

# **Alyssia's Travail**

**A One-Round LIVING CITY Tournament**

**by Andrew Rothstein**

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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'S INTRODUCTION

A little over a month ago, Jason Belter (a widower with a nine-year-old daughter) and a wizard stole a sack of holy items from a secret Temple of Cyric near Seveecho. Belter had been in charge of the Seveecho office of Transmountain Carters, the family business and blamed followers of Cyric for the death of his wife. Belter and the wizard hid the loot, together with some other valuables, in a ruined castle outside Seveecho using *Leomund's secret chest*. Together with Alyssia, they fled west. They soon became aware that Jason and

the wizard were cursed; the wizard died from rapid aging on the road to High Haspur. Jason hurried to Ravens Bluff and a Temple of Ilmater hoping to find a cure for the curse. Unfortunately, the clerics there were unable to help him. Jason has heard of the adventurers from some of the other patients and has sent letters asking for help.

In the meantime, agents of the Temple of Cyric sought out Albert and Suzanne Morandin (Jason's sister and brother-in-law) and, unable to find the treasure through them, placed the same curse on the Morandins. Having discovered that Jason fled to a Temple of Ilmater in Ravens Bluff, the agents kept watch on the temple and have set up an ambush for the group escorting Alyssia under the assumption that Alyssia knows where the treasure is.

The party will have to defeat an ambush and take Alyssia back to High Haspur and the Morandins, who will refuse to take her in until the curse is lifted. The party then will have to make sense of the clues they have and find the stolen temple treasure, overcoming several encounters in the castle ruins, and return it, confronting the fact that returning the items to the Temple of Cyric is aiding an evil temple aligned with the Zhentrim and generally up to no good. The party will have to decide which elements of the treasure they find are the stolen items.

## INTRODUCTION

*This cold winter day, winds from the north have brought snow to Ravens Bluff. As you trudge through the powder which reaches up to mid-calf, half of your mind ponders the note you received late last night summoning you to a Temple of Ilmater in one of the poorer quarters of town:*

*The note read:*

*"Please help me. I am dying and I must get my daughter to her aunt and uncle in High Haspur. Please, you are my last hope. Come to the Temple of Ilmater no later than dawn... I don't expect to last much longer than that. Jason Belter"*

*As you approach the temple, you notice several other figures approaching the temple. Some of them are moving surreptitiously and your mind focuses entirely on the immediate situation. You continue towards the temple, as do the other figures.*

[DM's Note: At this point, have the PCs make an INT check. PCs who fail the check don't recognize each other and should be told that someone they don't recognize has taken an alert stance and is looking at them. Use common sense to moderate this. If PCs do start fighting, the any other PCs who made the check may intervene to stop the fighting.]

*Inside the temple, the chief cleric takes you to the infirmary and the bed of Jason Belter. The mere husk of a man (you'd guess his age at eighty years or more) lies in a low, simple cot with a jug of water on the floor next to him.*

*"Ah, you've... come. Will you please (cough, cough) take my daughter, Alyssia, to her (cough, cough) aunt and uncle?"*

*The cleric, who had left you alone with Jason, returns with a young girl, possibly eight or nine years old, dressed in a plain cotton smock.*

*Seeing the girl, Jason smiles, reaches under his pillow, withdraws what looks like a very large tooth on a crumpled red ribbon, and holds it out towards her.*

*The effort is too great though. In a last spasm of coughs, Jason Belter rolls onto his back and dies.*

Things the PCs may find out if they inquire or examine what they have:

1) The scrimshaw (the carved tooth) shows the outline of ruined castle on one side and a geometric diagram on the other {see **Handout #1**}. Do not describe the drawings unless a player examines the piece of ivory.

2) The cleric can give the players the following information:

a) Jason came to the temple a week ago. Nothing the temple's healers did worked and they concluded that Jason was the object of a powerful curse.

b) When they confronted Jason with their suspicions, he admitted to stealing relics from a Temple of Cyric somewhere to the east. Apparently, he stashed the items before coming to Ravens Bluff.

c) Jason was the black sheep in the family. His sister and brother-in-law are important merchants in High Haspur. Yesterday, Jason dictated the following letter of introduction to Alyssia's aunt and uncle:

*Dearest Albert and Suzanne,  
Please give these bodyguards 100 gp each for bringing your niece Alyssia to you. Take good care of*

*her. A loving farewell from your errant brother, Jason.*

3) Due to the nature of the curse, *speak with dead* or *raise dead* will provide no useful information: Jason's spirit is in too much agony to be coherent. He will simply die again each time he is raised.

If the players agree to take Alyssia to her aunt and uncle, the priests will provide a map (**Handout #2**), a pony with appropriate tackle and a mule loaded with one week's rations for the journey. The pony and the mule are to be returned to the temple at the end of the assignment.

