

# **Amber's Story**

**A Two-Round D&D Living City Adventure**

**Round One**

**by Robert Wiese**

Blurb goes here.

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

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

|     | <u>4 players</u> | <u>5 players</u> | <u>6 players</u> | <u>7 players</u> | <u>Lvl Cap</u>   |
|-----|------------------|------------------|------------------|------------------|------------------|
| T1: | 4-12             | 5-13             | 6-14             | 7-15             | 4 <sup>th</sup>  |
| T2: | 13-22            | 14-24            | 15-26            | 16-28            | 6 <sup>th</sup>  |
| T3: | 23-32            | 25-35            | 27-38            | 29-41            | 8 <sup>th</sup>  |
| T4: | 33-42            | 36-46            | 39-50            | 42-54            | 10 <sup>th</sup> |
| T5: | 43-52            | 47-57            | 51-62            | 55-67            | 12 <sup>th</sup> |

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

Note: for Winter Fantasy 2001, the level cap does not apply. It has not been published widely in the campaign yet, and it would be unfair to apply it. But for all runs after Winter Fantasy 2001, the level cap rule applies.

**Important Note:** The same group of characters should play rounds one and two of this scenario together. The continuity depends on it. Further, do not run this in advancement style, because all the players should play both rounds.

## Adventure Background

### History

Centuries ago, a celestial dragon brought an egg from heaven to the court of the nation of Wa, in the unknown East. The egg was placed in the temple of heaven, the primary temple of the capital city, and there it remained as the years passed. Finally, though, it was stolen, and later lost as the guards of Wa tried to recover it. The Emperor's family was shamed, and of the egg of the dragon no further trace was heard.

About 30 years ago, a man named Kylann Jelan moved from Thay to Wa on business. His wife was pregnant during the move, and gave birth just as the family crossed into Shou Lung. She died, but the baby girl lived. Kylann named her Myrkyssa.

Little Myrkyssa was a tomboy, and as she grew up among the people of Wa, trained diligently to become a samurai and achieve a place of service in the Emperor's Court. She became one of the most proficient swordspersons in the nation, and studied the ways of conquest and military strategy diligently. But as a foreigner, she was denied. However, a priest of the temple of heaven told her that if she returned the lost egg of the dragon, she would receive the everlasting gratitude of the Imperial family, and be assured any place she wanted in the court excepting that of consort or wife to the Imperial family. Fired with determination, the young Myrkyssa left Wa and traveled back to Faerun to begin her search.

Myrkyssa made her way westward towards Waterdeep, center of knowledge and culture. There, she met another young girl named Amber Thoden. Amber was from Ravens Bluff, and was adventuring. The remarkable coincidence was that the two girls looked nearly exactly alike. Forming an instant friendship, they adventured together for a few years as the Twin Sisters. The days of the Twin Sisters came to an end when Amber died saving Myrkyssa's life, and could not be brought back. Myrkyssa buried and mourned her dear friend, and then returned to her original quest for the egg of the dragon.

In Cormyr, she learned of ancient stories of a dwarven artifact that first appeared about the same time as the egg of the dragon was lost. This artifact, called the orb of protection in the stories, supposedly was lost in the fall of the Glimmering Sword dwarves in the Vast. She researched Ravens Bluff, and the dwarven histories of the Vast, and decided that she might have found at last what she was seeking.

In an effort to test her mettle as a general, she gathered an army and besieged the city of Ravens Bluff. Though some under her command vastly exceeded her orders and authority, her real fault lay in that she had not accounted for the huge adventuring population in the city. Facing defeat, she found another way.

Relying on her likeness to her friend Amber Thoden, she pretended to be Amber Thoden and joined the city against her own forces. She kept the war going long enough to establish her position, and then abandoned her army to defeat. With the close of the war, she was elected Mayor of the city, and learned a most valuable lesson in warfare: a war won without bloodshed is better than a war won with bloodshed.

She then instituted the search for the orb of protection, and in the meantime governed the city in her own interests but also in its interests.

Her friend Amber came from here, and she respected the memory of her beloved friend. As she spent more time here, she began to see that the city was special in an undefinable way, and used her considerable talents towards its betterment.

The orb of protection was at last unearthed, and Myrkyssa discovered to her shame and chagrin that it was not the egg of the dragon after all. About the same time, an adventurer named Jack began to cause her troubles, the result of which found her cast into some extra-dimensional or inter-planar space, where she remained active but trapped.

### **Adventure Summary**

This adventure tells the history of Myrkyssa Jelan through flashback scenes that are mixed with a real problem, and which offer its solution. The city is troubled by waves of wild magic from the wild mythal that Myrkyssa became entangled with, and the troubles are growing. The adventurers see effects of the mythal and have to discover the true cause of the magical problems and solve it.

Round One of the scenario shows the early history of Myrkyssa and also the serious nature of the problems. The Ministry of Art asks the heroes, who witness a scene of wild magic, to investigate the cause. By the end of the first round, they do not have the answer to the problems, but have seen much of Myrkyssa's story.

Round Two begins with Myrkyssa's discovery of the orb of protection, and then moves into the discovery of the wild mythal and its effects. Myrkyssa herself is rescued from the space where she is trapped, and offers her assistance in containing the problem. The characters decide whether she helps or not.

Several possible solutions to the mythal problem are presented, and the characters must choose their way. The adventure then follows whichever path they have chosen to the end. The solutions are:

- Use the egg of the dragon to draw the energy out of the mythal
- Sacrifice a PC priest of Mystra or Azuth for the same purpose
- Have the drow solve the problem, since they created the mythal
- Find some way to contain the magic so that it cannot reach the city.

At the end they can help decide the fate of Myrkyssa Jelan once and for all, ending the War storyline that began in 1996.

## **Special Note: Killing Myrkyssa Jelan**

During the flashbacks, the PCs have the chance to kill Myrkyssa Jelan. They may do so to avert the war. You might think that this would cause problems, and indeed it would. In the early flashbacks it is very unlikely that the PCs would do so, but in the Round Two flashbacks they might seriously consider it, or even try it.

In appropriate flashbacks, at the end, there is a section called "If Myrkyssa Dies." This section explains the consequences on the future if Myrkyssa dies in the encounter, and how to alter the rest of the scenario. Yes, if she dies, you have to alter the flow of events a little. But Myrkyssa is not evil, and killing her before the flashbacks in Round Two is considered an evil act (as she is not a threat to the city).

## **Introduction**

*The great serpentine beast spiraled downward from the heavens toward the Imperial Palace of Wa. The Imperial guards gestured at it, and one ran inside to alert the Emperor. Soon the Emperor and his entire retinue stood gathered in the courtyard of the palace, looking skyward. The dragon circled and came to rest hovering above the huge pool in the center of the court.*

*"Emperor of Wa," said the dragon, "I come from the court of the Celestial Bureaucracy with a gift, and a task. How you perform it will show the gods of heaven whether you are worthy to ascend to them upon your death."*

*"Oh great dragon of the Celestial Court," replied the Emperor, "I am unworthy to receive this visit, let alone the gift. I pray that Heaven will make me worthy of the task. Would you care to enter the palace and be entertained?"*

*"Your humility does you great credit, as does your hospitality. But I have a brief time only in your world.*

*"Your gift is this," said the celestial dragon. Uncurling its great claw, it revealed a stone the shape of an egg and the width of a man's torso. "Your task," it continued, "is to keep it safe until the right time. Knowing the right time is part of the test."*

*The egg-shaped stone floated slowly from the dragon to land at the feet of the Emperor. As soon as it had, the great dragon leapt into the sky, flying through the air as an eel swims through the water. Soon it was gone.*

*"Take this to the temple of heaven," said the Emperor. "This egg from the dragon shall*

*be placed in a most prominent place, and guarded day and night from this time forward." A shukenja came forward, carefully lifted the stone, and all those present followed it to the temple of heaven.*

Proceed with Encounter One, where the adventure really begins.

