total Levels 4-13:

Camille - Ghost: Int High-14; AL LE; AC 0 or 8; MV 9; HD 10; hp 20; THAC0 11; #AT 1; Dam Age 10-40 years; SA Aging, Magic Jar; SD Ethereal; MR Nil; SZ M (6' Tall); ML 20.

Total Levels 14-25:

Camille - Ghost: Int High-14; AL LE; AC 0 or 8; MV 9; HD 10; hp 40; THAC0 11; #AT 1; Dam Age 10-40 years; SA Aging, Magic Jar; SD Ethereal; MR Nil; SZ M (6' Tall); ML 20.

Total Levels 26-37:

Camille - Ghost: Int High-14; AL LE; AC 0 or 8; MV 9; HD 10; hp 60; THAC0 11; #AT 1; Dam Age 10-40 years; SA Aging, Magic Jar; SD Ethereal; MR Nil; SZ M (6' Tall); ML 20.

Total Levels 38-56:

Camille - Ghost: Int High-14; AL LE; AC 0 or 8; MV 9; HD 10; hp 70; THAC0 11; #AT 1; Dam Age 10-40 years; SA Aging, Magic Jar; SD Ethereal; MR Nil; SZ M (6' Tall); ML 20.

Total Levels 57+:

Camille - Ghost: Int High-14; AL LE; AC 0 or 8; MV 9; HD 10; hp 80; THAC0 11; #AT 1; Dam Age 10-40 years; SA Aging, Magic Jar; SD Ethereal; MR Nil; SZ M (6' Tall); ML 20.

Encounter Seven: The Carnivorous Faerie Dragon

You follow the trail of the missing mammoth as it leads into the trees. The trail leads into the middle of a trampled bed of wildflowers and then ends abruptly.

The bed of flowers is roughly crescent shaped, about 12 feet long and 5 feet wide at its center. A druid, ranger, or anyone with the agriculture non-weapon proficiency can tell that it's being tended and didn't grow this way on its own. Others may speculate, but have no way of knowing for sure. A tracking roll at -4 while standing in the center of the garden, tells the tracker that the mammoth seems to have gone straight up into the air.

If the PCs trample, dig into, or otherwise disturb the garden, Beatrice makes her presence known. She

remains invisible and hides behind a tree until she's sure of the party's intentions.

"Oh my, look at all of the fresh meat in my garden! Who shall I eat first?"

If the PCs straighten up the garden before or after Beatrice makes her presence known and apologizes if they upset her, Beatrice speaks to them.

"Thanks for fixing my garden, but first things first, what did you bring me to eat? Sorry, where are my manners, my name is Beatrice" the voice continues. "Now that we've met, how about sharing some food with poor hungry Beatrice?"

She shows herself if the party asks politely. She is an 18-inch long dragon with a long tail. Her body is violet and she has violet butterfly wings edged in black. She has a gold ring through the end of her nose. She appears at least 20 feet away, just in case the party decides to attack. If the heroes have met faerie dragons before they are going to offer fruit, nuts, and the like; otherwise, you'll need to adjust the following:

"Fruit and nuts, fruit and nuts, why is it always fruit and nuts? If I see another apple pie, I'm going to puke! How would you like to eat nothing but apple pies? Bleech! I dream about peaches and bananas sneaking up on me and then forcing themselves down my throat. Bleech! A toadstool pie, now that would be something different. But what I really want is meat! Raw, red meat. I want to taste the blood on my tongue and feel it dripping off my chin. Don't just stand there, do you have a mouse or a rabbit or a horse? I'm hungry enough to eat a horse." She looks at the party wildly. Beatrice looks very closely at any animals the PCs have accompanying them (dogs, horses, familiars). The PCs may decide to attack her, in which case she turns invisible and flees. She won't return unless the PCs provide her with freshly killed meat.

If the PCs feed Beatrice, she asks what they are doing in the woods. If asked about the mammoth, she says she levitated it and was planning to take it home for dinner, but the faerie council wouldn't let her. The faerie council took custody of the mammoth. If the PCs ask about meeting the faerie council, she agrees to take them to tonight's meeting, but the PCs must cut their hair to show proper respect to the council. The required haircut is a mohawk (hair down middle and both sides shaved) for men and women, although bald individuals are excused.

If the PCs agree to her terms, she says that she'll return at midnight to guide them to the meeting. Proceed to Encounter Eight.

Beatrice - Faerie Dragon: Int Genius - 18; AL CG; AC 1; MV 6, Fly 24; HD 4 (Wyrm); hp 22; THAC0 17; #AT 1; Dam 1d2 (bite); SA Breath Weapon, Spells; SD Invisibility; MR 88%; SZ T (18" Long); ML 11.

She casts spells as a 14th level mage - spells per day 5/5/5/4/4/2/1. She has the following spells active: *stoneskin* (11), *contingency - protection from normal missiles*, if attacked.

Beatrice is a perfectly normal faerie dragon, although she has grown eccentric in her old age. She tends to be abrupt and crude (think of her as a punk faerie dragon). She won't attack except in self defense and her first response is to flee if attacked.