**Alyssia, hf, 0:** AL LG; AC 10; MV 9; hp 3; THAC0 20; #AT 1; Dmg 1 (fist); SA none; SD none; Str 7, Dex 12, Con 9, Int 15, Wis 10, Cha 15, MR nil, SZ M (4'); ML 8.

Alyssia is a nine year old child. She is intelligent and observant, but not especially brave: she has lost both her father and her mother in the past few months, and will be silent unless something special grabs her attention. She loves her aunt and uncle and will be upset by what has happened to them and their refusal to take her back. *She is very afraid of spiders.*

## ENCOUNTER ONE

*Leaving Ravens Bluff by the south gate, you head up the High Trail towards Elvenblood Pass. The weather is increasingly bitter and those of you who are susceptible to cold are bundled in heavy winter wear.*

The gear is so bulky and massive, it increases initiative by 2. If anyone declares that he or she is alert as the PCs enter the pass, give that PC an INT check to spot the ambush. Otherwise, the snow and terrain of the pass give the ambushers +6 to surprise. Movement is reduced from 12 to 9 and from 6 to 4. [The ambushers have taken *potions of endure cold*. They want to kidnap Alyssia to find where the treasure is buried.]

### Levels 4 to 13

**Ambushers (2), T1:** Int Average; AL NE; AC 4, 7 (studded leather & one thief has *ring of protection* +3); MV 9; hp 5; THAC0 20; #AT 2 (shortbow) or 1 (longsword); Dmg 1D6 (bow), 1D8 (longsword); SA backstab x2 Dmg; SD nil; MR nil; SZ M; ML 14.

Magic Items: *ring of protection* +3

**Ambushers (2), F1:** Int Average; AL NE; AC 5 (chain); MV 9; hp 8; THAC0 19 (Spec.); #AT 3/2; Dmg 1D10+2 (halberd); SA Weapon specialization in halberd; SD nil; MR nil; SZ M; ML 15.

**Ambushers (2), F1:** Int Avg; AL NE; AC 4 (chain & shield); MV 9; hp 8; THAC0 19 (Lvl & Spec.); #AT 3/2; Dmg 1D8+2 (longsword); SA Specialized in longsword SD nil; MR nil; SZ M; ML 15.

### Levels 14 to 25

**Ambushers (2), T3:** Int Avg; AL NE; AC 3&6 (studded leather & Dex, one thief has *ring of protection* +3); MV 9; hp 15; THAC0 18 (Lvl & Dex) bow, 19 longsword; #AT 2 (shortbow) or 1 (longsword); Dmg D6 (bow), 1D8 (longsword); SA nil; SD backstab x2 Dmg; MR nil; SZ M; ML 14.

Magic Items: *ring of protection* +3

**Ambushers (2), F3:** Int Avg; AL NE; AC 4(banded); MV 9; hp 27; THAC0 16(Lvl, Spec. & Str); #AT 3/2; Dmg 1D10+3 (halberd & Str); SA Specialized in halberd; SD nil; MR nil; SZ M; ML 15.

**Ambushers (2), F3:** Int Avg; AL NE; AC 3 (banded & shield); MV 9; hp 27; THAC0 16(Lvl, Spec. & Str); #AT 3/2; Dmg 1D8+3 (longsword & Str); SA Weapon specialization in halberd; SD nil; MR nil; SZ M; ML 15.

### Levels 26 to 37

**Ambusher (1), T5:** Int Avg; AL NE; AC 2 (studded leather, ring & Dex); MV 9; hp 25; THAC0 16 (Lvl & Dex) bow, 19 longsword; #AT 2 (shortbow) or 1(longsword); Dmg D6 (bow), 1D8 (longsword); SA Backstab x3 Dmg; SD nil; MR nil; SZ M; ML 15.

Magic Items: *ring of protection* +3.

**Ambushers (2), F5:** Int Avg; AL NE; AC 4(banded); MV 9; hp 45; THAC0 14(Lvl, Spec. & Str); #AT 3/2; Dmg D10+4 (halberd & Str); SA Weapon specialization in halberd; SD nil; MR nil; SZ M; ML 16.

**Ambushers (2), F5:** Int Avg; AL NE; AC 3 (banded & shield); MV 9; hp 45; THAC0 14(Lvl, Spec. & Str); #AT 3/2; Dmg 1D8+4 (longsword & Str); SA Weapon specialization in longsword; SD nil; MR nil; SZ M; ML 16.

**Ambusher (1), P4:** Int Avg; AL NE; AC 4 (chain & shield); MV 9; hp 28; THAC0 18(mace); #AT 1; Dmg 1D6+1; SA nil; SD nil; MR nil; SZ M; ML 15; Spells:

*curse, cure light wounds x2, hold person, silence 15' radius.* As soon as the party comes into view, the cleric will cast *Curse* on it.

