

Crawl 2: Another Temple, Another Time

**A one round Living City Adventure for Characters of Various
Levels. A Procampur Scenario**

By Keith Polster

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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, gender, and race 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. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes 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 player 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 in. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

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

DM BACKGROUND:

The adventure begins when the PCs are summoned to the home of Ombedor Steen, an old retired mage who has risen to nobility in the independent city of Procampur. He spends most of his days researching new spells and obscure details of magical lore and history.

He recently uncovered an ancient scroll filled with information about a long-forgotten ruin in the Flooded Forest and it's former owner, one of the Dead Three--Bane, The Black Lord.

The scroll explains that during the dark era, three powerful mortals lusted after the power of the true god Jergal. He was the only god with control over strife, death, and the dead, and was known as Jergal, Lord of the End of Everything.

Jergal fed on the discord among mortals. When beings slew each other in their quest for power or in their hatred, he welcomed them into his shadowy kingdom of eternal gloom. Eventually, he grew tired of his duties and yearned for a challenge, this centering on those three powerful mortals.

After a series of tests between the three, Jergal divided his portfolios and created three new deities. The first winner of these tests was Bane, who chose to rule for all eternity as the ultimate tyrant. The second was Myrkul, who chose to be Lord of the Dead. The third was Bhaal who chose Death.

The scroll also explains how each of the three journeyed to establish temples from which to rule over their realm. It mentions that Bane traveled to a lush forest in an arm of old Cormanthor that crossed the River Lis. This forest of beauty slowly succumbed to his evil and sunk during the past century into a low bowl, becoming a fetid swamp. The trees of the forest still stand, though they have been dead for more than one hundred years. Hanging mosses and mushrooms are everywhere within the corruption of the marsh. In the center of this forest rests the only known home of Bane. This is the first temple of the evil Dark Lord.

It is said that here his closest servants created all sorts of evil and magical potions. It further says that he may have even created a magical gate that has caused the woods to be infested with creatures not native to this area of the Realms.

The Temple

This long-forgotten temple is one of the dreaded Wild Magic Regions. The magic around a section of this ruins has become erratic, a result of the Dark Lord being slain. Further, portions of his portfolio energy affected the nature of the area. The wild magic zone will not come into effect until the PCs enter the underground ruins below the temple. This temple was in fact guarded by one of Bane's mighty lichs, who was slain when the magic it attempted to cast at a band of intruders backfired in the wild magic area.

The only "living" creature in the depths of this deadly dungeon is the being referred to as Kartoeba, the Thing in the Pit. In the years during which Bane flourished and the temple prospered, Kartoeba wallowed contentedly in a damp subterranean pit beneath the temple. Following the death of the Dark Lord, however, sacrifices to it stopped and it had to go

in search of food. It began to stalk the passages under the temple. These tunnels have numerous secret exits throughout the dungeon ruins, which allow it to surprise and capture prey.

These tunnels are sewage grates and are marked on the map. PCs can enter the sewage passages, however this guarantees them an encounter with Kartoeba.

The Creatures

Some of the encounters in the ruins are tiered, however many are not. So here and there low-level PCs will have a struggle on their hands, while high-levels will have no trouble. The un-tiered encounters can be considered intelligence tests for not-so-seasoned adventurers: if something looks too big and nasty for them to tackle, they should leave it alone.

The PCs' Employer

Ombedor Steen of House Steen hires the PCs to journey to the fens to see if the temple ruins still exist. He will pay the PCs 1,000 gold pieces for each potion, powder, magical concoction, and scroll they bring back to his home in Procampur.

That's it. He's not looking for anything else. Of course, that's largely what the treasure consists of within the ruins. It will be a test of the PCs' alignments, principals, and needs whether they turn the mixtures over to him in the end, or if they keep some of it. Turning everything magical over except the antique cursed sword and the cat bell nets the PCs a nice reward. Holding back even one potion keeps Steen's treasure out of their hands.

Ombedor doesn't know much else about the ruins, though he can tell the PCs how the god Bane came to be. He knows nothing of the creature Kartoeba guarding the temple. However, the scroll hints at a guardian named Voltair Head Crusher, a Banelich of the first temple to the God of Strife.

Ombedor's research reveals that Voltair made sacrifices to Bane and that he ran this temple with a hard and bloody fist. Ombedor believes that so much time has passed that the lich would have possibly passed into Demi-lichdom, and will have fortified himself somewhere in the ruins. The mention of a lich or demi-lich is only meant to worry the PCs. There is no such creature in the ruins.

Ombedor will secure them a boat, *The Sea Herring*, and a crew that will take them to the shores of the Flooded Forest. The crew will wait for the PCs for up to a month before returning to Procampur.

Beginning the Adventure

Tell the PCs to select spells based on the premise that they have traveled to Procampur looking for adventure. If they want to leave any of their magic items home in Ravens Bluff, have them set those items aside now.

Player Introduction:

You don't remember which of the six of you suggested a trip to Procampur to search for a little adventure. But here you are in the city--a place that seems to run very strictly by the book. The town is split into districts patrolled by a city watch called the Diamond Legion.

It seems that at least someone in your group has a reputation as a sellsword, for a courier arrived a few moments ago with a sealed letter containing a job proposal. The note is simple and to the point. (Give them Player Handout #1.) "If you wish to earn a good deal of coin, meet me in the Port District at The Mercenary's Loft, a place called Sneaky Pete's. Introduce yourselves to the owner Ryken, and he'll show you to your table. This is only if you're interested in making a good deal of coin. Be there at midnight." It is signed One-Eyed Morrian.