Encounter Eight: Playtime

Beatrice shows up at your camp promptly at midnight, "It's midnight, you know what that means, don't you? It's time for Beatrice's midnight snack! So what do you have for me", she says as she hovers in the air with an expectant look on her face.

Beatrice observes the party to see if everyone has the prescribed haircut. She cast a true seeing spell just prior to becoming visible to catch anyone who attempts to fool her with a disguise or illusion. She'll make fun of anyone who attempted to cheat (especially followers of Sune). If a PC refuses to cut her hair properly, Beatrice looks mournful, and says that the faerie council refuses to deal with groups that don't know what they want and gets ready to leave. She says she'll give the party a few minutes to make up their minds while she eats. As long as half of the PCs have a mohawk haircut, she eventually leads them (but not the others) to the council meeting. Note: the faerie council has no requirements for haircuts: this is Beatrice's practical joke. The same is true of her trying to get the PCs messy before the meeting.

Beatrice leads you through the woods in a very circuitous path, you've climbed up trees, slithered down vines, crawled on your hands and knees, slogged up streams, and walked through briar patches following the sound of tinkling bells and occasional instructions. Tired, dirty, and wet you eventually find yourselves facing a large circle of faintly glowing stones. You can barely make out small shapes watching you from the shadows. "Step forward into the ring", says Beatrice.

(pause to allow the PCs to comply).

As you step into the glowing ring, you hear delicate laughter from all sides. "Beatrice, you've really outdone yourself this time", says a handsome male pixie as he approaches the ring. "I am Oberon", he says. "Who are you and why do you seek the faerie council?"

If the PCs ask about the mammoth, he confirms that the faerie council has it. The council will not return it since he is needed for a problem with the bog sprites. The bog sprites kidnapped Marissa, Oberon's wife and queen of the pixies. The bog sprites have demanded tribute from the faerie council or they will slay Marissa. The current plan is to try and trade Billie for Marissa, although some of the more warlike pixies want to use the mammoth in an attack upon the bog sprite camp. If questioned about the haircuts, Oberon says that the council doesn't require the haircuts, but if Beatrice wanted the heroes to have them, it's her choice.

This presents the heroes with the opportunity to volunteer to rescue Marissa, in exchange for the mammoth. The council confers, discusses the offer for an hour or so, and agrees to the deal. If the PCs insist a single character is magically reduced to 2' tall and taken to see that the mammoth is being fed and is in good condition. The PC may be surprised to see that the mammoth they've been tracking is only 3 feet tall, although it is wearing a gold collar which reads "Billie". The underside of the collar has the owner's name (Sir Victor Wilkinson) and address (120 Ravens Way) if the PC removes the collar. Additional information on the owner is located in Encounter Twelve.

The following information about the bog sprites is provided:

1. They are ugly, smelly, humanoids about three feet tall. They wear armor (splint mail) and carry halberds which are proportional to their size. They don't have wings and can't fly. Actually, they are nothing like sprites, except for being the right size.
2. The bog sprites moved in about a month ago. The two groups avoided each other until three days ago, when the queen was kidnapped and four pixies slain while gathering herbs in the woods. A bog sprite emissary came and said the pixies had a week to gather tribute if they wanted to see their queen again. The slain pixies had suffered mortal wounds from an edged weapon.
3. The bog adjoins the extreme eastern edge of the woods. Aerial reconnaissance has shown:

"There are some very tasty rats" says Beatrice. "Sorry. Their camp is in the center of the bog, on a broad flat rock, which has some rocky outcroppings around it. There is a small cave in one of the outcroppings which seems to be where they store their food. Sorry. I meant the queen. I've seen maybe a half dozen of the sprites.

You have to watch out for the quicksand, there's a lot of that in the bog. There are also poisonous snakes, watch out for the brown ones, they taste much better than the others. There's a black dragon that's been seen in the bog, but it hasn't been seen lately. Am I good or what?", concludes Beatrice.

4. The pixies don't know much about the dragon. It has been spotted flying overhead from time to time and there have been loud splashing noises and large claw marks in the bog periodically. It's a fairly large dragon, at least an adult. The faeries have never found a lair (not that they've looked very hard for one). The dragon hasn't been seen since last fall (this is early spring). It doesn't appear in this module.

5. The faerie council won't permit anyone to accompany the PCs to the bog. If the PCs are unsuccessful, the pixies will be able to deny any involvement in the attack.

The PCs may sleep and regain spells. When the PCs are ready to enter the bog, proceed to Encounter Nine.

Billie, Minimal Mammoth: Int Semi -4; AL N; AC 7; MV 8; HD 3+4; hp 28; THAC0 16; #AT 5; Dam 1d4+2 (x2), 1d4+1, d3 (x2); SA Nil; SD -1 to attacker's surprise roll, +2 to saving throws, +4 versus charm effects; MR Nil; SZ S (3' Tall); ML 10.

Minimals (MC 1) are half-sized breeds of normal mammals and are created by means of spells similar to those which are used to create giant insects, reptiles and so forth.

Encounter Nine: Aren't You Kind of Tall for a Sprite?