### Levels 38 to 56

**Ambusher (1), T7:** Int Avg; AL NE; AC 1 (studded leather, *ring of protection* +3, & Dex); MV 9; hp 35; THAC0 15 (Lvl & Dex) bow, 17 longsword; #AT 2(shortbow) or 1(longsword); Dmg 1D6 (bow), 1D8 (longsword); SA Backstab x3 Dmg; SD nil; MR nil; SZ M; ML 15.

Magic Items: *ring of protection* +3.

**Ambushers (2), F7:** Int Avg; AL NE; AC 4 (banded); MV 9; hp 60; THAC0 12(Lvl, Spec. & Str); #AT 2/1; Dmg 1D10+5 (halberd & Str); SA Weapon specialization in halberd; SD nil; MR nil; SZ M; ML 16.

**Ambushers (2), F7:** Int Avg; AL NE; AC 3 (banded & shield); MV 9; hp 45; THAC0 12(Lvl, Spec. & Str); #AT 2/1; Dmg 1D8+5 (longsword & Str); SA Weapon specialization in longsword; SD nil; MR nil; SZ M; ML 16.

**Ambusher (1), C6:** Int Avg; AL NE; AC 4 (chain & shield); MV 9; hp 35; THAC0 18 (mace); #AT 1; Dmg 1D6+1; SA nil; SD nil; MR nil; SZ M; ML 15; Spells: *curse, cure light wounds x2, hold person x2, silence 15' radius, caltrops.* The cleric has cast *caltrops* on the ground from the road to the cleric and thief. As soon as the party comes into view, the cleric will cast *curse* on it.

### Levels 57+

**Ambusher (1), T7:** Int Avg; AL NE; AC 1 (studded leather, ring & Dex); MV 9; hp 35; THAC0 15 (Lvl & Dex) bow, 17 longsword; #AT 2(shortbow) or 1(long sword); Dmg 1D6 (bow), 1D8 (longsword); SA Backstab x3 Dmg; SD nil; MR nil; SZ M; ML 15.

Magic Items: *ring of protection* +3.

**Ambushers (3), F7:** Int Avg; AL NE; AC 4(banded); MV 9; hp 60; THAC0 12(Lvl, Spec. & Str); #AT 2/1; Dmg 1D10+5 (halberd & Str); SA Weapon specialization in halberd; SD nil; MR nil; SZ M; ML 16.

**Ambushers (3), F7:** Int Avg; AL NE; AC 3 (banded & shield); MV 9; hp 45; THAC0 12(Lvl, Spec. & Str); #AT 2/1; Dmg D8+5 (longsword & Str); SA Weapon specialization in longsword; SD nil; MR nil; SZ M; ML 16.

**Ambusher (1), C6:** Int Avg; AL NE; AC 4(chain & shield); MV 9; hp 35; THAC0 18(mace); #AT 1; Dmg D6+1; SA nil; SD nil; MR nil; SZ M; ML 15; Spells: *curse, cure light wounds x2, hold person x2, silence 15' radius, caltrops*. The cleric has cast *Caltrops* on the ground from the road to the cleric and thief. As soon as the party comes into view, the cleric will cast *curse* on it.

The ambushers have eight 100 gp gems total. Each has some appropriate item of identification that ties him to Cyric. There is a letter on the cleric (or one of the thieves if the party is of low enough level) ordering the ambushers to prevent Alyssia from getting to Albert and Suzanne Morandin and to bring the child to “the temple” for questioning about the treasure.

## ENCOUNTER TWO

*The journey down from the pass to Sarbreenar is uneventful, if cold. The snowstorm ends while the party is in Sarbreenar. After another day’s journey you are at the outskirts of High Haspur. Bustling mines are one obvious source of wealth for this community, but you realize that it also is a strategic way station between Ravens Bluff and Procampur to the south. Traffic also enters the town from the east. While High Haspur is not as large as Ravens Bluff, you realize that some effort will be necessary to find Albert and Suzanne Morandin.*

Healing is available in Sarbreenar at a cost of 100 gp per character level. Inquiries concerning Morandins are met with odd denials. If a line of questioning is pursued, the informant acknowledges that the Morandins live in “the once great white compound just off the market square.” Clearly, people are hesitant to speak of them. When the players find the Morandin residence, it is in dilapidated condition and the shop is closed, even during normal business hours. Create a sense of doom that the people of High Haspur feel may be contagious.

*After rigorous inquiry, you arrive at the front gate of a once white compound fronting the main square in the town. A faded sign reads “Transmountain Carters, Albert Morandin, Proprietor.” It hangs askew on a single hinge in front of a closed shop. The yard in front of the residential quarters is unkempt.*

If someone knocks persistently, have them roll vs. their Dex: the household and the house are cursed and

failure means that the knocker has taken a splinter of wood and suffered 1 HP of damage. Eventually, a gaunt woman will come to the door.