You have about an hour to prepare for this meeting, assuming you are interested.

If the PCs are not interested, tell their players to find another game for this slot of the convention or to reconsider. Allow the PCs to make any preparations they desire, such as casting spells, trying to find out about One-Eyed Morrian, and the like.

Thief PCs, or PCs with close ties to the Diamond Legion, can learn that Morrian is rumored to be an expert cutpurse, and has quite a reputation as a second-story man. He's wanted by the Diamond Legion for questioning, as they don't yet have enough evidence to put him away. Searching for that evidence is one of their pasttimes. However, if he's ever caught in the act of doing something illegal by the Legion, he will most surely hang.

You're seated near the bar in this dive called Sneaky Pete's. It's many minutes past midnight when a gray-haired man with an eye patch shuffles toward your table. He looks to be in his late forties, and by his gate it appears he's had a couple of drinks.

"I'm One-Eyed Morrian," he says softly. "I hadn't intended to keep you waiting. But I had much business to attend to this night." He places his hat and cloak over the back of his chair and waves his

arm. *“Wench, bring some good wine to my table! Now, down to business.”*

Suddenly, the door bursts open and a dozen armed guards of the Diamond Legion rush into the room. Swords drawn, their leader shouts, “One-Eyed Morrian, put your hands in the air! You are wanted for the murder of Eldar Comanthar of House Eisner!”

Your hosts' eye widens as he complies. “My good sergeant, this is all an honest mistake. I had no idea that the lady I was tutoring was his wife. He drew his sword first. It is a good case of self defense, I tell you.”

Pause in the boxed text and adjust the action accordingly if the PCs intervene. If they insult the Legion or threaten them, they'll be charged, too, and forced to spend the next two days in jail for interfering. Then they can continue with the adventure (someone else will contact them and give them passes to Steen's).

If the PCs fight the Diamond Legion, have at them. The encounter is not tiered, so low-level parties could die, and high-level parties could slay city watch members and be forever hunted in Procampur.

Diamond Legion (12): Int average; AL LN; AC 4 (chain, Dex); MV 12; HD 4; hp 25 each; THAC0 17; #AT 1; 1-8; SA; Nil; SD Nil; MR Nil; Size M (6"); ML 19

If the PCs wisely sit back and watch the Diamond Legion sergeant, continue with the following.

The sergeant walks over to Morrian. “This is the fourth time you been caught in a bed that's not your own. And the first time that there's a genuine crime attached to it.”

“But sergeant, I am innocent. I . . . I . . . I have been here with my good friends all night talking about the good old days.” He points at each of you and smiles. “See? All night. Forget what I said about a sword fight. That was the ale talking. My friends here will vouch for me.”

Choosing the Truth

The sergeant looks to the PCs. If they are good and honest folks, they will likely tell the truth that Morrian just arrived. In this event, One-Eyed is quickly carted away. Read the following:

“Well, it looks like your luck has finally run out, One-Eyed Morrian. We finally have some evidence that will stick. No fabricated alibi for you. Men, take

him away. He has an appointment with the Dreaded Harbinger.”

The Diamond Legion grabs the criminal and drags him into the dark streets. In the distance, you hear One-Eyed holler, “I tell you I'm innocent. He fell on my sword. Wait, I wasn't even there. It was suicide. Yes, he killed himself I tell you!”

Tell one of the PCs that Morrian left his hat and coat behind. If the PCs search Morrian's coat, they find six signed passes to enter the Nobles District. It gives them permission to meet with the noble mage Ombedor Steen tomorrow. They must wait until the morning to use these passes. If the PCs don't bother searching Morrian's coat, the waitress will go through the pockets looking for a coin or two and will toss the passes on the table.

Choosing a Lie

If they lie for this thieving cutthroat, the sergeant's face turns grim, and he becomes very silent. He looks the party over and then speaks in a low tone.

“I do not know who you people are, but there are six of you. And if you all claim he was with you this evening, I will have to accept your word. However, there will be an investigation--and you will be included in it. I can tell you that House Eisner is very angry. I pity anyone who covers for a murderer.” He turns to face the gray-haired man. “Well, One-Eyed Morrian, it looks like your luck is holding out. Release him, men. We must report to our station--after I take down each of these alibis' names.” He pulls out a rolled parchment and quill and waits for you to give him your names. Finished, he shakes his head and rolls up the parchment. “Do not leave Procampur if you know what's good for you!” He turns and storms out of the room, leaving you with your host and a room full of staring patrons.

The PCs can spend the next several hours with One-Eyed, as he fabricates story after story about his evening's escapades. He's a habitual liar, and the PCs won't get the same story out of him twice.

He says they are to meet an important Procampur wizard in the morning. The wizard has an errand for them. One-Eyed does not know more than that. He gives them each a pass to the Upper Class district, along with directions to Ombedor Steen's place. Then he'll slip out of the tavern when the PCs are engrossed in something else--maybe an argument at the next table, a serving wench spilling a tray of drinks, etc.

If any PC has a magical method to determine the truth, reveal that One-Eyed indeed killed the man.

At the House of Ombedor

Passes to the Nobles District in hand, you journey down The Great Way, the broad avenue that runs east from the Port District to the Castle District. You follow this avenue toward the entrance to the Nobles District. The glint of the silver roofs make you blink as you come to the entrance, where two Diamond Legion guards curiously eye you. Their shields are emblazoned with large star sapphire emblems.