## **Encounter One**

In this encounter the characters find themselves having to deal with a wild magic wave that turns a whole building into a soft, gooey matter, leaving people trapped within.

Have the characters agree on a tavern or other location they are on the way to, that is in the Harbor District. They can make something up. The characters are together, but we don't have to dictate everything.

*Groups of adventurers are a common sight in Ravens Bluff, so common that no one really looks twice at you all as you walk down the street. On your way to [insert name of wherever they are going], you see the people of Ravens Bluff going about their normal lives. Here in Silverscales, that consists mostly of laborers carrying things into or out of warehouses, or priests wandering the streets.*

*Expecting an uneventful morning, you make your way through the streets with only partial attention on the familiar surroundings, and thus you are taken off-guard by sudden screams coming from the building ahead of you and to your right. As you look that way, you see the building start to ripple and flow, and the material start to change ,,,*

Anyone who happens to have a *detect magic* spell active (and is in range) sees a wave of magic flow across the building, seeming to come out of nowhere, and then disappear again as soon as it reaches the street. A better image might be that of a sea serpent swimming in the ocean. The serpent swims along, and part of it rises above the surface and is briefly visible. Then the serpent descends underwater again and disappears. That is how this magic wave behaves.

The building, Leeong Ku's Flophouse, is being changed from wood and stone into a gooey, cheese-like material that is not edible. Before the eyes of the PCs, the stone and wood flows, and the building begins to ooze into the street.

The flophouse has three floors, each of which has 12 rooms. The ground floor has an entry area, and the second and third floors have common rooms above the entry area.

The building will return to its normal material in about four minutes, in whatever state or “arrangement” it is in at the time.

The scream came from a middle-aged woman named Allinia, who lives in a small room on the third floor of this three-story structure. The floor changed, and was no longer able to support the weight of humans. She fell through, and is now suspended within the floor of the second story (so in the ceiling of the ground floor). Her mouth is trapped, and the floor in which she is trapped has returned to a semi-solid state. She will “drown” in three rounds unless rescued.

Others are in danger as well. A man walking past the building as it started to change was caught as a piece of the roof oozed off and fell on him; treat him as if trapped within a gelatinous cube. If he is not rescued when the building returns to normal, he is trapped in stone and killed.

The building material is not uniform anymore, so different parts have random thicknesses and solidities. On the second floor there is a man who is on a piece of floor solid enough to hold him; unfortunately he has been changed and is now a half-man, half-ooze creature (make this up yourself, but be sensitive to your players’ nausea thresholds). He is trapped because the floor around him is not solid enough, and in his present form he cannot move anyway. The trick here is to scoop up all of him and get him to a place where the magic effect can be dispelled (treat as *polymorph other* spell cast by 14<sup>th</sup> level sorcerer). Make this as difficult as seems appropriate to your PC group; it should be a test of ingenuity. Don’t forget that the building could change again at any moment.

Finally, there is Mathine (human female Com1, hp 4) on the roof. She was hanging laundry on a line when the roof shifted under her. She was thrown to the ground, and her laundry fell on top of her. It too was changed, into a small kind of mimic. She is attacked and takes one point of damage every round until killed; the PCs have to work fast to save her, and if they are not flying they probably won’t.

**Gelatinous Cube:** Huge Ooze; HD 4d10+36; hp 58; Init -5 (Dex); Spd 15 ft.; AC 3 (-2 size, -5 Dex); Atks +1 melee (1d6+4 and 1d6 acid, slam); Face/Reach 10 ft. x 10 ft./10 ft.; SA engulf, paralysis, acid; SQ blindsight,

transparent, electricity immunity, ooze qualities; AL N; SV Fort +5, Ref -4, Will -4.

Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1.

**SA: Engulf (Ex)**—A gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent’s choice) as the cube moves forward. Engulfed creatures are subject to the cube’s paralysis and acid, and are considered to be grappled and trapped within its body. **Paralysis (Ex)**—Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube’s melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. **Acid (Ex)**—A gelatinous cube’s acid does not harm metal or stone.

**SQ: Transparent (Ex)**—Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed. **Blindsight (Ex)**—An ooze’s entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet. **Ooze Qualities**—Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. They have no Intelligence scores and are therefore immune to all mind-influencing effects (charms, compulsions, phantasms, and morale effects).

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube’s body.

A typical gelatinous cube is 10 feet on a side and weighs about 10,000 pounds, though much larger specimens are not unknown.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

**Mimic:** Medium Aberration; HD 4d8+12; hp 29; Init -5 (Dex); Spd 10 ft.; AC 14 (+1 Dex, +3 natural); Atks +2 melee (1, slam); SA engulf; AL N; SV Fort +4, Ref +2, Will +5.

Str 10, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

*Skills:* Climb +9, Disguise +12, Listen +11, Spot +6. *Feats:* Skill Focus (Disguise)

SA: *Engulf (Ex)*—The mimic, in the shape of a large sheet, wraps itself around the victim and suffocates it for 1 point of damage per round (suffocation occurs in three rounds total, regardless of damage).

Once the characters are through rescuing these people, skip immediately to Encounter Two. Do not wrap this up yet; the wrap-up takes place in Encounter Three.

## Encounter Two

This is the first flashback scene. The characters are transported into the past, where they witness a scene in the youth of Myrkyssa Jelan.

***With a suddenness that shocks even you, you find yourself standing in a strange room. One second you were on the street, the next you are here. The room is about 20 feet square, and the walls are made of bamboo and ... paper? Through a window, you can see into a yard where some young men are doing sword drills with a two-handed sword that looks to be from the far east, and in fact their dress appears to be that of people from the mysterious east. Their faces appear to be similar to those of far easterners you have seen before, such as Wu Ling who runs the magic lantern show in Ravens Bluff. They shout “Hai” and make cuts and blocks in unison.***

***Inside the room with you, by the window, you see a young woman with the fair skin of a Faerunian. You would guess that she is about 12 years old. She watches the boys outside and mimics their movements, adding in a flourish or modification from time to time that seems to make the movement more efficient.***

The PCs are in the room, but it takes about three minutes before they can move or interact. This time will lessen with later flashbacks.

The PCs are in Wa, in the Imperial city, about 18 years ago. They have actually been sent to the past, and can interact with the people here while they are here.

The young girl is Myrkyssa Jelan. There is really no way for the PCs to know this, aside from some powerful divinations they probably don't have access to. She continues to watch the boys and practice, oblivious to the PCs until they make some noise. Any noise, really, even a

small one. At the noise, she turns around really quickly and brings the sword to guard position. Then she looks at them.

Myrkyssa speaks Common, so there won't be communication problems here. The boys outside don't. Myrkyssa, once she learns that the PCs speak her “native” language (taught to her by her father), is torn between wanting to talk to them and the shyness that comes of female upbringing in Wa. She compromises by taking to them about some things, but not other things. She waits for questions, and does not volunteer extra information, but asks questions in turn about where they came from and who they are. Her questions are not asked eagerly, though, but with a kind of shyness (she does not feel she should put herself forward at this age). Remember that she is 12, not 6, and play her with some maturity. She is more mature than she should be at this age; growing up in a strict male-dominated culture has made her so. Other girls her age are already married and having children.