*“Go away! Have pity on yourselves and leave! We have been cursed and care not to inflict our misfortune on others.”*

If they stay and talk, the woman identifies herself as Suzanne Morandin (Albert is lying in bed enervated). She tells the party of thugs who threatened her to return the treasure “in the sack stolen from the temple” or to hand over Alyssia who supposedly knows where the treasure is hidden. If the child is pressed about the treasure she will tell Auntie Suzanne a riddle daddy taught her:

*“Daddy told me to tell you this riddle, Auntie Suzie,*

*As the colors of the rainbow, the Sisters true,  
Sometimes strong, sometimes lame,  
Going, coming, all the same,  
I am the place for you.”*

Answer: Sevenecho [Alyssia doesn’t know the answer.]

If no one in the party has examined the scrimshaw, Suzanne will admire it and Alyssia will say, “That’s daddy’s castle.” Suzanne will refuse to take custody of Alyssia until the curse is lifted, fearing that the curse will infect Alyssia if she stays with them.

## ENCOUNTER THREE

*As you descended Helve’s Trail towards Maerstar, the climate became milder and you have stowed your heavy winter gear. Between Maerstar and Sevenecho you travel on the North Road, a well-maintained causeway, and you make good time. Sevenecho is a smaller town than High Haspur. It primarily is a service center for the surrounding farms. Since it is winter time, there is much less activity here than in High Haspur.*

Searching the town [DM’s Note: Remember that the layout of the town is shown on the scrimshaw] will uncover the following:

1. There is an abandoned shuttered one-story wood-frame building belonging to Transmountain Carters.
2. Just outside of town to the north on a knoll is a dilapidated castle. Alyssia will recognize it as “Daddy’s Castle.” It resembles the picture on one side of the scrimshaw.

3. Assuming that one of the players has inspected both sides of the scrimshaw, an INT check at half will realize that the geometric pattern might be a map of Seveecho. It is in fact a map showing the location of a hidden temple of Cyric relative to the Transmountain Carters' shop. (**Handout #3**) The "T" is the shop; the skull is the temple; the "\*" is the ruined castle. If the PCs try to go to the skull first, they find only woods. The Cyric temple is hidden by nearly impenetrable misdirection spells until such time as the Cyric priests wish it to be found (like in encounter six).

## ENCOUNTER FOUR

*As you approach it from the town, all that you can see of the "castle" is two dilapidated towers and a couple of dozen large stone blocks scattered in front of a low wall between the two towers.*

*Working your way into what must have been the castle at what must have been its ground floor, you notice that the floor and walls all are of large blocks of stone in various states of disrepair.*

A secret trap door leads down to the first subterranean level. Be sure that the players check the floor as well as the towers for secret doors. Below the ground surface, there are no light sources other than what the party brings.

*Light from the outside illuminates the staircase you descended, a stone wall running along one side of the staircase, and a small area of stone floor around the staircase.*

Once the party finds or creates some other source of light: *You are in a large room with stone walls, floor and ceiling. A row of cells separated by stone walls and fronted with iron bars lines the wall opposite the staircase. Against the wall about 20 feet from the base of the stairs is a large wooden table. The floors of the cells are covered with damp, moldy straw.*

Touching this table will close the secret door that led down into the dungeon and locks it to people outside. A rumbling sound will be heard as the secret door opens and closes and the light in the stairwell will disappear when the door closes. Touching it again opens the door. There are four cells. If examined closely, one is neater than the others. The back wall of this cell has a secret door which leads to a long stairway down to the lowest level of the dungeon.

Stepping into any of the cells triggers an attack. The attackers were released into the ruins when Jason and the wizard stored their treasure in *Leomund's secret chest*. Remember that Alyssia is with the party (unless they left her upstairs!)

### Total Levels 4-13

**Monster Skeleton (1):** INT non-; AL N; AC 6; MV 12; HD 6; hp 24; THAC0 15; #AT 1; Dmg 1-6 (short sword); SA Nil; SD Edged or piercing weapons do half damage. Immune to *fear, sleep, charm* and *hold* spells. Unaffected by cold-based spells. SZ L(7') M N/A.

Holy water does 2D4 damage.

### Total Levels 14-25

**Monster Skeleton (3):** INT non-; AL N; AC 6; MV 12; HD 6; hp 24; THAC0 15; #AT 1; Dmg 1-6 (short sword); SA Nil; SD Edged or piercing weapons do half damage. Immune to *fear, sleep, charm* and *hold* spells. Unaffected by cold-based spells. SZ L(7') M N/A.

Holy water does 2D4 damage.