“You--the six of you. What’s your business? Are you street sweepers?” The guards give you hard looks. “Well, we don’t have all day, state your business.”

When the PCs present the special passes to the Nobles District and Ombedor the mage’s house, the main guard studies them carefully, then nods.

“What would House Steen want with the sorry likes of you? You’ll have to pad all of your weapons, wands, and staves.” He hands you thick, quilted cloth, and watches you work.

“You will find House Steen several blocks in that direction near the wall. You can’t miss it, as there is a statue of Ombedor Steen on the front lawn. Be on your way now, and no loitering. You’re under the watchful eyes of the Guards of the Star Sapphire.”

You make your way through The Nobles District. It is very clean and spacious, with many trees and gardens. It takes you little time to find the house. A large bronze statue of a mage adorns the lawn of one of the impressive villas.

If the PCs knock on the door, continue with the following:

The door opens slowly, revealing a thin woman with a pinched face. “I am High Lady Penelope Steen, and you look like the stable hands I arranged to hire yesterday. Report to the back yard, Jules will show you what to do.” She wrinkles her nose and begins to close the door when you hear another voice.

“My Lady, the master is expecting these people on some personal business.”

She makes a huffing noise. “What does that old coot want with these street ruffians? I will have to talk with Wynstone on the old man’s behavior. You show them in, then.”

She steps out of the way, and a stately-looking middle-aged man shuffles into the doorframe. “Jules,” he says, extending his hand. He ushers you down a hallway and into a room where several chairs have been set around a dining table. A very old man glides forward to meet you.

“Well met, fellow adventures. I am Ombedor Steen. I understand apologies are in order for the rudeness of Lady Pennellope. She is a good example of our noble system. Please, sit.”

Jules is quick to serve you tea and sweet rolls.

Ombedor clears his throat and downs a cup of tea in one swallow. “You are probably wondering why I have sent for you. I will make it as simple as possible. I am a collector of all types of magics--mainly potions, scrolls, unguents, and powders--things that don’t have a permanency about them. It was nearly a year ago I researched an old scroll that related the discovery of a long-forgotten temple. This ruins is in the center of the Flooded Forest and was ages past dedicated to one of the Dead Three, Bane, The Dark Lord. This place is rumored to be the first temple he resided in after he assumed his powers from Jergal, the Lord of the Ending of Everything. The legend states that this was once a mighty flourishing temple under the guidance of one of his loyal high priests.”

He nibbles on a sweet roll and looks you up and down. “When the time came, the priest accepted the dark god’s great gift and became a Banelich. Shortly thereafter, this once-fertile forest began to rot and eventually became a swamp. They say that after Bane perished, some of his portfolio was given to this Banelich. Of course, they could be wrong. And I suspect the lich is long gone, or at the very least is a demi-lich now.

“In any event, I have constructed a crude map which will guide you to this temple. Once there, you must investigate its depths and bring back all of potions, powders, scrolls, and such resting there. I will pay you 1,000 gold pieces for each mixture or scroll you hand over. Any other magical items or treasure are yours to keep. Yes or No?”

He stands patiently, waiting for the PCs’ reply. If the answer is no, then of course the adventure is over and everyone can simply pack it up and head back to the nearest inn or to Ravens Bluff. If the PCs demand to know more about Ombedor, he tells them his life is not their concern, just this mission. He says he is not breaking any laws, and that he is paying them a good bit for this endeavor. PCs with know alignment learn he is Lawful Neutral with Good tendencies. When they decide to accept his wager he continues.

“I have my personal ship, The Sea Herring, at the docks awaiting your journey. She comes with one of the finest crews in Procampur. Too, I have something that may help in your quest. Please guard this closely.” The old mage glides to an oaken shelf and tugs down an ebony box. “This took me many years to craft. There are some who say it is the only one of its kind.”

He sets the box on the table and opens it. A crackling of magic cuts through the air and you see a glistening black shaft tipped with a silver arrowhead and marked with snow-white feathers.

“This is an arrow of undead slaying,” he says, pride evident in his voice. “For a lich to be exact. This will be your best defense, if indeed there is a Banelich or demi-lich still there.” He closes the box (and hands it to the human with the highest Charisma). If you do not use this arrow, I require that you return it to me.

“My crew will take you to the shores of the Flooded Forest, and once there they will wait one month for your return from the ruins of Bane’s temple. If you feel at any point you cannot accomplish this mission within this time period, or that it has become too dangerous, then return to the ship, and I will compensate you for your time. The ship is loaded with food and water and is ready to go. Here are passes that will let you travel to the docks unquestioned by the Diamond Legion, and another set of passes to get back into the Nobles District when you return. Now make haste.”

If the PCs do not have access to a *detect magic* spell, Ombedor will provide one on a scroll--as otherwise how can they find the mixtures he wants.

His courier will guide them to *The Sea Herring* docked in the harbor. It is a two-masted carrack in exceptional condition. There will be two adventurers to a cabin, and they will be treated royally while on the ship. As soon as they stow their gear, the ship sets sail for the Flooded Forest.

The PCs have several days in which they can change their spells, discuss strategies, and enjoy the scenery. Likely high-level adventurers will cast *stoneskin* spells and the like on everyone.

The Flooded Forest

Your trip from Procampur to the shores of the Flooded Forest was uneventful. With the ship

anchored, the men help you ashore and bid you luck on your quest.

Seven days later, you enter a sinister-looking clearing. The remains of the temple to Bane, the Dark Lord, rests in a fetid bog--what the sailors on the ship told you is nicknamed the Troll Fens. Two great steel doors hang awkwardly on their hinges, the darkness beyond them beckoning hauntingly.