The fetid smell of the bog strikes your nostrils before the swamp is in view. The bog licks at the trunks of trees near the edge of the woods. The rotted stumps and fallen trunks of other trees occasionally protrude above the murky black waters of the swamp. Moss and cattails dot the surface of the bog, and periodic noises mark the passage of unseen inhabitants.

The bog is two miles in diameter at its narrowest. It is roughly egg-shaped and the woods are adjacent to the

narrow side. The PCs' destination is in the center of the bog, about one mile away. No map is provided because it's not needed. The route followed doesn't matter, only the method of travel and precautions taken. The bog is wet and mucky. The water in the bog is generally 3 feet deep with 6 inches of silty mud at the bottom. (i.e. anyone less than 4 feet tall has at least part of his head in the water). There are spots where the water is only a few inches deep and others where the water is 10 feet deep. As you describe the characters' progress across the swamp, use the following encounters as appropriate.

1. Dragonflies

Use this encounter only if one or more PCs fly across the bog. The dragonflies start out attacking the flying characters, but follow fleeing PCs and attack their companions. If the PCs kill all of the dragonflies and search the bodies, they find a 500 gp ruby in the leg pouch of one of the bodies.

Total Levels 4-13:

Giant Dragonfly (1): Int Animal-1; AL N; AC 3; MV 3, Fly 36; HD 6; hp 24; THAC0 13; #AT 1; Dam 3d4; SA Nil; SD AC -1 versus missile weapons; MR Nil; SZ M (6' Long); ML 11.

Total Levels 14-25:

Giant Dragonfly (2): Int Animal-1; AL N; AC 3; MV 3, Fly 36; HD 6; hp 24; THAC0 13; #AT 1; Dam 3d4; SA Nil; SD AC -1 versus missile weapons; MR Nil; SZ M (6' Long); ML 11.

Total Levels 26-37:

Giant Dragonfly (2): Int Animal-1; AL N; AC 3; MV 3, Fly 36; HD 6; hp 36; THAC0 13; #AT 1; Dam 3d4; SA Nil; SD AC -1 versus missile weapons; MR Nil; SZ M (6' Long); ML 11.

Total Levels 38-56:

Giant Dragonfly (3): Int Animal-1; AL N; AC 3; MV 3, Fly 36; HD 6; hp 30; THAC0 13; #AT 1; Dam 3d4; SA Nil; SD AC -1 versus missile weapons; MR Nil; SZ M (6' Long); ML 11.

Total Levels 57+:

Giant Dragonfly (3): Int Animal-1; AL N; AC 3; MV 3, Fly 36; HD 6; hp 48; THAC0 13; #AT 1; Dam 3d4; SA Nil; SD AC -1 versus missile weapons; MR Nil; SZ M (6' Long); ML 11.

2. Quicksand

Use this encounter only if one or more PCs walk (excluding rings and spells of water-walking) across the

bog. If the PCs take precautions (such as feeling ahead with a long pole), there is a 10 percent chance for each PC (19 or 20 on a d20) that the PC stumbles into quicksand. If the PCs aren't taking precautions, there is a 50 percent chance for each PC (11 through 20 on a d20) that the PC steps into quicksand during his walk across the bog.

A PC who steps into quicksand has three rounds to be rescued by her companions before she is submerged, if she remains calm. If she panics and tries to break free, she is submerged in one round. A submerged PC can hold her breath for one-third of her Constitution in rounds (rounded up), before checks for drowning begin (PHB 160). It is impossible for anyone with strength less than 19 to free herself except through the use of magic. If the heroes have roped themselves together, adjacent PCs may make a strength check at -2 to pull the trapped PC free.

Swimming through quicksand is possible, but difficult. It requires a successful Swimming check at -4, or Strength check at -8. Characters who succeed can swim to the edge of the pit once they are submerged, and be rescued by their companions.

3. Snakes

Use this encounter only if one or more PCs walk across the bog. If the PCs kill all of the snakes and cut the bodies open, they find a 2,500-gp star sapphire in one snake's stomach. Any PC who helps with this operation, must make a Dexterity check at -2, or accidentally poison themselves (cut self with envenomed dagger or get venom in open wound). PCs receive a saving throw at +2 for half damage. If a PC has the hunting NWP, he doesn't need to make a Dexterity check.

Total Levels 4-13:

Giant Poisonous Snakes (2): Int Animal-1; AL N; AC 5; MV 15, Swim 15; HD 4+2; hp 14; THAC0 17; #AT 1; Dam 1d3; SA Poison 2d6 saving throw for half damage; SD Nil; MR Nil; SZ M (12' Long); ML 9.

Total Levels 14-25:

Giant Poisonous Snakes (3): Int Animal-1; AL N; AC 5; MV 15, Swim 15; HD 4+2; hp 22; THAC0 17; #AT 1; Dam 1d3; SA Poison 3d6 saving throw for half damage; SD Nil; MR Nil; SZ M (12' Long); ML 9.