- She does not tell them her name. Girls in this culture do not speak to strangers, and do not reveal their names. Their fathers or brothers would make any introductions that are necessary.
- She tells the PC where they are. She cannot tell them the year, as she does not know it in Faerunian terms.
- She tells them that her father is a diplomat from Thay (she has never been to Thay, and does not know what it is like there) in the court of the emperor.
- She tells them that she has lived here all her life. She has never known another home.
- She tells them that the boys outside are training to be samurai, and then that she dreams of serving the emperor as a samurai, general, or in some other prestigious post. Anyone, she says, can take a place in this society according to their skills. She has to train herself, but she is training to be the best samurai there is.
- She tells them that she expects to stay here her whole life. She has not known any other land, and does not really want to.
- She tells them, if they ask about the political situation, that the emperor is facing threats from the neighboring country, Shou Lung, because his family lost face several hundred years ago. She will not say why.

*Detect thoughts* spells do not work on her. In fact, no spells work on her at all. Magic items

don't work on her either. It is as if she did not exist, as far as the Weave is concerned.

The PCs can also try to talk with the boys outside, but they are in for a shock if they do so. As soon as they appear outside in the court, the instructors shout that they are invaders and spies and gaijin, and draw katanas to attack. A fight here is pointless, and the characters really are in the wrong.

**Samurai Instructors, human male Ftr10** [hp 72, +14/+9 melee (1d8+6 [crit 19-20], katana)]

Give the characters about 15 minutes of real time here, and then present the following:

***You hear an adult male voice say in Common, "Where are you, my daughter?"***

***The young girl replies, "Here, father, watching the samurai train."***

***"We must return home. Come Myrkyssa..."***

Then move immediately to Encounter Three. Give the PCs no time to react to hearing the name Myrkyssa before Encounter Three.

## Encounter Three

In this encounter, the PCs talk with a representative of the Ministry of Art about the disturbances.

***With a blink of your eyes you find yourselves standing on the street in Ravens Bluff, beside the now-distorted building. A City Watch constable is in front of you saying something, and it takes you a second to process it.***

***"... explain what happened?" he says.***

This is **Constable Kelen** (human male Ftr4, hp 32, Cha 11). From his perspective, the PCs were never gone. They stopped talking and seemed to enter a trance of some kind, and he was trying to get through by repeating his request for information.

Kelen would like the PCs to explain what happened with the building. He can explain in turn that a patrol of Watch officers arrived a couple of minutes ago, just when the building turned back into normal building materials. The passers-by and the occupants say that they don't know what happened; the building just changed around them, and changed back.

Once he gets a story out of the characters, they are free to go wherever they were going before Encounter One began. You will have to

make up wherever that is for a short while; hopefully it is a tavern.

About half an hour later, in game time, a messenger comes to the PCs where they are and asks them to come to the Ministry of Art. Ministers Emellen of Ravens Bluff and Glora Varro would like to speak with them regarding the building incident and other strange occurrences in the city that they might be aware of.

If the PCs agree, continue. If not, let them sit around the wherever for a while, and then throw the flashback in Encounter Four at them. If they change their minds about talking to the ministers afterward, great. Return to the section below, and then continue with the adventure at Encounter Five. If they still refuse, they are pretty much out of it. But they won't resist that much. After all, they are adventurers.

Note: *What is really happening to the characters during the flashbacks?* They are being sent into the past, and given bodies and equipment like their own (in fact they think their bodies and equipment are their own, and there is really no way to tell otherwise). They also have bodies that remain in the present. That is why people see them stiffen and stare into space for a brief moment while the flashback scene takes place. Time flows differently in the flashback than it does in the present; only a moment or two pass in the present no matter how long the flashback seems to take.

On the other hand, they can really affect the past when they are in the flashback. See the explanation about alternate presents for effects of their meddling.

## Talking to the Ministry of Art

***You arrive at the Ministry of Art's Southside offices and are shown into a library to wait. The bookshelves contain a selection of reference works about magic and Ravens Bluff, but a quick glance shows you that there are no rare or esoteric tomes here. A door across the room stands closed.***

***After about 12 minutes, two women enter the room through the other door. One is middle-aged and very attractive; you recognize her as Glora Varro, the assistant chair of the Ministry. The other is an elderly female half-elf with white hair but a strong, clear expression on her face. She is Emellin, the Minister of Transmutation.***

***"Thank you for coming," Emellin says. "As you have seen, we have a problem. Ministry Chair Lady Penelope Norwood, Charles O'Kane, and several other important***

**people are currently away from the city, so we are handling this ourselves. We could use your help.”**

Enough introductory read-aloud text. Glora and Emellin have been collecting and studying the reports of strange magical effects in the city the past couple of tendays. Glora thinks it is wild magic, but does not know where it is coming from. Emellin does not know that much about wild magic, and is keeping a more open mind.

The two relate the following incidents to the characters, all of which they should have read about. They might even have questions. Unfortunately, the Ministry does not know any more than the information given below.

- In the harbor three days ago, a ship was unloading a catch of fish when the fish all arose and tried to attack the people unloading them. The attacks were ineffective, but undead fish were greatly disturbing. Clerics tried to rebuke them and could not. The fish remained active for about two minutes, and then dropped over dead again. The PCs could talk to people in the area, or to the priests of Lathander that were on the scene. The ship is at sea again fishing; it will probably be back tomorrow, but with fishing boats one is never really sure.
- In Southside, just outside the Ministry of Art, a man turned purple and started belching a noxious gas at those around him. Wizards from the Ministry ran out immediately and determined he was under some magical effect, but they could not determine what kind. He killed four people accidentally, but returned to normal after about 10 minutes. The man's name is Juhnab, and he is being observed in the temple of Mystra, where healing and magical study are available.
- Two days ago in the harbor, a ship mysteriously sank for no reason. It was not holed, or burned, or anything. It just sank straight down. Two hours later it rose to the surface again. The ship, called the *Myrmidon's Quest*, is still in the harbor being cleaned and checked for damage.
- Eight days ago, the wall guards on the south wall reported phantasms rising from the ground and trying to attack the gate. They appeared to be soldiers, perhaps humanoids from the war. The strange thing is that the gates on the south side were not attacked during the war. All fighting on the south side of the city took place a few miles from the walls.

- A trader from Procampur reported that his wagon horses suddenly grew wings just about the time that he left the Earthfast Mountains south of Ravens Bluff. The wings were not of the working sort. The horses panicked, broke free of their harnesses, and fled. The wings disappeared a couple minutes later and the horses calmed down shortly afterward. This happened 12 days ago.

Glora and Emellin want the PCs to check into the other disturbances, and see if there are commonalities that the reports do not show. If the PCs can find some kind of pattern, it would help Glora determine what is causing the wild magic (“or whatever it might be,” adds Emellin).

To investigate these incidents, the PCs can talk to the various people involved. The information from these people is listed in **Encounter Five**.

If the PCs insist on payment, Emellin offers 100 gp as a base, and tells the PCs that there might be more if the investigation proves more dangerous or long-term than anyone anticipates. Plus, the Ministry is considering taking some adventurers on retainer for circumstances like these, and that the PCs may have an inside track if they conduct themselves well.

When the conversation is over, the PCs should leave. As soon as they are outside, throw **Encounter Four** at them.

**Emellin of Ravens Bluff, half-elf female Wiz16:**  
hp 49

Str 9, Dex 10, Con 12, Int 18, Wis 17, Cha 14

*Skills:* Concentration +5, Knowledge (arcana) +22, Knowledge (the planes) +20, Knowledge (Ravens Bluff) +16, Knowledge (elven history) +13, Scry +18, Spellcraft +22, Spot +11. *Feats:* Brew Potion, Craft Wondrous Item, Great Fortitude, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (transmutation), Still Spell.

Spells (4/5/5/5/5/4/4/4/3/2 per day): Choose as needed; she has many of the spells in the PH in her spellbook, plus many of the ones in the Forgotten Realms Campaign book. Choose from the books you have when you run the adventure. She should not need to cast spells in this encounter anyway.