Determine if the PCs are taking any final precautions and have them set up a marching order. Refer to your copy of the map when running the encounters. Do not allow the PCs to map the ruins unless a character sheet lists parchment and ink or charcoal.

There is only one entrance to the temple, though the characters are more than welcome to search about in the bog for another way in. Don’t forget the sewer passages that The Thing in the Pit uses. If they enter those, refer to the creature and have at them. And don’t forget the wild magic zones that are indicated later in the complex. Once the PCs go through the front doors, continue with the following:

A damp grime clings to every stone and rotting piece of wood, and the smell of death and decay is strong. The room is large, and in it rests a massive altar carved of some rusty-colored stone. On each side of it are ancient candelabums, black candles in each. The faded remains of the skull of some creature and a scythe symbol are on the far wall.

As you take in your surroundings, you hear an odd howling sound coming from outside in the bog.

The howling grows, somewhat reminiscent of the sound of a pack of hounds, yet somehow eerily different.

Any PC who glances outside sees trolls gathering, sniffing the air, and staring at the ground where the PCs walked. The higher the tier, the more trolls. They are large, nasty, and definitely formidable, and the PCs should realize that this is a fight they might want to avoid.

They have a couple of options--they can use spells either to conceal themselves or to attack the trolls; they can try to close the doors (won’t work, too old and misshapen); or they can search around in the room for a way out. If they opt for the last option, give the PCs five minutes of real time to find another exit from this room. The altar is actually a door to the temple below, and will detect as a secret door. However, it can only be opened when the candles on each side are lit. Oddly, the wicks are dry (if anyone bothers to check). If the

PCs have not found the way down in five minutes, the trolls enter the room looking for dinner.

If the PCs open the secret door, continue with “The Way Below.”

Lunch Time

You hear a snarl and growl and in very broken common the words--“Food! Food! Lots of food inside!” With a malicious gleam in their eyes, teeth exposed, and claws outstretched, they enter the temple room and rush toward you, their clawed feet making a sickening scraping sound over the old stones.

The trolls are hungry, and the PCs look tasty. If the PCs survive this battle (try not to kill them this early), have another pack gather and come in after another five or ten minutes. This melee can happen over and over, as this is the Troll Fens and the monsters are endless. Eventually the PCs will have to go downstairs to avoid the trolls.

Trolls are horrid carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but trolls possess surpassing strength. Trolls attack with two clawed hands and their bite, and they can attack at multiple opponents. Trolls regenerate at an amazing rate, which begins three rounds after first blood. This recovery is 3 hit points per round. When using an edged weapons a natural 20 will sever a limb from the creature. Trolls have no fear of death, and launch themselves into combat, flailing wildly at their opponents biting whoever comes the closest. Trolls combine a ravenous appetite with limited intelligence, so they are frequently distracted and break off pursuit (50%) of the time to pick up food dropped or tossed by a fleeing party.

Tier 1: If the PCs’ levels total 6-13:

Trolls (2): Int low; AL CE; AC 4; MV 12; HD 6+6; hp 28 each; THAC0 15; #AT 3; 5-8/5-8/5-12; SA Nil; SD regeneration; MR Nil; Size L (9’); ML 14

Tier 2: If the PCs’ levels total 14-25:

Trolls (3): Int low; AL CE; AC 4; MV 12; HD 6+6; hp 45 each; THAC0 15; #AT 3; 5-8/5-8/5-12; SA Nil; SD regeneration; MR Nil; Size L (9’); ML 14

Tier 3: If the PCs’ levels total 26-37:

Trolls (6): Int low; AL CE; AC 4; MV 12; HD 6+6; hp 50 each; THAC0 15; #AT 3; 5-8/5-8/5-12; SA Nil; SD regeneration; MR Nil; Size L (9’); ML 14

Tier 4: If the PCs’ levels total 38+:

Trolls (8): Int low; AL CE; AC 4; MV 12; HD 6+6; hp 54 each; THAC0 15; #AT 3; 5-8/5-8/5-12; SA Nil; SD regeneration; MR Nil; Size L (9’); ML 14

The trolls, no matter what wave you send at the PCs, have nothing of value on them.

The Way Below

You light the candles on each side of this blood-stained altar, and instantly an unnerving creaking noise fills the air. The rust-colored altar slowly moves forward, and you spy a stairway that lead into the darkness below.

The dust on the gray stone steps is thick. The air is stale, but seems to crackle and spark as you descend. It looks like no one has ventured down here in quite some time. Reaching the bottom of the stairs, an uneasy shiver races down your spines. The evil of this place is almost palpable.

Dungeon Master Information:

The evil is so oppressive that it will particularly affect Mystran priests. Because of the hatred Bane had toward Mystra, specialty priests of Mystra can cast only 1st and 2nd level spells. This is negated when the PCs reach the wild magic sections of the temple.

Dungeon Entrance

You have entered a hallway, 10’ wide and 30’ long with a door halfway down on your left side. The hallway turns to the left at the end. The walls of this ruins appear old and crumbly, and ancient dust covers the floor.

Room #1 Room of Hands

20’ x 40’

The oaken door is covered with scratches (and is unlocked). Opening it, the sweet, sickly smell of death wafts out. Glancing in, you see the skeletal remains of a man, his right hand grasping an old rusted sword. The body is about ten feet beyond the doorway.