Total Levels 26-37:

Modified Giant Poisonous Snakes (4): Int Animal-1; AL N; AC 5; MV 15, Swim 15; HD 6+2; hp 27; THAC0 15; #AT 1; Dam 1d3; SA Poison 4d6 saving

throw for half damage; SD Nil; MR Nil; SZ M (12' Long); ML 9.

Total Levels 38-56:

Modified Giant Poisonous Snakes (5): Int Animal-1; AL N; AC 5; MV 15, Swim 15; HD 6+2; hp 38; THAC0 15; #AT 1; Dam 1d3; SA Poison 5d6 saving throw for half damage; SD Nil; MR Nil; SZ M (12' Long); ML 9.

Total Levels 57+:

Modified Giant Poisonous Snakes (6): Int Animal-1; AL N; AC 5; MV 15, Swim 15; HD 8+2; hp 58; THAC0 13; #AT 1; Dam 1d3; SA Poison 6d6 saving throw for half damage; SD Nil; MR Nil; SZ M (12' Long); ML 9.

Bog Sprites

The bog sprites are residing in the center of the bog. They live on a rocky outcropping in the middle of the bog. The outcropping is 120' in diameter and ranges from two to six feet above the bog. (Picture a volcanic island, the center is the highest point). There is a jumbled mass of stones in the center of the outcropping where the spriggans have dug a cave to serve as a prison for the queen.

There are a total of 12 spriggans in this group. One of the spriggans is the leader, he has a *halberd* +2. In the lower tiers, some of them (never the leader) are poking around in the bog in search of food. If the combat is going too easy for the heroes, any hunters wander back into camp and join the battle against the PCs. The spriggans remain 3 feet in size until the first one is about to go into melee and then any who are in melee or who have taken damage enlarge. The spriggans become increasingly intelligent at higher tiers. They spread out to avoid area effect spells and some may hide in shadows and backstab the heroes as they enter combat.

If you are approaching a total party kill (TPK) and the players have been unlucky, not stupid (a definite possibility in the lower tiers), Beatrice can show up and help out with a couple of timely spells (she's been following the party while invisible).

Once the spriggans are defeated, the PCs may search the camp and loot the bodies. The leader has a *halberd* +2. There is a total of 1,800 copper pieces, 462 silver pieces, 300 gold pieces and 72 platinum pieces. The queen is stuffed in a heavy leather sack that has been padlocked shut (they didn't want her to turn invisible and escape when it was time for her to eat). The queen is a very beautiful female pixie (she shows herself once

free from the sack) and thanks the PCs for their assistance. After answering a few questions, she states that she has to get home and hopes the PCs join her and the other faerie folk for a celebration at midnight. She then flies off. Proceed to Encounter Ten.

Total Levels 4-13:

Gnome - Spriggan (3): Int Average-10; AL CE; AC 3 or 5; MV 9 or 15; HD 4 or 8+4; hp 20 or 36; THAC0 17 or 11; #AT 2; Dam 1d10 or 1d10+7; SA Spells, thief abilities; SD Nil; MR Nil; SZ S (3' Tall) or L (12' Tall); ML 16. Leader has a *halberd* +2.

Total Levels 14-25:

Gnome - Spriggan (5): Int Very-12; AL CE; AC 3 or 5; MV 9 or 15; HD 4 or 8+4; hp 24 or 44; THAC0 17 or 11; #AT 2; Dam 1d10 or 1d10+7; SA Spells, thief abilities; SD Nil; MR Nil; SZ S (3' Tall) or L (12' Tall); ML 16. Leader has a *halberd* +2.

Total Levels 26-37:

Gnome - Spriggan (7): Int Very-13; AL CE; AC 3 or 5; MV 9 or 15; HD 4 or 8+4; hp 28 or 52; THAC0 17 or 11; #AT 2; Dam 1d10 or 1d10+7; SA Spells, thief abilities; SD Nil; MR Nil; SZ S (3' Tall) or L (12' Tall); ML 16. Leader has a *halberd* +2.

Total Levels 38-56:

Gnome - Spriggan (10): Int Very-14; AL CE; AC 3 or 5; MV 9 or 15; HD 4 or 8+4; hp 32 or 60; THAC0 17 or 11; #AT 2; Dam 1d10 or 1d10+7; SA Spells, thief abilities; SD Nil; MR Nil; SZ S (3' Tall) or L (12' Tall); ML 16. Leader has a *halberd* +2.

Total Levels 57+:

Gnome - Spriggan (12): Int Exceptional-16; AL CE; AC 3 or 5; MV 9 or 15; HD 4 or 8+4; hp 32 or 68; THAC0 17 or 11; #AT 2; Dam 1d10 or 1d10+7; SA Spells, thief abilities; SD Nil; MR Nil; SZ S (3' Tall) or L (12' Tall); ML 16. Leader has a *halberd* +2.