### Total Levels 26-37

**Wights (3):** INT low; AL CE; AC 7; MV 12; HD 4+3; hp 32; THAC0 15; #AT 1; Dmg 1D4; SA Drains 1 level per hit; SD +1 or better weapons to hit. Immune to *sleep, charm* and *hold* spells. Unaffected by poisons, paralyzation or cold-based spells. Destroyed by a *raise dead* spell. Cannot tolerate bright light. SZ M; M 14, Can be turned by clerics.

Holy water does 2D4 damage.

### Total Levels 38-56

**Wraiths (3):** INT very; AL LE; AC 4; MV 12, FI 24(B); HD 5+3; hp 40; THAC0 15; #AT 1; Dmg 1D6; SA Drains 1 level per hit; SD Silver or +1 or better weapons to hit. Immune to *sleep, charm, death* and *hold* spells. Unaffected by poisons, paralyzation or cold-based spells. Destroyed by a *raise dead* spell. Shuns bright light. SZ M; M 14, Can be turned by clerics.

Holy water does 2D4 damage.

### Total Levels 57+

**Spectres (5):** INT high; AL LE; AC 2; MV 15, FI 30(B); HD 7+3; hp 56; THAC0 13; #AT 1; Dmg 1D8; SA Drains 2 level per hit; SD +1 or better weapons to hit. Immune to *sleep, charm, death* and *hold* spells. Unaffected by poisons, paralyzation or cold-based spells. Destroyed by a *raise dead* spell. Shuns bright light. SZ M; M 15, Can be turned by clerics.

Holy water does 2D4 damage.

The secret door in the back wall of this cell is *fire trapped*. The trap will do D4+(total party levels/4, rounded down) damage to anyone within 10' of the secret door if not disarmed. Thieves' chances to remove the trap are halved. If the trap is set off, the straw catches fire after one round of smoldering and everyone in the cell takes 1 HP of smoke damage per round they are in the cell and the fire burns. It burns out in five rounds.

## ENCOUNTER FIVE

*Opening the secret door reveals another staircase leading down. At the base of the stairs is another large room.*

If the party has a light source: *Some of the stones which formed the walls of this room have been dislodged. Cobwebs of varying density can be seen throughout the room.*

If the party has no light source, remember that the dislodged stones and cobwebs will come as surprises. Also, remember that Alyssia is terrified of spiders. This will be very important, as large, scary spiders will attack as soon as one party member disturbs a web, or reaches the center of the room.

### Total Levels 4-13

**Huge Spiders (2):** INT Animal; AL N; AC 6; MV 18; HD 2+2; hp 15; THAC0 19; #AT 1; Dmg 1D6, Type A poison: 15/0 with +4 to save; SA Nil; SD Nil; SZ M; M 8

### Total Levels 14-25

**Huge Spiders (5):** INT Animal; AL N; AC 6; MV 18; HD 2+2; hp 15; THAC0 19; #AT 1; Dmg 1D6, Type A poison: 15/0 with +2 to save; SA Can leap up to 30' to make an attack (-6 to surprise rolls); SD Nil; SZ M; M 8

### Total Levels 26-37

**Giant Spiders (4):** INT low; AL CE; AC 4; MV 3, web 12; HD 4+4; hp 32; THAC0 17; #AT 1; Dmg 1D8, Type C poison: 25/2D4 in D4+1 rounds; SA Nil; SD Nil; SZ L; M 13.

### Total Levels 38-56

**Giant Spiders (6):** INT low; AL CE; AC 4; MV 3, web 12; HD 4+4; hp 35; THAC0 17; #AT 1; Dmg

1D8, Type D poison: 30/2D6 in D2 rounds; SA Nil; SD Nil; SZ L; M 13.

### Total Levels 57+

**Phase Spiders (2):** INT low; AL N; AC 7; MV 6, Web 15; HD 5+5; hp 40; THAC0 15; #AT 1; Dmg 1D6, Type d poison: 30/2D6 immediately, -2 to save; SA -3 to initiative; if it beats players' initiative by 4, it can phase in, attack and phase out before players attack; they usually will phase in behind their victim and receive a +4 to the attack; SD Cannot be hit after they phase out. SZ M; M 15

Once the spiders are gone, a search of the room will turn up a secret compartment in one of the dislodged stone blocks. Inside the compartment is a scroll. The scroll has room for two spells but only one is left: *Leomund's secret chest*, cast at 10th level.

Using the *Leomund's secret chest* spell will cause a large (2' x 2' x 3') chest to appear. It is locked and trapped, both at -20% to disarm. Failing to disarm the trap sets off a small explosion which disperses a poisonous gas cloud.

### Levels 4-13

Everyone within 10' must save versus poison or suffer 5 HP of damage.

### Levels 14-25

Everyone within 10' must save versus poison or suffer D8+6 HP of damage.

### Levels 26-37

Everyone within 10' must save versus poison or suffer 2D8+4 HP of damage. Save for half damage.