Personality: Emellin is nearing old age, but still has a few good years left in her. She is ruthless in her activities, whether they benefit herself or the city. She takes her position seriously and like the position of minister. She

puts the interests of the city government (not necessarily the city itself) ahead of her own.

**Glora Varro, human female Wiz18:** hp 90.

Str 12, Dex 16, Con 15, Int 22, Wis 15, Cha 15

*Skills:* Concentration +23, Craft (jewelry) +12, Knowledge (arcana) +26, Knowledge (the planes) +22, Knowledge (wild magic) +28, Knowledge (history of the Vast) +18, Scry +26, Spellcraft +27. *Feats:* Craft Wondrous Item, Great Fortitude, Improved Initiative Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Knowledge—wild magic), Spell Mastery (*dispel magic, Mordenkainen's disjunction, polymorph other, haste, expeditious retreat, teleport*), Spell Focus (abjuration), Spell Focus (transmutation), one feat unchosen.

Spells (4/6/6/5/5/5/5/3/2 per day): Choose as needed; she has almost all spells in the PH in her spellbook, plus many of the ones in the Forgotten Realms Campaign book. Choose from the books you have when you run the adventure. She should not need to cast spells in this encounter anyway.

Personality: Glora is relatively young for her power and authority; she is now 38 years of age but appears younger. She stands 6 ft. 1 in. tall and, although broad-shouldered, has a build so slender that it makes her appear taller still. Her auburn hair is always cut in a stylish fashion and her expression varies between amused and perturbed, depending on the situation. Her voice is so deep that it is often mistaken for a man's voice.

Glora is very sharp-witted and is an enormously quick study; very little slips past her notice. She is very self-absorbed. She places her own interests above all others, but is neither cruel nor vindictive about it. She tries to sound casual and friendly in conversations, and is known for a dry and rather odd sense of humor, but sometimes her act slips and she can be condescending.

## Encounter Four

This flashback scene takes the PCs back to Wa five years after the scene in Encounter Two. They see the emperor deny young Myrkyssa a place in the samurai, and learn of the egg of the dragon legend.

***You suddenly find yourselves standing in the midst of a number of men in oriental armor, clearly guards of some kind. They have long katanas drawn and held as if they plan to use the on you, but their attention is half-focused***

***on the scene before them. You have no weapons or equipment of any kind.***

***Your little group stands in the midst of a throne room. Upon the throne is a regal-looking oriental man of about 50, wearing an elaborately decorated robe and holding a ceremonial scepter of some kind. Arrayed behind him stand five humans who look to be some kind of officials or nobles. Before him stands a woman with brown hair and fair skin like your own. She is addressing the man on the throne and gesturing in your direction.***

***"... and the capture of these spies from the lands to the west, Emperor, is proof of my ability and loyalty to your throne."***

***The emperor says, "What reward do you seek, young gaijin Jelan?"***

***"I seek a place in your service, among the armies of Wa, my Emperor. I want to prove my ability and establish my own name in this land that is my home."***

***"Gaijin are not allowed to serve in the armies of Wa. Though you are worthy, your request is denied," the Emperor responds with some contempt. "These prisoners will be taken to the Imperial dungeons, and you may leave." The emperor then ignores her, a clear sign of dismissal. The young woman, Myrkyssa Jelan, turns with a dejected look and walks past you. The guards motion you with their swords to follow.***

Myrkyssa is depressed at not being able to win her place. She has done more deeds than anyone else who seeks a place in the army, and still has been denied.

The guards have the PCs follow Myrkyssa for a little while, and then as they are about to take them down some stairs to the dungeon the PCs hear this:

***"Samurai Jelan," a soft voice says from a side passage. "Perhaps there is still a way to win your heart's desire." The speaker is an oriental man about five and a half feet tall, wearing a simple robe and slippers. "I am Lui-ka Hong, and I serve the Emperor at the temple of Heaven."***

***"How can you help," asks Myrkyssa dejectedly.***

***"As you know, the emperor's family lost face centuries ago when the egg of the dragon was stolen from the temple of Heaven. If you were to find the egg, the emperor would regain face, and his status with heaven, and would nbo doubt reward you in any way you asked."***

***“How exactly did the egg disappear,” asks Myrkyssa ....***

***Suddenly, you are standing on the deck of a ship flying through the sky. It has the shape of a large dragonfly. More oriental men and women scurry around the deck preparing for a fight, and virtually ignoring you. Nearby you see a giant ship constructed vaguely in the shape of a dragon flying toward the ship you stand on, and ballista bolts fly across the deck of your small ship.***

The flow of this battle is up to you. I will give you the basic idea, and describe what has to happen, and the stats, and leave you to make it interesting for the players. It's not that I am lazy or rushed; I would have done the encounter this way anyway because scripted battles like this don't really account for the PCs' actions.

The two ships are from Wa. The smaller dragonfly is the ship of some thieves who have stolen the egg of the dragon from the temple of Heaven. The larger dragonship belongs to the Imperial space navy, in pursuit of the thieves. The thieves would rather flee than fight; the dragonship captain is determined to recover the egg. What happens to the thieves is really of no interest to him. Guess whose side the PCs seem to be on?

The battle should go like this:

- The dragonship tries to disable the dragonfly's wings, which are necessary for its maneuverability. Then it tries to grapple and board.
- The thieves on the dragonfly try to repel missile fire while their helmsman heads for space.
- Both sides have sorcerers who fire magic at the other ship.
- The dragonship crew must succeed at boarding. As the Imperial forces swarm on board the smaller ship, the Imperial helmsman slips up and pushes on the dragonfly with his own ship, causing it to list to one side. When this happens, have whoever is holding or guarding the egg of the dragon lose his grip on it and toss it a little. The egg of the dragon falls overboard and disappears into the clouds below within one round. **THIS IS THE CRUCIAL ASPECT OF THIS SCENE.**

Try to make it exciting. The PCs can participate, but no one knows who they are and the fight does not stop because they are there.

When the egg of the dragon goes overboard, the Imperial forces lose interest in the thieves and quickly return to their own ship.

As this happens, move to Encounter Five. So it would be, “The soldiers from the dragonship turn and run towards their own deck, and suddenly ...” next scene.

Assume that everyone in the battle has these stats. How many people are involved is up to you; this is not a chance to kill the PCs or take their stuff, it is a chance to have them see an important historical event in the development of Myrkyssa Jelan's war against the city. All the thieves are warriors too, but you can give them Sneak Attack +1d6 if you think that will make the fight more interesting. Remember that the action is more important than the details in this fight.

**Wa Soldiers and Thieves, human male War4:** Medium humanoid; HD 4d8+8; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 chain mail); Atks +7 melee (1d10+2 [crit 19-20], katana) or +5 ranged (1d6 [crit x3], short bow); AL LN or LG; SV Fort +6, Ref +2, Will +2.

Str 14, Dex 12, Con 14, Int 11, Wis 12, Cha 10.

*Skills:* Climb +4, Jump +5, Intimidate +4, Ride +1. *Feats:* Mobility, Power Attack, Weapon Focus (katana).

Note: assume that the helmsman has Spelljammer Helm Piloting +4 instead of Intimidate +4.

Equipment: katana, short bow, 12 short bow arrows, chain mail armor.

### **Spelljamming in 3<sup>rd</sup> edition.**

This is not a full conversion of Spelljammer rules. We don't need to worry about gravity planes and air pockets and space in this scenario, so we won't. Assume there is gravity that keeps people on the deck, and that it comes from the planet.

For ship piloting, there is a Feat called Spelljammer Helm Operation, which is specific to different helm types. Those with the feat can fly a particular helm type, and those without cannot. The use of helms does not drain spellcasting power, so one need not be a spellcaster to pilot a helm.