Spriggans (MM 162) are dour cousins of gnomes who can become giant-sized at will. The second number for AC, MV, HD, THAC0 and Damage is for when they are in giant form. Weapons, armor, and other inanimate objects on their person shrink and grow with them. It takes them a full round to change size, during which they can move up to 30 feet, but not fight. In giant form, they have hill giant (19) strength. When small, spriggans can use the following spell-like abilities at will, once per round, instead of fighting: *affect normal fires*, *shatter*, *scare* (saving throws are at -2 because of their ugliness. Spriggans have the thieving abilities of

an 8th level gnome thief with an 18 Dexterity: Pick Pockets (75%), Open Locks (78%), Find/Remove Traps (70%), Move Silently (77%), Hide in Shadows (64%), hear noise (35%), Climb Walls (81%) and Read Languages (40%). They can backstab only in small form and inflict 3x damage. Their high dexterity allows them to make two weapon attacks per round.

Encounter Ten: Homecoming

Beatrice arrives at your camp shortly before midnight, "I'm here. Is everybody ready to party? You don't need to worry about feeding me tonight", she concludes. Once again she leads you through the forest, but the journey tonight seems much easier than it was yesterday. Tonight your journey ends in a clearing in the woods. Faerie fire shines from the branches of the surrounding trees. A circle of pixies dances in the air, sprites flit among the tree branches and a cricket/pixie hybrid plays a dance tune on a fiddle. A veritable feast is laid out on a log, nuts, fruits berries, breads and cheeses, and even a roast pig. Kegs containing a variety of beverages stand open.

Oberon and Marissa wave to you from an elaborately carved perch in an old oak tree, while Billie sits at the foot of the tree. He is being fed grapes by several of the younger pixies and wears bright red ribbons on his tail and tusks.

Allow the PCs some time to feast and interact with their hosts. Beatrice makes a bee line for the roast pig. There are a variety of foods to sample, but only the one meat dish. The kegs contain mead, ale, elven wine, and apple cider.

After the PCs have a chance to eat, Oberon flies up and calls for silence. He states that a collection was taken up and presents the PCs with the end result of pixie wing cleaning: three doses of *dust of disappearance*. Billie stands up at this point and starts to head over to get something to drink. The PCs may remember (from the advertisement) that he should not have apple cider and prevent him from drinking it (it's the second keg he tries - after mead). If the PCs don't stop him, he drinks the cider and staggers about the camp drunkenly. If the PCs stop him, the pixies say it's okay, he really likes apple cider. The music starts again and the PCs must make a saving throw versus spells or be caught up in the dancing. The party lasts until dawn.

When the PCs are ready to return to Ravens Bluff, proceed to Encounter Twelve.

Encounter Eleven: Eye on the Abyss

Mistress Charnela rolls up the contracts and slides them into a scroll tube which she tucks into the top of her corset. She leads you upstairs to her room and instructs you to stand in a circle and join hands. The room spins and you feel your stomachs wrench and cramp.

The air is hot, damp, and has a sickly sweet odor. Looking around, you see your group is standing in a stone pit about 12 feet across. The pit is filled with glittering lights which dance about as you watch. "Follow me", says Mistress Charnela. "The portal won't be open for long and I don't want to spend the night here". She climbs up a set of steps which have been hewn out of the rock and urges you to hurry. You follow your guide out of the pit and recognition dawns. You climb out of the empty eye socket of a huge skull, bleached white through centuries of exposure, resting in the middle of a lake. You're just in time to see your guide climb down the skull's pitted yellow teeth and drops down and wades through the waves towards a nearby beach.

(Determine if the PCs are following as expected).

As you jump into the water, you are surprised to find it soft and yielding, not at all wet. Looking closely, you discover that the lake you are in is not composed of water, but of billions of eyes. Human and demi-human, insect, animal, and thousands of eyes of unknown heritage, rolling back and forth in a grotesque parody of ocean waves.

This is a good spot to go over the effects that the Abyss has on priests and magic items - see **DM Aid #1**. Call for saving throws versus paralysis, wisdom bonuses apply. Anyone who fails this saving throw becomes convinced that he has lost his eyes and spends 1d6 rounds searching for suitable replacements. There are eyes of every size and color imaginable. The person can not be convinced to stop his search and if forcibly carried away becomes blind for an additional 1d6 +2 rounds after being carried onto the beach. Note the PC is not "blind" per se, but his mind has convinced him that he is unable to see. This blindness can only be cured by a *heal* spell or the passage of time. *Cure blindness* won't work because it's a mental problem, not true blindness.

"Hurry up, I don't have much time ", says Mistress Charnela. "Don't worry, they won't bite you".

Mistress Charnela waits on the beach for the PCs to catch up. Once all of the PCs are on the beach (however long that takes) the portal remains open for eight rounds. From the beach it takes two rounds to make it to the skull and climb the skull to get to the pit. The bebilith attack occurs one round inland, which takes two more rounds off the limit. The bottom line is that anyone who waits for more than four rounds of combat with the bebilith before fleeing is trapped in the Abyss.

Mistress Charnela leads your group inland to a small stone building. The front door is shattered and the interior is filled with webs. "Oh no", says your guide as a huge misshapen spider darts out of the building towards your group.