### Levels 38-56

Everyone within 10' must save versus poison or suffer 30 HP of damage. Those who saved take only 15 HP.

### Levels 57+

Everyone within 10' must save versus poison or take 40. Those who saved take 25 HP of damage.

Inside the chest is a large sack with the emblem of Cyric on it containing a number of items: a *hammer of penetration*, 6 *candles of invocation* (usable only by Cyric followers), a Church Bell dedicated to clerics of Cyric, and a set of Holy Vestments of Cyric. The

hammer radiates evil as well as magic, and cannot be weilded by any non-evil person.

At this point, it is up to the PCs to determine what happens next. With a successful religion proficiency check, it can be determined that none of these items can be used by the party, but that they would be of great use to a priest of Cyric.

If the party really seems to need the help, hint that the scrimshaw map may still be of use to them. Sooner or later, they will probably decide to go explore the skull in the woods. Go to encounter six.

## ENCOUNTER SIX

*Having concluded that the Temple of Cyric is hidden in the woods to the southeast of Sevenecho, you head off for it After a couple of hours of making your way carefully through the woods, you see a single cleric. His dark purple robes are edged with silver cloth. In the center of his chest is a black sunburst with a white skull. “Do you return the items stolen from our temple by Jason Belter?” he asks.*

If the party answers, “yes,” the cleric tells them to leave the sack on the ground and return to the Transmountain Carters office in Sevenecho. He says, “The means of ending the curse are on the desk in the office.”

If a party member turns to look back after dropping the sack and heading back towards Sevenecho, the cleric and the sack are nowhere to be seen.

If the party answers, “no,” or if they try to attack him, the cleric steps back and says, “Your foolish choice will force the girl to a rapid demise.” He then disappears and Alyssia is cursed. She begins aging one year for every day she continues to live.

The PCs will not be able to find the temple, which is protected by *aversion* spells that misdirect non-members. If they leave the sack at this point, continue to Encounter Seven; if not, Alyssia continues to age. As a child of nine years, her aging will become *visibly* apparent if left in this state.

As DM, take this matter seriously. *It may be a good idea to create a sense of foreboding or to make the PCs take INT or WIS checks concerning the nature of their mission: to remove the curse from the Morandins.*

## ENCOUNTER SEVEN

*Returning to Sevenecho, you enter the Transmountain offices and see a number of leaves scattered on the desktop. A note on the desk says:*

*Before these leaves will work, you must swear not to reveal the presence of our temple to anyone else, or to take action against our temple.*

If anyone in the group does not swear, then the leaves will crumble when touched.

### Total Levels Under 29

There are three leaves, enough to uncurse Albert, Suzanne, and Alyssia. Under one of the leaves (these are New Leaves) are instructions to hold a leaf over the head of the affected person and then turn the leaf over.

### Total Levels Over 28

There are three leaves, enough to uncurse Albert, Suzanne, and Alyssia. There are no instructions, so the party members must figure out how to use the New Leaves, either by *spellcraft* proficiency rolls or by consulting a cleric in Sevenecho, Maerstar, or High Haspur.

## ENCOUNTER EIGHT

*Back in High Haspur, you use the New Leaves to uncurse Albert and Suzanne. They gladly take Alyssia from you and Albert gives you a pouch containing six 100 gp gems. Also in the pouch is a Black Pearl. “We are eternally grateful for your help. Any time you return to High Haspur, feel free to call on us for food and lodging,” says Suzanne as she hugs Alyssia.*

### The End

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

#### Encounter One

Defeating the ambush 75 xp

#### Encounter Two

Finding the Morandins 50 xp

Solving the riddle 75 xp

#### Encounter Three

Realizing the significance of the ruins 50 xp

Finding the location of the Cyric Temple 50 xp

#### Encounter Four

Defeating the undead 75 xp

Finding the secret door 25 xp

Not setting off *fire trap* 50 xp

#### Encounter Five

Defeating the Spiders 75 xp

Finding the Scroll 75 xp

Not tripping chest trap 25 xp

#### Encounter Six

Returning the sack 100 xp

Total Experience for Objectives: 775 xp

Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,225 xp**

For Tier 2: 2,450 xp

For Tier 3: 3,675 xp

For Tier 4: 4,900 xp

For Tier 5: 6,125 xp

## Treasure Summary

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

#### Encounter One

- Eight 100 gp gems
- *ring of protection* +3

#### Encounter Five

- Wizard Scroll with *Leomund's secret chest* [if not used to find the chest]