The warrior was one of the men in a former adventuring party, and he was killed here more than forty years ago. The hands on the skeleton are not his, however. They are a pair of creatures who have taken to resting on the corpse. The crawling claws will leap out at the first two individuals to approach the body. They fight to the death. The PCs will be surprised on a roll of 1-3, and any surprised individuals are automatically struck. PCs who attempt to stab the claws on their friends will strike their friends on any missed attack roll.

Crawling Claws (2): Int non-; AL N; AC 7; MV 9; HD 1; hp 8 each; THAC0 20; #AT 1; 1-4 vs armored, 1-6 vs unarmored; SA Nil; SD see below; MR Nil; Size T (8"); ML 19

The much-feared crawling claw is frequently employed as a guardian by those mages and priests who have learned the secret of its dark creation. When a claw detects a potential victim, it leaps to the attack. Although it may not appear to be capable of such a feat, its great strength enables it to launch itself at its victims. The maximum distance a claw can leap is 15 feet. Once a claw lands on a victim, it attacks in two ways. If the victim is wearing metal armor, the claw delivers a powerful blow that inflicts 1d4 points of damage. Against those who are unarmored, (or only wearing leather) the claw employs its great strength in a crushing grip for 1d6 damage. Edged weapons inflict only half damage on a claw, and all magical weapons cause damage as if they were not enchanted in any way, although bonuses still apply.

When the battle is over, the PCs can search the room. The uniform on the man is old and crumbles when the PCs try to examine it. The only treasure in the room is the long sword, which will detect as magical. It is a *cursed long sword* -3. The sword is old and rusty, abandoned here by another adventuring party who managed to cast remove curse and lose the item. The pommel is ornate, but encrusted with mold and filth.

Once a PC picks up the sword, he is cursed to fight with that weapon until a *remove curse* spell or *limited wish* is cast on him. This is regardless of the PCs' class, so non-proficiency penalties apply--on top of the sword's natural -3 penalty to attack and damage. Inform the PC who picks up the weapon of the -3 penalty at the end of the next combat (provided he or she fights).

Finished with the animated hands and the exploration of that room, you continue down the corridor. The walls are crumbly and unsafe.

Any dwarf, drow, or deep gnome PC who checks the walls can tell that the walls are sturdy, despite their appearance. Only the surface is crumbling from age.

Room #2 Room of the Dead

40' x 30'

The iron-bound door doesn't budge, and only groans slightly under gathered weight. The lock may be stuck or rusted shut. Any pick locks or a *knock* spell will open the door, as will the common break down doors. When the PCs have opened the door, read or paraphrase the following:

The door opens with a groan, and the sight beyond is horrifying. You see ten skeletal bodies chained to the wall, each is missing their hands.

Squeemish PCs should make a saving throw vs. paralyzation. Those who fail, bolt from the room.

There is nothing of value in the room, and it is impossible to tell how long the bodies have hung here. Continue with the following when the PCs are ready to leave:

The corridor you've been following turns again. Rounding the curve, you see four doors set against a wall. The corridor continues beyond into darkness.

Room #3 Specter Room

10' x 20'

The door is locked shut, and there are many very deep scratches on it. A thin coating of wax runs around the outside of the door. If the PCs examine the scratches (or make an observation check), they can tell that several words are scratched on the door, likely with a knife or dagger, and likely done in a hurry. The words read: "**bone-chilling thing of death is trapped inside. Leave it alone.**" If they open door anyway, read the following.

Note: if a *knock* spell was used on this door, it will also open the doors to rooms #4, 5, and 6, releasing the lesser specters out of room #5. Give low-level PCs a chance to run for their lives, escaping into the temple above.

The door opens and dust clouds your view. As the dust settles, you see something that was once human rise from a rotting bed. His semi-transparent arms open wide in a greeting. He floats toward you.

This room is the lair of a master specter who was trapped here by a previous band of adventurers. Give Tier 1 parties a chance to shut and lock the door. Give strong Tier 4 parties two master specters. The specter will move to attack, pausing only if the PCs try to speak to him. As it has been a long time since he's had any companionship, he will chat for a time before attacking them. The specter knows:

- That ages past he served in this temple, and that all who walked these halls followed Bane.
- Indeed, "Bane" is the true passage in these ruins. (This is a veiled reference to the password--Bane--to get by the glyphs deeper in the dungeon.)
- He became one of the undead when the high priest became a lich.
- He has killed many unwary trespassers through the decades, feasting on their life until he was imprisoned about forty years ago.

Master specter (1): Int high-; AL LE; AC 2; MV 15, fl 30 (B); HD 7+3; hp 59; THAC0 13; #AT 1; 1-8; SA energy drain, two levels; SD +1 or better weapon to hit; MR Nil; Size M (6"); ML 19

For high-level characters, add a second or third specter.

Specters are powerful undead that haunt the most desolate and deserted of places. They hate all life and light. When the High Priest of Bane became a lich and conducted the Blood Feast, this man became one of his undead minions. Through the years as adventures have stumbled upon this old temple, he has converted many minor followers.

If the master specter is losing the battle, he attempts to negotiate for his life. He tells them there is a glyph on the next door, and that to get past it, they must utter the most important word, "Bane." Of course, he won't mention that minor specters reside in that room. There is nothing of any value in this room.

Room #4 I Love the Dead

30'x 50'

The door to this room has a rusting padlock on the outside, and can either be picked open by a thief (-10% chance as the mechanisms are rusted), or kicked open by a fighter. The trap on the door is a glyph, and if the word "Bane" is not spoken, it will deliver 1d12 hit points of damage to the one opening the door. There is no saving throw for half damage. When the PCs open the door, read the following:

The door opens easily, letting you get a good look at the semi-transparent forms of four men-at-arms. They are dressed in very out of date clothing, and the flesh on their arms and faces is a bit rotten. They glide toward you, and in raspy voices cry in unison: "Surrender and join us, mortals!"