Have the players roll for surprise with a -4 penalty. The succubus is surprised, fails her poison saving throw and dies the second round. This encounter isn't meant to kill or even trap PCs, it's meant to give them a taste of the Abyss and encourage them to seek greener pastures. If a PC is bitten by the bebilith and fails his saving throw, they have four rounds before they die (this at least gives them the option to get the body home if they flee). If the PCs are brave enough, they can grab the scroll tube containing their contracts from the succubus' body before they flee. Her whip is an evil item, and feels palpably evil to anyone who touches it.

Bebilith actions:

- Round 1: The bebilith attacks the succubus and hits with its poisonous bite. If attacked by the heroes, it uses its two foreleg attacks to defend itself.
- Round 2: The bebilith watches the succubus die. If attacked by the heroes, it uses its bite and foreleg attacks to defend itself.
- Round 3: The bebilith turns its attention to any party members who haven't fled. It uses its bite and foreleg attacks to destroy the PCs. Fleeing PCs are ignored.
- Round 4: Same as round three.
- Rounds 5 and up: The portal is closed and any PCs who survive (or flee) the combat are trapped in the Abyss unless they have a means of travel to the Prime Material plane. Combat is handled the same as round three.

Bebilith: Int Very-12; AL CE; AC -5; MV 9, Web 18; HD 12; hp 96; THACO 9; #AT 3; Dam 2d4 (x2), 2d6; SA Armor Destruction, Poison; SD Webs, Protection from Good, Never Surprised, +2 or better weapon to hit, Plane Shift; MR 50%; SZ H (15' Long); ML 16.

Bebiliths (MC 8) are foul arachnids that roam the Abyss acting as punishers of the tanar'ri. They are hideous, like huge misshapen spiders with cruel faces and hard chitinous outer shells. Their two huge forelegs

each end in a huge, brutal barb and their mouths are filled with great fangs that drip a foul liquid. The denizens of the Abyss consider it taboo to kill one.

The bite of the bebilith is extremely poisonous. The victim must save versus poison at -2 or die in 1d4 rounds (4 for PCs only). (The effect of a victim's body disintegrating 10 rounds after death unless blessed is not being used in this module, because there is no way for the PCs to know about this property). The bebilith has used its webs the maximum four times already today which is fortunate for the PCs. A bebilith can plane shift to the Astral plane if sorely pressed in combat. If it chooses, it may attempt to pull an opponent in melee with it into the Astral plane when it shifts, the opponent is allowed a saving throw versus wands to prevent being dragged into the Astral plane. If the opponent can leave the Astral plane, the bebilith can not stop him.

The foreleg attacks may ruin any armor or shield used by the victim. For each hit, roll 1d6: on a 1-2 the shield (if any) may be ruined, and on a 3-6 the armor (if any) may be ruined. Non-magical armor and shields are ruined 40% of the time. Magical armor and shields modify this by -10% per plus (adjusted for the Abyss) of the magical equipment. Ruined armor and shields aren't counted in the victim's armor class. The armor or shields are so destroyed that they can not be repaired for less than the original purchase price. Magical enchantments are lost, regardless of repair. If a target wears neither armor or shield, foreleg hits do normal damage.

Encounter Twelve: Homecoming Part II

Last night's celebration lasted way too long and you're still shaking the cobwebs from your heads as you prepare for the trip back to Ravens Bluff. As you get into your marching order, you notice that there is something different about Billie, but you can't quite put your finger on what it is.

Billie's collar has fallen off and is lying on the ground - this is pretty obvious. If the PCs examine the collar, they notice that this clasp is broken. The underside of the collar has the owner's name (Sir Victor Wilkinson) and address (120 Ravens Way).

Billie is slightly larger than yesterday, perhaps 3' 2" tall. This is hard to recognize. He'll grow about 2" per day until he reaches his normal size of 5' tall. Billie's growth was magically stunted when he was created to make him a better companion and apple cider is the antidote to the stunting.

The PCs make it back to Ravens Bluff without incident. The PCs may send a message to the Trumpeter Box and wait for a response (give them a chance to investigate other sites while they wait) or they may go directly to the owner's house.

The house at 120 Ravens Way is sheathed in rose quartz and glistens in the morning sun. Your knock is answered by a servant who asks you to wait in the sitting room while he advises Sir Wilkinson. The sitting room is fabulously furnished with thick carpet and cherry furniture. After a few minutes, a well dressed man enters the room. He looks closely at the mammoth and says, "Good day to you. I am Sir Wilkinson. Billie appears to be in good condition, although I notice that you allowed him to drink apple cider. My son will be quite happy to see that he has returned. Where did you find him?"

Allow the PCs to explain how they found Billie. About halfway through the explanation a young boy enters the room and throws his arms around the mammoth. The boy and mammoth roll around on the floor until told to get out before they break something. Once the PCs are done with their explanation, Sir Wilkinson thanks them for their assistance and gives each party member 1,000 gp. He also gives the party two *potions of extra-healing*. PC knights or squires who politely and respectfully decline any reward receive +1 chivalry point.