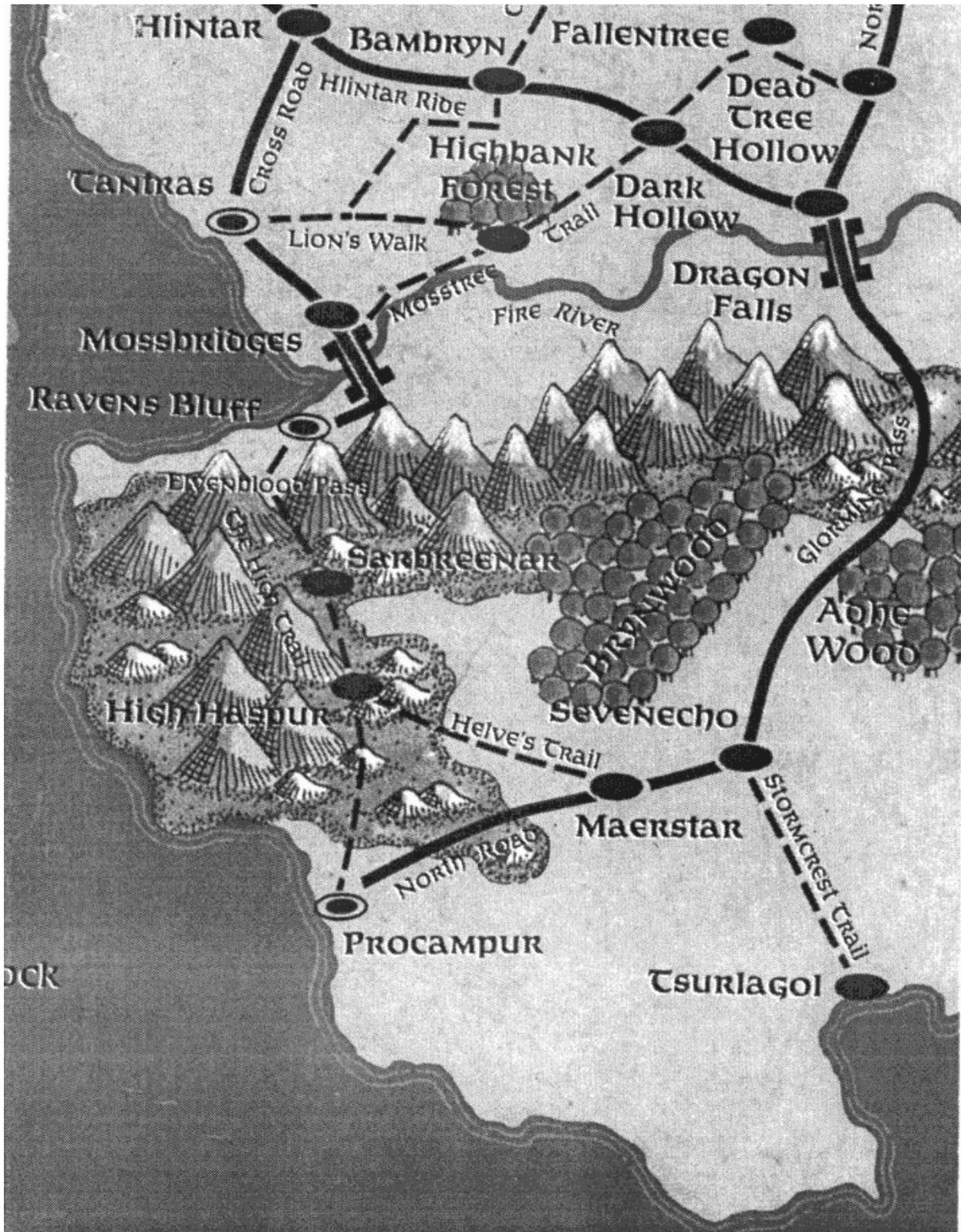
#### Encounter Eight

- Six 100 gp gems
- A Black Pearl. This pearl allows a wizard or bard to cast one additional wizard spell of 1<sup>st</sup> to 3<sup>rd</sup> levels per day. The spell must be a duplicate of a spell in memory. The spell must be from the schools of Abjuration, Alteration, Divination, or Necromancy. It does not function when the owner has a *ring of spell storing* or *ring of wizardry* in his or her possession. The pearl has a value of 2,500 gp.