There is also a skill called Spelljammer Ship Piloting, that determines how well one makes piloting maneuvers.

## **Encounter Five**

In this encounter, the PCs investigate the various incidents described to them in Encounter Three.

***You are again standing outside the Ministry of Art. Two women are staring at you with concerned expressions on their faces.***

The two women are just passers-by; they are not particularly attractive, but they are friendly. They are not related to the adventure at all.

### **Event #1: The Undead Fish**

In the harbor three days ago, a ship was unloading a catch of fish when the fish all arose and tried to attack the people unloading them. The attacks were ineffective, but undead fish were greatly disturbing. Clerics tried to rebuke them and could not. The fish remained active for about two minutes, and then dropped over dead again. The PCs could talk to people in the area, or to the priests of Lathander that were on the scene. The ship is at sea again fishing; it will probably be back tomorrow, but with fishing boats one is never really sure.

The fishing boat will not return during the adventure. The sailors and fishermen don't know any more than the PCs can find on the docks or at the temple of Lathander anyway.

There are two sources of information about this incident: people on the docks, and priests at the temple of Lathander.

People on the dock say:

- The fish just got up and attacked. They acted like constructs though, rather than like undead.
- Their attacks were not effective. They are just fish, after all.
- Everyone ran in fear though. A couple clerics of Lathander were nearby healing some beggar in an alley. They tried to rebuke the fish but the fish were not affected.
- After the fish dropped dead again, everyone calmed down and life returned to normal.
- If pressed on which fish animated first, some people say that the ones closest to the southeast animated first, and then the animation proceeded in a wave toward the northwest.

The clerics of Lathander that were there are **Hilki** (human female Clr6 of Lathander) and **Sequilin** (half-elf male Clr4 of Lathander). They are at the temple of Lathander when the PCs want to find them. They are helpful sorts, but otherwise average priests. To the information above, they can add:

- The power of Lathander was ineffective against the fish, so we believe that they were not true undead. They were animated

by some force, yes, but not the normal magic for creating undead.

- The fish caused no injuries.
- They were susceptible to other magic, though. Hilki cast a *dispel magic* spell that caused four of the fish to stop moving.

The beggar in the alley, Gumli, has nothing to do with the adventure, so make up anything interesting you want about him. Just don't distract the PCs very long with him.

### **Event #2: The Purple Man**

In Southside, just outside the Ministry of Art, a man turned purple and started belching a noxious gas at those around him. Wizards from the Ministry ran out immediately and determined he was under some magical effect, but they could not determine what kind. He killed four people accidentally, but returned to normal after about 10 minutes. The man's name is Juh nab, and he is being observed in the temple of Mystra, where healing and magical study are available.

The poor man is **Nadab Alki** (human male Com5, laborer in the warehouses in Southside). He really was minding his own business when it happened. He remembers very little of the incident himself, and is suffering no after-effects of any kind. He cannot really provide any help.

Add as much or as little detail as desired for the temple of Mystra; it is irrelevant to the adventure.

### **Event #3: The Sinking Ship**

Two days ago in the harbor, a ship mysteriously sank for no reason. It was not holed, or burned, or anything. It just sank straight down. Two hours later it rose to the surface again. The ship, called the *Myrmidon's Quest*, is still in the harbor being cleaned and checked for damage.

The crew can be found at the ship. Harbor patrol officers can be found who saw it. Dock workers who saw it can be found. There are plenty of witnesses; make up whoever you want. Anyone asked says the same thing:

- It just lowered into the water. It did not sink like a ship normally sinks. It was pulled down or something.
- There is nothing down there to pull it down. Divers from the navy and the Harbor Patrol checked.
- When it came back up, it just rose up again like someone was levitating it.
- Magic was detected on it when it was underwater, but a strange unpredictable kind. The magic seemed to flow over the

ship like a wave, but only over the ship. Picture a wave in a bowl, and you have the right image. Back and forth, constrained to the area of the ship itself.

- The ship was not damaged, but it was flooded and has required draining, cleaning, and repainting. It should be ready to sail in another tenday.
- The *Myrmidon's Quest* is a small sailing ship that operates between Ravens Bluff and the Dales, trading.

#### **Event #4: Phantasms of the Past**

Eight days ago, the wall guards on the south wall reported phantasms rising from the ground and trying to attack the gate. They appeared to be soldiers, perhaps humanoids from the war. The strange thing is that the gates on the south side were not attacked during the war. All fighting on the south side of the city took place a few miles from the walls.

It's easy enough to find the guards on duty when this event happened. There are 12 of them to talk to, and the personalities of any are left to you. They all tell the same story:

- We were on duty as usual. The night was quiet, with few clouds. A little cold for this time of year, but not unusually so.
- The images rose from the grounds right below the gate, and from the field extending from the wall southward. They looked like hobgoblins, humans, dwarves, goblins, orcs, and so forth. No draw. None of the guards recognized anyone specific.
- They all attacked the wall. Even the normally good-aligned races.
- The attack lasted for about five minutes, but the ghosts or whatever did not damage to anyone. They could not even harm the few guards that dared go amongst them. When it was over, they evaporated into nothingness.
- They seemed not to have any will of their own, but attacked according to some program.
- The first ghosts rose furthest from the wall, toward the south and the mountains. Questioned further on this, they recall that the ghosts seem to rise in a wave starting in the south and moving north toward the wall.
- They could not be rekuked.

That's all they know.

#### **Event #5: The Winged Pack Horses**

A trader from Procampur reported that his wagon horses suddenly grew wings just about

the time that he left the Earthfast Mountains south of Ravens Bluff. The wings were not of the working sort. The horses panicked, broke free of their harnesses, and fled. The wings disappeared a couple minutes later and the horses calmed down shortly afterward. This happened 12 days ago.

The trader is **Lewin Jinas** (human male Exp7, hp 23), a seasoned veteran of the mountain passes. He travels every month between Procampur and Ravens Bluff, trading with the small towns in the mountains along the way. He is cultured, but simple, with a well-spoken manner and an air of friendliness. He can be found through the Carters Guildhall or the Merchant Guild.

When run to earth finally (make this as long or as short as you have time for), he is having a drink at the Pickled Ostrich tavern in Southside. The Pickled Ostrich has fallen on hard times, and he is the only customer. It is not destined to remain in business for long, and for good reason. The drinks are watered and the food does not always look palatable (though it is edible).

Lewin can tell the PCs the following:

- This trip was just like all the others until the change happened. I traded at all the towns, and had a good stock of skins, furs, and wood products to trade in Ravens Bluff. It took me a tenday to make the trip all told, an average amount of time.
- We had just gotten into the lower foothills when it happened. We were still on the main trail, just like always. Then they started changing.
- Order? Starting from the back right horse, and going kind of diagonally through the rest of them. It was like a wave passed over them, now that I'm thinking about it.
- The wings grew and the horses panicked. They broke the shafts and took off. The two men who travel with me were pretty frightened too. There seemed to be no reason for the change.
- No one was around. We looked, believe me. It would be a dirty trick to play on me, that's for sure.
- We made it to town just fine after we got the horses back, but lost a whole day.

He doesn't know anything else, really.

#### **Trigger for Encounter Six**

When the PCs have talked to everyone, or if they seem to have enough information to piece together the solution (there is a disturbance in

the mountains, and kind of what line it is on), introduce the next flashback encounter.

## Encounter Six

The PCs again experience a flashback scene, this time to a period during the adventuring career of the Twin Sisters. The PCs find themselves besieged by forces just strong enough to overwhelm them when the Twin Sisters rescue them.