Sir Wilkinson a human male, about 30 years old and wears the badge of a griffin knight. He used to be an adventurer, but got married and settled down. He's not as arrogant as many knights, but won't put up with any disrespect. His son's name is Thomas. Thomas is 10 years old. The mammoth was created by an old adventuring buddy of his, who he hasn't seen in years. Billie will never get any bigger than 5' tall.

If you still have time to play, ask the players if there is anything else they want to do before scoring. Allow the players time to investigate some of the other encounters if they wish to do so. Don't end the game early unless your players are not interested in continuing.

The End

Experience Point Summary

Experience for this adventure is mostly non-tiered. The only tiering comes in the defeat of the spriggans in

Encounter Nine. Therefore, follow these instructions for assigning experience for this adventure:

1. Sum the experience
2. Add in the tiered experience value for the spriggans appropriate to the tier
3. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 4 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 4 Group, not a Tier 5 group.

Encounter Two
Learned about Aurok and his group 100 xp

Encounter Three
Questioned Rebekkah Darklyte 50 xp

Encounter Four
Questioned Lady Charnela 50 xp

Encounter Six
Realized Hopkins was insane 50 xp

Encounter Nine
Defeated spriggans

Tier One:	1,500 xp
Tier Two:	2,500 xp
Tier Three:	3,500 xp
Tier Four:	5,000 xp
Tier Five:	6,000 xp

Encounter Eleven
Defeated bebilith 2,150 xp

Encounter Twelve
Returned mammoth to owner 200 xp

Total Experience for Objectives: 1,300 xp
Role-playing Experience 0-500 xp

Total Possible Experience 2,450 xp
Tier Two: 3,450 xp
Tier Three: 4,450 xp
Tier Four: 8,100 xp
Tier Five: 9,100 xp

(Note that it is extremely unlikely that anyone will fight the bebilith. There is no XP award for killing the succubus, as she flees if attacked).

Treasure Summary

If it's not on this list, the PCs cannot have it.

Encounter One:

- If the PCs stop the advertisement from running in future issues of the Trumpeter, Sir Reginald gives the party a *potion of healing*.

Encounter Two:

- PCs can sell any certified ivory mundane items for twice the value on the certificate.

Encounter Three:

- If the party makes a significant donation to the shrine (minimum of 500 gp times the tier or a suitable magic item) and finds and rescue the lost mammoth, the party receives two *Boons of the Shrine of Eilistraee*: Each Boon is good for the following spells -- *remove curse*, *cure disease*, *neutralize poison*.

Encounter Nine:

- 500 gp ruby
- 2,500 gp star sapphire
- 1,800 cp
- 462 sp
- 300 gp
- 72 pp
- *halberd* +2

Encounter Ten:

- Three doses of *dust of disappearance*

Encounter Twelve:

- 1,000 gp each
- Two *potions of extra-healing*

Fame Award

One point in Upper Class, if they recover the mammoth

Chivalry Award

PC knights or squires who politely and respectfully decline any reward receive +1 chivalry point.

Magic in the Abyss - DM Aid #1

<u>Deity's Home Plane</u>	<u>Deities</u>	<u>Priest Level Loss</u>
Arborea	Lliira, Sharess, Sune, Tymora	2
Arcadia	Azuth	2
Beastlands	Deneir, Mielikki, Milil	2
Bytopia	Illmater	2
Elysium	Chauntea, Eldath, Lathander, Mystra	2
Gray Waste	Jergal, Kelemvor	1
Limbo	Leira, Tempus	1
Mechanus	Helm	2
Outlands	Gond, Oghma	1
Ysgard	Eilistraee, Selune, Tyr	2
Mount Celestia	Torm	2

All demi-human deities are 2 planes away.

Priest level loss affects only spell use, not hit points, THAC0 or other abilities. The priest may choose which spells he wants to lose to reach his new limit. The levels return upon leaving the Abyss, although the priest must pray to his deity to restore the lost spells.

Spell Changes by School/Sphere

Alteration Spells require the caster or target (if there is one) to make a saving throw versus spells. If he succeeds, the spell works normally. If he fails the spell effects are reversed or otherwise perverted (be creative and chaotic).

Conjuration/Summoning spells are risky because there is a 10% chance per spell level that a tanar'ri will show up instead of the desired effect. For simplicity's sake, nothing shows up, but the caster has caught the attention of a tanar'ri: have the caster make a saving throw versus spells (wisdom adjustments apply). If the saving throw is failed, the hero casts one of his own spells (randomly determined) on himself. He may attempt a saving throw versus his own spell.

Divination spells work normally as long as the subject isn't a tanar'ri. For simplicity's sake, these spells fail versus a tanar'ri or the bebilith.

Elemental spells don't work at all (LC characters don't have access to the spell keys required to make elemental spells function in the Abyss).

Illusion/Phantasm spells operate as if the caster were one level higher.

Necromancy spells work normally, but animated dead attack their creator. An individual who is reincarnated assumes the form of a least tanar'ri and these PCs are not allowable for LC play.