Again, give Tier 1 parties the opportunity to close the door and move on.

Lesser specters (4): Int high-; AL LE; AC 2; MV 15, fl 30 (B); HD 4+3; hp 27 each; THAC0 17; #AT 1; 1-8; SA energy drain, one level; SD +1 or better weapon to hit; MR Nil; Size M (6"); ML 15

These poor souls were slain a long time ago by the master specter. They hate all living things, and look only to increase their numbers.

There is nothing of any value in the room.

Room # 5 Scary Room

30'x 30'

The door was broken down by a previous band of adventurers and has been set against the frame. The PCs can easily move it to see beyond, though they might be a little nervous after the previous rooms.

The floor is covered with all types of bones--arms, legs, and skulls, and the walls are a faded crimson. In the far corner of the room, a blood-stained table lies on its side, a cleaver stuck in its top. As you enter the room, the brittle bones crunch beneath your feet.

Because the evil is so thick in this room, anyone entering must make a saving throw versus paralyzation or run in fear for 1d4 rounds. Deductive reasoning or the clever use of spells will reveal that some of the slaves who built this temple were slain here. There is nothing of value in this room, though the PCs may likely spend quite a while searching here.

Those who search are likely to trigger the trap placed here by a wizardly-priest before he died. Under the many bones near the table is a pressure plate. Moving aside the bones here, or moving close enough to carefully examine the table will trigger it.

Trap: A *fireball* ignites in the room and rushes out into the hallway as far down as door #3.

Tier 1: 2d6 damage, save for ½.

Tier 2: 4d6 damage, save for ½.

Tier 3: 6d6 damage, save for ½.

Tier 4: 8d6 damage, save for ½.

Room # 6 The Safe Room

30' x 30'

The door to this room is iron-bound and looks very sturdy. The latch is set tight and is locked manually and with a spell. The door to this room was *wizard locked* by a member of a former adventuring party. They used this room for a short time as a base of operations, and they locked it up again when they left for further explorations. They were not able to return. The simplest way to get inside is with a *knock* spell. If they enter, read the following:

The door opens with a protesting groan, and dust drifts forward in a hazy cloud. When it settles, you see a neat, orderly room. The far wall has several bunks, and nearby is a large table, all in reasonably good condition. In a corner rests an ancient sea chest.

If the PCs check the travel trunk, they have chance to find some useful items. The chest is not trapped, but it is locked. It contains: a sealed flask half-filled with delicious brandy, three iron spikes, a fine leather money pouch (empty), a gold signet ring worth 800 gp, four empty vials that are labeled potions of extra healing, an empty ceramic jar labeled Keoughtum's Ointment, a pick axe, and four bone scroll tubes. One empty. Two each contain a spell scroll: *firetrap*, and *seeming*. The last tube contains a diary of sorts. *Give the PCs Player Handout #2.*

The PCs could use this room for a camp if they are low on hit points or want to rest. If they do so, they will have one encounter. If someone is on watch, read the following:

You hear what sounds like the rustling of leaves on a warm summer night. The door begins to move every so slightly on its old and rusty hinges. The rustling is soon joined by a deep scraping and grating sound.

If the PC is brave enough--or stupid enough--to open the door, he will come face to face with Kartoeba, The Thing in the Pit, who is out for an evening stroll. However, if the PC does not open the door and only listens, the rustling noise slowly goes away. Checking the corridor later reveals a coating of slime. Those who see Kartoeba for the first time must make a saving throw versus paralysis or be effected by a *cause fear* spell. Be careful not to kill Tier 1 parties. See the monster sheet at the end of the tournament for more information. If Kartoeba suffers more than half his hit

points in damage, he skitters away and into one of the grates.

Tier 1: If the PCs' levels total 6-13:

Kartoeba, The Thing in the Pit (1): Int low; AL NE; AC 6; MV 32; HD 10; hp 40; THAC0 11; #AT 5; 1-4 (x4), 1-10 (bite); SA; Nil (at this tier); SD Nil; MR 10%; Size H (30'); ML 16

Tier 2: If the PCs' levels total 14-25:

Kartoeba, The Thing in the Pit (1): Int low; AL NE; AC 4; MV 32; HD 10; hp 80; THAC0 11; #AT 5; 1-8 (x4), 3-18 (bite); SA; slime, *cause fear*; SD Nil; MR 25%; Size H (30'); ML 16

Tier 3: If the PCs' levels total 26-37:

Kartoeba, The Thing in the Pit (1): Int low; AL NE; AC 2; MV 32; HD 12; hp 96; THAC0 9; #AT 5; 1-10 (x4), 3-36 (bite); SA; slime, *cause fear*; SD Nil; MR 50%; Size H (30'); ML 16

Tier 4: If the PCs' levels total 38+:

Kartoeba, The Thing in the Pit (1): Int low; AL NE; AC 0; MV 32; HD 14; hp 112; THAC0 7; #AT 5; 1-12 (x4), 5-50 (bite); SA; slime, *cause fear*; SD Nil; MR 50%; Size H (30'); ML 16

When the PCs are ready to leave room #6, read the following:

You head down the corridor, turn the corner, and see a door around the bend. There is a small metal hinge lying next to it on the stone floor.