***You blink, and you find yourselves standing in a cavern tunnel. You do not know where, or when, you are. The cavern stretches away from you in both directions for who knows how far, and you see a number of side tunnels as well. That you don't know where you are does not disturb you so much as the strange creatures rushing you from the darkness!***

See the tier descriptions for what the PCs are facing. See below for when help arrives.

### Tier One

Encounter level 6

The PCs have appeared in the middle of a giant ant anthill. Fun. Giant ants have darkvision.

**Ant, Giant Soldier (4):** Medium Vermin; HD 2d8+2; hp 11; Init +0; Spd 50 ft., climb 20 ft.; AC 17 (+7 natural); Atks +3 melee (2d4+3, bite); SA improved grab, acid sting; SQ vermin qualities; AL N; SV Fort +4, Ref +0, Will +1.

Str 14, Dex 10, Con 13, Int –, Wis 13, Cha 11.

*Skills:* Climb +10, Listen +6, Spot +6.

*SA: Improved Grab (Ex)*—A successful bite attack allows the soldier ant to attempt a sting attack. *Acid Sting (Ex)*—The giant soldier ant has a stinger and acid-producing gland in its abdomen. It can sting at +3 melee for 1d4+1 points of damage from the stinger and 1d4 points of acid damage, on a successful grab.

*SQ: Vermin Qualities*—Vermin are immune to mind-influencing effects (charms, phantasms, compulsions, patterns, and morale effects). Darkvision 60 ft.

The ants attempt to grab a foe and sting it to death. Use the grapple rules for held opponents.

### Tier Two

Encounter level 8

The PCs have appeared in the middle of a den of dire wolverines. Dire wolverines have low-light vision, but also can locate foes by scent. Thus, they are not hampered by darkness.

**Dire Wolverine (4):** Large Animal; HD 5d8+20; hp 42; Init +3 (Dex); Spd 30 ft., climb 10 ft.; AC 16 (-1 size, +3 Dex, +4 natural); Atks +8 melee (1d6+6 [x2], claws) or +3 melee (1d8+3, bite); Face/Reach 5 ft. x 10 ft. / 5 ft.; SA Rage; SQ Scent, Low-light vision; AL N; SV Fort +8, Ref +7, Will +5.

Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

*Skills:* Climb +14, Listen +9, Spot +8.

*SA: Rage (Ex)*—A wolverine that takes damage flies into a rage on its next turn, clawing and biting until either it or its opponent are dead. Kit gets +4 Str (+2 to attacks and damage), +4 Con (a total of +10 hit points), and -2 AC while enraged. It cannot end its rage voluntarily.

*SQ: Scent*—Can locate the general position of creatures within 30 ft. without sight. If it takes a round, the wolverine can pinpoint said creatures' exact locations.

The wolverines want the PCs dead. Period. Dire wolverines are up to 18 ft. long, and weigh as much as 2,500 lbs.

### Tier Three

Encounter level 10

The PCs have appeared in the middle of a cavern that is the home of two Lernaean five-headed cryo-hydras. They have darkvision and the Scent quality, so they are not hampered by darkness.

**Lernaean Cryo-Hydra, five heads (2):** Huge Beast (Cold); HD 5d10+25; hp 52; Init +1 (Dex); Spd 20 ft., swim 10 ft.; AC 15 (-2 size, +1 Dex, +6 natural); Atks +4 melee (1d10+3 [x5], bites); Face/Reach 20 ft. x 20 ft. / 10 ft.; SA breath weapons; SQ Scent, Lernaean quality, low-light vision, darkvision 60 ft., Cold subtype; AL N; SV Fort +9, Ref +5, Will +1.

Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

*Skills:* Listen +5, Spot +6. *Feats:* Combat Reflexes (1 extra attack of opportunity per round, per head).

*SA: Breath Weapon (Ex)*—Jet of frost 10 ft. high, 10 ft. wide, and 20 ft. long. Does 3d6 cold damage, Reflex save DC 17 for half damage. Each head can breathe once every 1d4 rounds.

SQ: *Scent*—Can locate the general position of creatures within 30 ft. without sight. If it takes a round, the hydra can pinpoint said creatures' exact locations. *Lernaean quality (Ex)*—Body is immune to all attacks except death spell effects. When a head takes 10 points of damage from a single bladed weapon melee attack, it is severed and two new heads grow to replace it in 1d4 rounds. To prevent new head growth, do 5 points of fire or acid damage to the stump (AC 19) before the new heads grow. *Cold subtype (Ex)*—Immune to cold, double damage from fire except on successful save.

The hydras are upset that the PCs have appeared in their lair, and try to eat them. Each hydra has one or two heads breathe every round so that there are at least 2 breath weapons to dodge. They try to cover as many PCs as possible in their areas of effect. Remember that they have reach advantages in bite attacks. Hydras are about 20 ft. long and weigh about 4,000 lbs.

#### Tier Four

Encounter level 12

The PCs have appeared in the middle of a cavern that is the current resting place of four destrachan. They have blindsight, so they are not hampered by darkness.

**Destrachan (4):** Large Aberration; HD 8d8+24; hp 70; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (-1 size, +1 Dex, +6 natural); Atks +9 melee (1d6+4 [x2], claws); Face/Reach 5 ft. x 10 ft. / 5 ft.; SA destructive harmonics, reverberating harmonics; SQ Blindsight, protection from sonics; AL NE; SV Fort +5, Ref +3, Will +10.

Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

*Skills:* Hide +7, Intuit Direction +10, Listen +25, Move Silently +10. *Feats:* Dodge, Improved Initiative.

SA: *Destructive Harmonics (Su)*—Cone 80 ft. long, but must tune to different types of targets. Flesh takes 4d6 sonic damage, Ref save DC 15 for half. Nerves take 6d6 subdual damage, Ref save DC 15 for half. Materials that have up to 30 hp shatter unless they make a Fort save DC 15. *Reverberating Harmonics (Su)*—Can use hard surfaces to reflect any destructive sonics, affecting all within 30 ft. of the creature (it is immune to its own sonics).

SQ: *Blindsight (Ex)*—Can locate creatures within 100 ft. as a sighted creature would.

*Protection from Sonics (Ex)*—+4 circumstance bonus to all saves vs sonic effects.

The destrachans are nasty, and they attack because it is fun. They use their sonic powers to full effect, reverberating them to catch as many PCs as possible in overlapped areas (requiring two saves). The first sonic attack will be directed at material in an attempt to destroy armor and weapons. All armor and weapons the PCs carry fall within the 30-hp limit.

#### Tier Five

Encounter level 14

Since we are in the high tier, let's have some fun. The PCs appeared in a cave where two beholders are planning a conference. The beholders begin at a range of 50 ft. (on either side of the PC group, so they are flanking) and have darkvision and all-around vision, so they are not hampered by darkness. They also go first in the first round, since the characters have to close and they don't. The characters are flat-footed in this first combat round. Assume they refocused, and have a 24 Initiative for the rest of the combat.

**Beholders (2):** Large Aberration; HD 11d8+11; hp 70; Init +4 (Improved Initiative); Spd 5 ft., fly 20 ft. (good); AC 20 (-1 size, +11 natural); Atks +7 ranged touch (eye rays), +2 melee (2d4, bite); SA eye rays; SQ All-around vision, darkvision 60 ft., antimagic cone, fly; AL LE; SV Fort +4, Ref +3, Will +11.

Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15.

*Skills:* Hide +7, Knowledge (arcana) +10, Listen +15, Search +18, Spot +20. *Feats:* Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run.