Changes to Magical Items

All magic items (weapons and armor) which have pluses are reduced by two while in the Abyss. A *ring of protection* +3 only provides a +1 bonus when in the Abyss. A *cloak of the bat* would still allow the wearer to fly in the Abyss, but the +2 armor class bonus is lost. (Note that there are some items which may reduce this effect (*Sword of the Planes* and *Short Sword - Planar Traveler*, are two examples), but this must be noted on the certificate). Magical items which duplicate spell effects are under the same limitations as above.

Highlights

- Ivory Costs Soar
- Adventurers Under Investigation
- Violence at the Shrine of Eilistraee

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The Trumpeter

*The Newsletter of
Ravens Bluff
Special Edition*

Cost of Ivory Alarms Merchants

Dwindling Supplies Mean Higher Prices for the Wealthy

Representatives of the Jewelers and other craft guilds have expressed concern to city officials over the rising cost of ivory. According to the merchants, the price of mammoth ivory has quadrupled over the past six months. The affected merchants deal in large pieces and can not work with ivory available from marine sources. Reliable sources report that no one seems to be hoarding the ivory, but the amount of ivory harvested has been steadily dropping. Neither merchants nor hunters would comment upon statements from priests of Melikki that over-hunting was the cause of the shortage.

Adventurer Census Update

Ravens Bluff city officials reported they are extremely happy with the response to the ongoing census of adventurers residing in the city. Mayor Amber Lynn Thoden stated "The information obtained in the census enables us to be prepared in case of a future attack and allows us to best utilize the skills and abilities of the hardy adventurers who choose to reside in our fair city".

City Watch Confirms Investigation

Chief Constable Rolf Sunriver confirmed that there is an ongoing investigation into crimes committed during the course of adventuring. He said, "Now adventuring is a dangerous business, but we've been hearing reports that some unscrupulous individuals are committing crimes against their companions and we want to make sure that the laws of Ravens Bluff are followed. I'm sure you remember the notorious thief Mohammed, who preyed on his companions for years, before he was brought to justice. We're afraid that a vigilante attitude may take hold unless the city watch acts promptly". The exact details of the investigation are secret, but

are believed to include a scrutiny of adventurer deaths and the individuals who were their companions at the time. We spoke to City Watch Captain Aven Elonis who said, "We're investigating this Carlalista wench. She's easy to spot because she's tattooed her head to look like a tiger's stripes. She's known to have killed one fellow adventurer and a young boy, but so far she's been able to talk her way out of jail. She's also reported to have led several other groups into danger and then abandoned them to their fate. We're hard at work on this investigation and I trust y'all won't hamper our work by divulging the details of the case".

Jack Mooney's Circus Moves Out

The familiar wagons of Jack Mooney's circus left Ravens Bluff today on a tour of Procampur, Tantras, and other cities in the Vast. The recent heavy rains forced the circus to delay its departure from Ravens Bluff by 17 days. This is the latest Jack Mooney has led his wagons on the road in ten years. The circus is expected to winter in Ravens Bluff as it has done for the past eight seasons.

Violence Mars Shrine's Opening

Dozens of city watch members were required to quell a near-riot as a crowd of over 100 people threw rocks and debris to protest the opening of a shrine to the drow elf goddess Eilistraee in Ravens Bluff's warehouse district. Several injured watch members were treated at the shrine. According to observers, the crowd was almost entirely human and many appeared to have been drinking. Unconfirmed reports state that the protesters gathered at the Ill-Eagle Inn (a bar notorious for its eagle mascot and prejudice versus non-humans). Rebekkah Darklyte, a female drow elf, founded the shrine and is the acting high priestess. She reported that damage to the shrine was minor, although a large quantity of food and clothing which was

going to be distributed to the poor was damaged or ruined in the incident. Rebekkah told this reporter, "Eilistraee teaches her worshippers to embrace all non-evil beings and promote harmony between the drow elves and other races. This is an example of the challenges we face in spreading the word of Eilistraee. The shrine is open and functional, but there are a few details to handle over the next few months."

Classifieds

Mercenaries - Lord Vondryx needs adventurers to fight in the Blood War. High pay and exceptional death benefits are available to mercenaries willing to relocate to the Abyss. Transportation not provided. See Mistress Charnela at Embrol Sludge's Spill and Swill for further details.

Lost Pet - Our son's pet mammoth is missing. He was last seen yesterday near the tent city outside the gates of Ravens Bluff. He has an orange birthmark (shaped like a rose) on his abdomen and loves to have his stomach rubbed. He answers to Billie. A generous reward is offered to anyone returns our missing pet. Send replies to the Box 201, care of the Ravens Bluff Trumpeter. Billie likes fruit and nuts, but under no circumstances allow him to drink apple cider.

Personal - Aging male paladin of Tyr is searching for a like-minded female to join him in a quest for the legendary Beast with Two Backs. If you meet these qualifications and are interested in an epic adventure, please contact Sir Reginald at the Temple of Tyr.

Wanted - Researcher requires one vial of the dying breath of a female tanar'ri. The breath must be less than six hours old in order to be suitable for my needs. The means of death is immaterial. I'm prepared to pay 5,000 gold pieces to the first individual to bring me the item I seek. Please see M. Hopkins, Necromancer, at the Ministry of Art. My dead wife offers her thanks.