When they approach the door, they will activate the *glyph of warding* placed there. The glyph can be deactivated by uttering the word "Bane."

Glyph of Entombing: This glyph entombs the victim if he does not make his saving throw. When stepping into this area, the following effects take place. The victim is grabbed by the floor and pulled into it for 1d8 damage (1d12 for Tier 2; 2d10 for Tier 3; 4d6 for Tier 4). If a saving throw versus spells is made, the victim is only pulled as far as his waist. At this point, a combined Strength of 44 (22 for tier 1 parties) will free the victim. If the victim fails his save, he is pulled immediately under the floor and must make a second saving throw--this time versus paralyzation. Failure means he will die in a number of minutes equal to ½ of his Constitution score for lack of air.

There are several ways to free the trapped individuals: *stone shape*, *passwall*, *meld into stone*, digging at the stones with pick axes and the like until

enough stones are pulled loose to get their fellow out. Allow any reasonable attempt to work.

Beyond this glyph lies a wild magic area. Consult the wild magic chart at the end of this tournament when the PCs attempt to cast any spells. Note that specialty priests of Mystra can cast normally in wild magic areas. Any such specialty priests no longer suffer the penalty of casting only first- and second-level spells. Inform such PCs that they feel their full repertoire of spells returning, though do not inform them why.

Room # 7 This is Not a Will-o-Wisp

20' x 50'--wild magic area

The door is not trapped or locked. There are scratches on the outside, as if something was trying to claw its way in.

The door to this area opens with a loud creak. The first thing that grabs your attention is the hovering of a luminescent ball of light in the center of the room. The second thing you note is that the ball slowly moves in your direction.

This light is the haunt of a former Bane priest killed by the glyph protecting this room. He escaped the feast of the dead and was on his way to slay the high priest--who he jealously loathed. However, he forgot to utter the passage word Bane and died before he realized what happened. His hatred of the high priest was so great that he became a haunt. He does not know that the high priest destroyed himself in the wild magic zone of the temple. He will try to possess the first character entering the room, and then take that body to room #12, where he intends to deal with the high priest.

Take the player aside and inform him that his PC has been possessed and has no control over his movements for the time being. It is up to the other PCs if and how they try to stop him. He will not fight his friends in order to reach the haunt's goal--as the haunt cannot afford to have this body killed, however he will do everything possible to persuade the PCs to reach room #12. The haunt knows that "Bane" will temporarily stop glyphs from functioning, and will utter that word when the PCs reach the next glyph. However, if he is in the back of the party, those up front might trigger it before he can do anything.

Haunt (1): Int non-; AL NE; AC 0/victim's; MV 6/as victim; HD 5/as victim; hp 30/as victim; THAC0 15; #AT 1; D nil/as victim; SA possession; SD silver,

magic, or fire to hit/as victim; MR Nil; Size as victim; ML 16

A haunt is restless spirit of a person who died leaving some vital task unfinished. In this case in his mortal life, this creature was known as Brother Jortum the Wicked. He was present in the banquet room when the high priest poisoned everyone and began turning his followers into undead beings. He vowed to kill the master and was on his way to his chambers to gather some equipment when he died because he forgot to utter the password to the glyph. He appears as a glittering ball of light to fool anyone into thinking he is a will-o-wisp.

If he reaches the banquet room, he will realize that he--and the high priest--are dead, and he leaves the PC victim to face the horrors there.

A haunt attacks mindlessly, and always targets the first human or demi-human that enters its domain. It will continue to attack until possession has been completed or the haunt is temporally reduced to 0 hit points, when it will reform in one week. The creature attacks by touch, and each successful hit drains 2 points of Dexterity per hit. As the character's Dexterity is drained, the victim feels an increasing numbness creep over his body.

The only known way to protect a possessed person is to cast *hold person* and then *dispel evil* to drive the haunt from the body. In its natural state this creature can only be hit with silver or magical weapons or by fire.

After they've dealt with the haunt, they can investigate the room. There is rotted furniture and paintings everywhere. Any PC with the artistic ability nonweapon proficiency can tell that at one time these paintings were priceless. Now, the dampness of this place has made them nearly worthless. When they approach the corner to the north, they will activate the glyph of warding placed there. The glyph can be deactivated by uttering the word Bane.

Glyph of Harm: When activated the, PC will get a tingling sensation and feel tired and drained. He or she must make a saving throw vs spell or have only 1d4 hit points left.

There is nothing of value in the room.

Room # 8 Kitty Litter

90' x 30'--wild magic area

This long, dank corridor led to four doors. The nearest has an ornate etching on it of a beautiful woman in black, revealing garments.

The door is not locked or trapped, and the door opens easily. When they enter, continue:

The room is decorated very ornately, with flowing tapestries surrounding a large bed in the center of this long, large room. Surprisingly, the furnishings are in good condition--despite the years and the dampness of this place.

Against the wall to your right is a desk, chair, and a massive oak book shelf. To your left, you see four elaborately carved and painted stone sarcophagi. The brilliant colors are striking and depict all manner of cats at play.

Everything is tidy, though the air smells old and carries a hint of oil and perfume.

This bedroom belonged to the high priest. The four brightly painted sarcophagi contain his pets, four playful "kittens." When he became a lich, he decided to take his cats with him and entombed them here in his bedroom.

The books that are intact on the bookcase are: *Life after Death*, *Life of a Ju Ju Zombie*, *Forever Ghoul*, *I Was a Child Vampire*, and *Lich like Me*. The rest of the books will crumble to dust when anyone tries to grab them. Any PC with the appraising proficiency can tell that the collection of grisly books are worth 2,500 gold.