SA: *Eye Rays (Su)*—Can aim 3 in any arc and all upward. Each works as spell cast by 13<sup>th</sup> lvl sorcerer but follow rules for rays. *Charm person* Will save DC 13. *Charm monster* Will save DC 16. *Sleep* Will save DC 13. *Flesh to stone* Fort save DC 18. *Disintegrate* Fort save DC 18. *Fear* Will save DC 16. *Slow* Will save DC 15. *Infllict moderate wounds* (2d8+10) Fort save DC 15 for half damage. *Finger of death* Fort save DC 19. *Telekinesis* Will save DC 17.

SQ: *Blindsight (Ex)*—Can locate creatures within 100 ft. as a sighted creature would. *Protection from Sonics (Ex)*—+4 circumstance bonus to all saves vs sonic effects.

The beholders tilt so they can aim all eyes at the PCs in the first round, so blast away. Remember

not to cause damage to those who are hit by charm eyes. In the second round one moves to the side and covers the PCs with its anti-magic cone, while the other waits. In the 3<sup>rd</sup> round the anti-magic cone is dropped and they fire. They alternate like this as long as they can, but they really hope to wipe out the most powerful PCs in the first round with *finger of death*, *disintegrate*, and *flesh to stone*.

## Help Arrives

When the PCs have about bought the farm, Myrkyssa and Amber hear the sounds of battle and run to help. They use their attacks as well as possible, surprising the monsters if at all possible. With Myrkyssa and Amber, the remaining PCs can mop up the monsters.

Myrkyssa (human female FtrXX) and Amber (human female SorXX) have levels as shown on the chart:

|            | Their levels |
|------------|--------------|
| Tier One   | 8            |
| Tier Two   | 8            |
| Tier Three | 10           |
| Tier Four  | 12           |
| Tier Five  | 14           |

Their stats are provided for 8<sup>th</sup> level only, with modifications listed for successive tiers.

**Myrkyssa Jelan, human female Ftr8:** Medium humanoid; HD 8d10+16; hp 80; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather); Atks +15/+10 melee (1d10+7 [crit 17-20], katana) or +11/+6 ranged (1d8 [crit x3], longbow); SQ immune to all magic; AL LN; SV Fort +8, Ref +5, Will +3.

Str 20, Dex 17, Con 14, Int 16, Wis 12, Cha 15.

**Skills:** Climb +13, Handle Animal +10, Hide +7, Ride +14, Spot +7, Swim +13. **Feats:** Dodge, Expertise, Improved Critical (katana), Improved Initiative, Mobility, Spring Attack, Weapon Focus (katana), Weapon Specialization (katana), Whirlwind Attack

**Equipment:** two katanas, longbow, 24 longbow arrows, studded leather armor, adventuring gear.

Modifiers for higher levels (add appropriate column to stats above; for example, at 14<sup>th</sup> level add the 14<sup>th</sup> level column, not all three):

| Level | 10      | 12      | 14       |
|-------|---------|---------|----------|
| HD    | +2d10+4 | +4d10+8 | +6d10+12 |
| Hp    | +20     | +40     | +60      |
| Atk   | +2/+2   | +4/+4+2 | +6/+6/+4 |
| Fort  | +1      | +2      | +3       |

|      |    |    |    |
|------|----|----|----|
| Ref  | +1 | +2 | +2 |
| Will | +1 | +2 | +2 |

**Skills:** 10<sup>th</sup> lvl—Search +8. 12<sup>th</sup> lvl—Climb +2, Hide +4, Search +8. 14<sup>th</sup> lvl—Climb +2, Hide +4, Ride +4, Search +8, Spot +3.

**Feats:** 10<sup>th</sup> lvl—Blind-fight. 12<sup>th</sup> lvl—Blind-fight, Combat Reflexes. 14<sup>th</sup> lvl—Blind-fight, Combat Reflexes, Quick Draw.

**Amber Thoden, human female Sor8:** Medium humanoid; HD 8d4+19; hp 43; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex, *bracers of armor* +5); Atks +4 melee (1d6, staff) or +7 ranged touch (rays); AL N; SV Fort +6, Ref +7, Will +10.

Str 10, Dex 16, Con 15, Int 15, Wis 14, Cha 20.

**Skills:** Concentration +12, Knowledge (arcana) +6, Knowledge (flowers) +6, Knowledge (history of the Vast) +4, Knowledge (local Waterdeep) +8, Knowledge (undead lore) +10, Spellcraft +12. **Feats:** Dodge, Empower Spell, Spell Focus (evocation), Toughness.

**Equipment:** *bracers of armor* +5, *cloak of resistance* +2, *figurine of wondrous power* (ivory goats), eight, *potion of cure serious wounds*, four *potion of neutralize poison*, three *potion of fly*.

**Spells** (6/8/7/6/4 per day): 0 lvl—*daze*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*; 1<sup>st</sup> lvl—*burning hands*, *charm person*, *expedient retreat*, *mage armor*, *magic missile*, *shield*, *ray of enfeeblement*; 2<sup>nd</sup> lvl—*flaming sphere*, *protection from arrows*, *shatter*, *see invisibility*; 3<sup>rd</sup> lvl—*dispel magic*, *hold person*, *lightning bolt*; 4<sup>th</sup> lvl—*improved invisibility*, *wall of fire*.

Modifiers for higher levels (add appropriate column to stats above; for example, at 14<sup>th</sup> level add the 14<sup>th</sup> level column, not all three):

| Level | 10     | 12     | 14      |
|-------|--------|--------|---------|
| HD    | +2d4+4 | +4d4+8 | +6d4+12 |
| Hp    | +10    | +20    | +30     |
| Atk   | +1     | +2/+1  | +3/+2   |
| Fort  | +3     | +4     | +4      |
| Ref   | +1     | +4     | +4      |
| Will  | +1     | +2     | +3      |

**Skills:** 10<sup>th</sup> lvl—Knowledge (flowers) +1, Knowledge (history of Waterdeep) +6, Spellcraft +2. 12<sup>th</sup> lvl—Concentration +4, Knowledge (flowers) +2, Knowledge (history of Waterdeep) +6, Knowledge (the planes) +4, Spellcraft +3. 14<sup>th</sup> lvl—Concentration +6, Knowledge (flowers) +3, Knowledge (history of Waterdeep) +6, Knowledge (the planes) +6, Spellcraft +6.

**Feats:** 10<sup>th</sup> lvl—Great Fortitude. 12<sup>th</sup> lvl—Lightning Reflexes.

**Spells:**

10<sup>th</sup> lvl (+0/0/0/1/2/3 per day) 0  
lvl—*mending*; 2<sup>nd</sup> lvl—*detect thoughts*; 3<sup>rd</sup>  
lvl—*tongues*; 4<sup>th</sup> lvl—*ice storm*; 5<sup>th</sup> lvl—*cone of cold*.

12<sup>th</sup> lvl (+0/0/0/1/3/5/3 per day) 0  
lvl—*mending*; 2<sup>nd</sup> lvl—*detect thoughts, levitate*;  
3<sup>rd</sup> lvl—*displacement, tongues*; 4<sup>th</sup> lvl—*ice storm, polymorph self*; 5<sup>th</sup> lvl—*cone of cold, stone shape*; 6<sup>th</sup> lvl—*chain lightning*.

14<sup>th</sup> lvl (+0/0/0/1/3/6/5/3 per day) 0  
lvl—*mending*; 2<sup>nd</sup> lvl—*detect thoughts, levitate*;  
3<sup>rd</sup> lvl—*displacement, tongues*; 4<sup>th</sup> lvl—*dimension door, ice storm, polymorph self*; 5<sup>th</sup> lvl—*cone of cold, prying eyes, stone shape*; 6<sup>th</sup> lvl—*chain lightning disintegrate*; 7<sup>th</sup> lvl—*prismatic spray*.