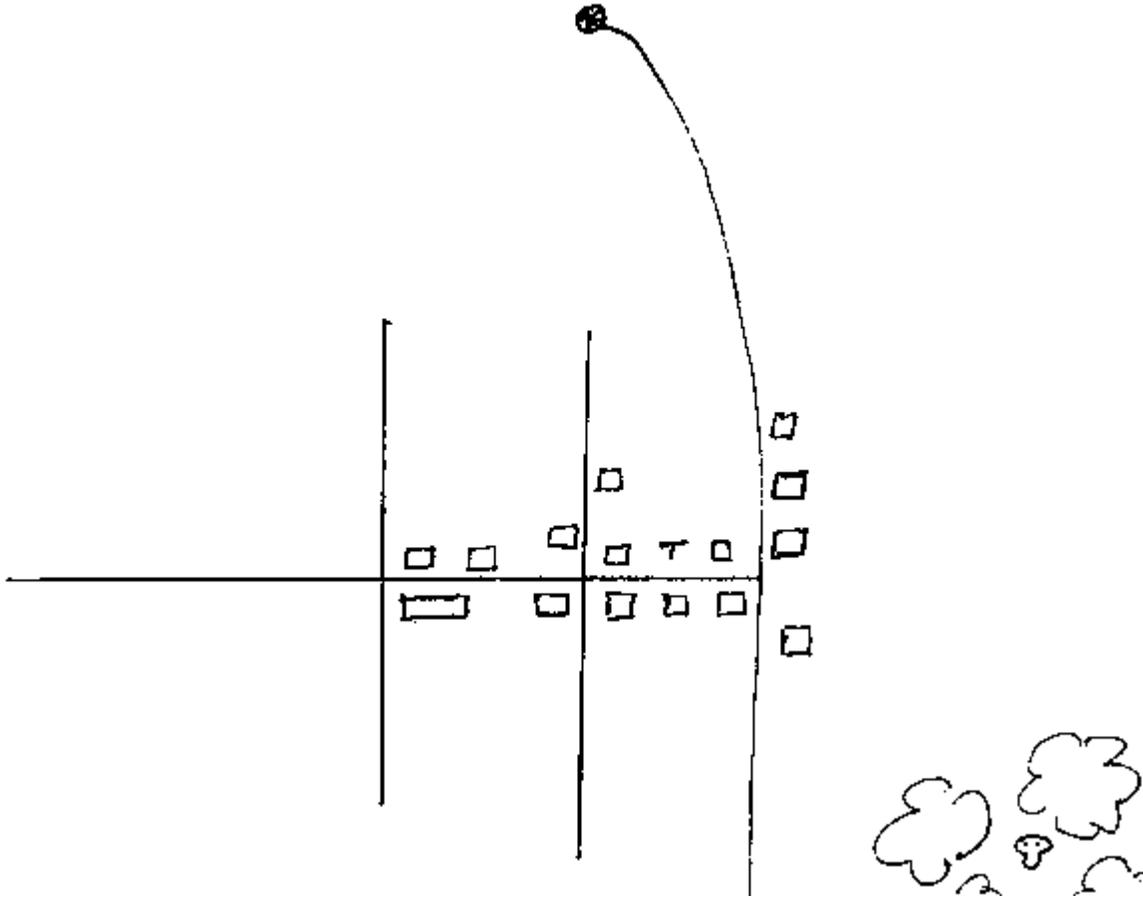
# Handout #1



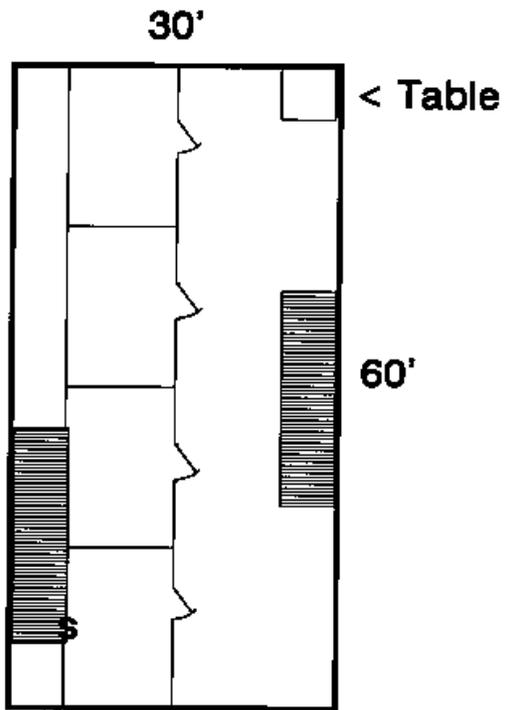
## Handout #2



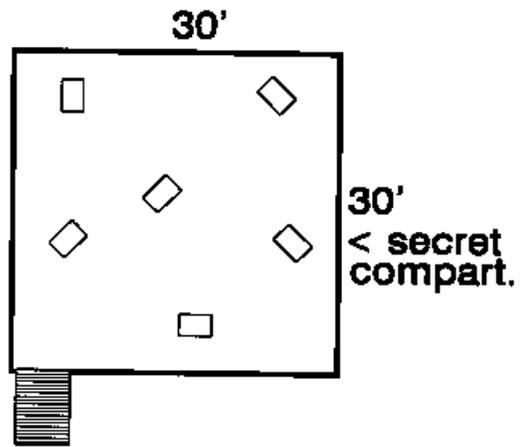
# Handout #3



### First Dungeon Level



### Second Dungeon Level



### Ground Floor