As soon as the battle is over, the Twin Sisters tend to any injured or dying PCs. Dead PCs (who will not be dead when the flashback is over) are left alone. One or the other asks where the PCs come from, and other general questions that adventurers might ask each other in this situation.

They reveal the following about themselves if asked:

- They are Amber Thoden from Ravens Bluff and Myrkyssa Jelan from Wa, adventurers.
- They look almost exactly alike (which is obvious when you look at them). This is coincidence; they are not related.
- They adventure together, looking for wealth and something called the egg of the dragon. Myrkyssa says it is an egg-shaped rock about as big across as a man's chest is wide. They have found no traces of it.
- They are here looking for treasure, but had not wandered into this area because they say signs of the inhabitants and did not want to fight unnecessarily.

After about five questions, the encounter suddenly ends. Move immediately to Encounter Seven, the next flashback scene.

### **If Myrkyssa Dies**

If Myrkyssa Jelan dies at the hands of the PCs in this encounter, history continues forward with the real Amber Thoden taking her place. Amber takes over Myrkyssa's quest for the egg of the dragon, in memory of her friend. The "other" Myrkyssa Jelan starts the war with Ravens Bluff, and Amber returns to the city, is elected mayor, and sends people into the Underdark on the quest for the orb.

Should Myrkyssa die in this encounter, skip Encounter Seven and end the round here.

## **Encounter Seven**

Another flashback, this time a year further into the future than the previous one. The PCs witness the death of Amber Thoden.

***With a blink you find yourselves standing in another cave, this one with roughly squared corners. The walls extend to the edge of your range of vision. You are standing on a ledge of sorts, about five feet wide and running the length of this side of the room. Behind you is a tunnel into darkness.***

***You are not alone here. In the center part of the ledge you see the twins Amber Thoden and Myrkyssa Jelan. They seem to be studying the room and talking.***

***The room before you is strange. There is no floor; instead you see a lot of pillars rising from darkness in evenly spaced rows. They look like stepping stones, being round and roughly two and a half feet wide.***

***Myrkyssa turns quickly towards you and draws her weapon, then relaxes. "Haven't I seen you somewhere before?" she asks.***

This room is one big trap. The Twin Sisters have arrived here from the passage behind, having fled a group of hideous monsters (make up something that will scare the PCs at your table, and that would cause 12<sup>th</sup> level characters to flee. Don't go overboard.) The Twin Sisters are 12<sup>th</sup> level in this encounter, which takes place about four years after Encounter Six. Myrkyssa remembers the PCs from the events in Encounter Six, but did not expect to see them again. Use the stats from the previous encounter if you need them.

To draw this room, make a grid of squares 5 ft. x 5 ft. In the center of each, draw a circle half the width of the square. Put ledges that are 5 ft. wide at each end.

Once the initial talking is over, the Twin Sisters explain that they have to cross the room to get out, and that going back to fight (the monsters you made up) is not an option right now. They have been looking at the room, and Amber has detected that there is some kind of magic working in the room. It permeates the air. She does not know more.

## The Trap

This is a really deadly trap, and the characters have to think fast and react fast to survive. It is not tiered; it just kills people.

The pillars are the mechanical part of the trap. When more than 30 lbs. of weight is placed on one, it rises quickly toward the ceiling (at about 100 mph) and crushes whatever is on it. PCs that step on a pillar must make a Reflex save DC 20 or be crushed on the ceiling. Their pasty remains drip down into the darkness below. Yes, one save or die. Then the pillars return to their resting position. Thus a person walking across the room steps on 10 pillars and has to make 10 Reflex saves to survive.

The magical part of the trap is the spell that is active in the air. It is an inertial dampening spell that makes one feel like one is moving through thick glue. Its strength is proportional to how fast a PC is trying to go, so if a PC walks across the room s/he will hardly notice the effect, but if s/he tries to run s/he will be slowed to base speed. Fast running results in half-speed movement, etc. PCs reduced below their base move speed lose Dex bonuses to Reflex saves. Creatures moving slower than 1/4 base speed suffer an additional -2 penalty to Reflex saves.

Flying characters are stopped completely. The reason that walking PCs can move is that they have the pillars to push against. Flying creatures have no friction, and thus stop moving as soon as they fly off one of the ledges. If they are above a pillar and a PC steps on that pillar, they are crushed and get no save.

The floor is some 100 feet down. Falling is not a good idea, but the inertial dampening magic only extends about 30 feet down; below that spells such as *fly* work normally.

There are other ways to avoid dying. For example, if a PC has a rope tied around him or her, other PCs can pull the victim off the rising pillar.

The PCs can also climb down to the floor (or to where they can fly) and make their way across the room safely.

## The Tragedy

Amber and Myrkyssa will work with the characters, or on their own, depending on how the roleplaying goes. Important things to remember for them include:

- Myrkyssa is not affected by the inertial magic effect. She can move at normal speeds through the room.
- Amber has a *detect magic* spell active, and can see the inertial effect as a glowing haze

in the air. It seems to get thicker as it resists movement.

- Amber and Myrkyssa will not think of climbing down. They love puzzles like this, and would rather face death laughing than take the easy way out.

Left to their own devices, this is what they do. Myrkyssa steps on a pillar, makes her Reflex save and jumps back to the ledge as the pillar shoots into the roof. Amber then jumps onto a pillar next to the one Myrkyssa stepped on, is slowed by the inertial effect, barely makes her save, and Myrkyssa helps pull her back to the ledge just in time. The two women smile at each other and begin walking across the room as quickly as they can. Myrkyssa keeps pace with Amber.

About midway through the room, Myrkyssa makes a misstep and falls onto one of the pillars, landing on her thigh. Amber sees that Myrkyssa is not going to make the next step and leaps over to grab her and jump to the next pillar. Instead, she pushes Myrkyssa off the pillar, then fails her save and is slammed into the ceiling where she dies. Myrkyssa falls 100 feet to the floor and lives, but breaks her legs.

Make this death scene as tragic as possible, and try to arrange it so that the PCs cannot save Amber. If they do something that prevents the death scene, that's okay (Amber dies later when the PCs are not around), but it is dramatically better for the adventure if Amber dies here.

Myrkyssa is devastated by her friend's death, and touched by her sacrifice. Myrkyssa mourns Amber and collects things from her to send home to her family. These things are never sent, but Myrkyssa really intends to send them.

While Myrkyssa is still mourning over Amber, the PCs return to the present (the flashback scene ends). End the round here, without telling them what happens except:

***With a blink you again change surroundings***  
...

## If Myrkyssa Dies

If Myrkyssa dies in this encounter, the consequences depend on whether Amber dies too. If both die, then the "other" Myrkyssa Jelan starts a war with Ravens Bluff, and no Amber Thoden appears to be elected mayor. This causes an alternate present for the adventurers, in which they remember events that did not happen. Such is life when you play with the past. The citizens of Ravens Bluff do not remember Amber Thoden at all, and look

strangely at the PCs when they talk of her. In this case, skip to Encounter Three of Round Two, and continue the adventure from there without any further reference to Myrkyssa or Amber.

If Myrkyssa dies and Amber lives (say the PCs rescue Amber and then kill Myrkyssa), the future proceeds as described in the "If Myrkyssa Dies" section of Encounter Six.

## The End of Round One

### Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

#### Encounter One

Experience objective XX xp

#### Encounter Two

Experience objective YY xp

Total experience for objectives sum above xp  
Discretionary roleplaying award 0-50 xp

**Total possible experience BB xp**

### Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts

(sources of extra information) must be specifically certified.

- Theft is against the law, but may be practiced by some player characters. Items worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

#### Encounter One

- Treasure item (value, weight, material, frequency): description
- Treasure item (value, weight, material, frequency): description

#### Encounter Two

- Treasure item (value, weight, material, frequency): description