If a PC inspects any of the sarcophagi, read the following:

Some unknown writing adorns each container. A gold dish is set in the front of each of these brightly painted containers, and each dish is engraved with more of the odds words.

If a *comprehend languages* spell is cast, tell the PC the gold dishes read: "Fluffy," "Precious," "Max," and "Larry."

If anyone touches the sarcophagi, read the following:

Suddenly, all the containers pop open, and clouds of dust puff out, followed by long-dead creatures that resemble cats. The bodies of these creatures are dry and shrunken, with mangy clumps of fur and lumps of dry clay clinging here and there. The creatures' teeth are yellow and broken, and their eyes are mere husks that rattle in gaping sockets. With a raspy snarl the creatures advance, gold bells on their worn collars tinkling.

Three of the golden bell necklaces around each cat's neck are worth 800 GP each. The last bell functions like a *chime of opening*.

Tier 1: If the PCs' levels total 6-13:

Crypt Kittens (4): Int animal; AL CN; AC 7; MV 9; HD 4+1; hp 20 each; THAC0 17; #AT 3; 1-4/1-4/1-8; SA disease; SD Nil; MR Nil; Size M (4'); ML 10

Tier 2: If the PCs' levels total 14-25:

Crypt Kittens (4): Int animal; AL CN; AC 7; MV 9; HD 4+1; hp 33 each; THAC0 17; #AT 3; 1-6/1-6/1-10; SA disease, rear claw rake; SD see below; MR Nil; Size M (4'); ML 10

Tier 3: If the PCs' levels total 26-37:

Crypt Cats (4): Int animal; AL CN; AC 7; MV 9; HD 6+1; hp 50 each; THAC0 15; #AT 3; 1-8/1-8/1-12; SA disease, rear claw rake; SD see below; MR Nil; Size M (4'); ML 10

Tier 4: If the PCs' levels total 38+:

Crypt Cats (4): Int animal; AL CN; AC 7; MV 9; HD 8+5; hp 65 each; THAC0 12; #AT 3; 1-10/1-10/2-16; SA disease, rear claw rake; SD see below; MR Nil; Size M (4'); ML 10

These four were the favorite pets of the high priest. These cats in real life were mountain lions he found as cubs and raised as guardians for his bed chamber. They attack with two claws and a bite, and if the first two claw attacks hit, they are followed with two additional raking claw attacks. Anyone struck by these creatures must successfully save vs. poison for each scratch or bite or become diseased. The sickness manifests itself as a red inflammation around the wound.

For each diseased wound, two points of damage will remain unrecoverable until a *cure disease* or *heal* spell is used. Crypt cats are immune to charm, hold, sleep, and death magic. They are turned as wraiths.

Room # 9 The Mummy's Curse

40' x 60'--wild magic area

The door to this room opens easily and a gust of putrid air wafts out. Four human-sized sarcophagi are propped against the far wall. The rest of the room is dust covered, with scraps of rusted armor, broken shields and swords scattered about.

This is the resting-place of the high priest's greatest minions. They were sealed in the sarcophagi by a previous band of experienced adventurers. And there are enough warnings around to let PCs know that what's inside is dangerous.

If the PCs inspect the sarcophagi, they discover that each is sealed with thick green wax, and that a

circle of wax in the center of each contains powdered silver in the form of symbols.

Comprehend languages, the ability to read the elven language, common sense, or using the undead lore nonweapon proficiency will tell the PCs that nasty, undead creatures reside within. Further, paladins immediately sense evil by glancing at the sarcophagi.

If the PCs open one sarcophagi, the creature emerges and immediately strikes at the symbols on the other sarcophagi. He can get two symbols the first round, one the second, allowing those occupants to emerge.

Son of Kyuss (1-4): Int low; AL CE; AC 3; MV 9; HD 4; hp 32 each; THAC0 17; #AT 1; D 1-8; SA disease, fear zone; SD regeneration; MR Nil; Size M (6'); ML 15

Truly horrible creatures in appearance, these ghastly undead appear as animated putrid corpses with fat green worms crawling in and out of all their eye sockets. Kyuss was an evil high priest, creating the first of this creature under the instruction from an evil deity. This deity was Bane, and his gift to Kyuss was the creation of his son, this Son of Kyuss. Since then the sons have increased considerably in numbers and have even served as guardians in some evil temples. Each son is surrounded by a spherical zone of fear 30' diameter, a victim who fails to save against magic when entering this area will flee in terror. Each son regenerates 2 hit points per round, with its limbs regenerating even if severed like those of a troll. Even after death this process will continue. The only way of destroying these creatures is by fire, lightning, acid or the application of holy water, (or holy objects such as religious symbols, holy sword's etc...) to their wounds. The sons attack with a double-handled flailing of fists, causing 1-8 hit point of damage per fist. Each successful hit has a 25% chance of afflicting advanced leprosy on the victim. This disease will be fatal in 1-6 months, and each month it progresses the deceased victim loses 2 points of charisma--permanently. It can be cured only by a magic spell, *cure disease*. Infected victims heal wounds at 10% normal rate. In addition, one worm per melee round (for up to three rounds) will jump from a son's head to an adjacent character in melee with a Son of Kyuss. It needs the normal to hit roll of the son to land on a victim and will then burrow into him or her, taking two melee rounds to penetrate the skin, during which time it can be destroyed by weapons, holy water or a blessed object. If not destroyed, the worm heads for the victim's brain, taking four melee round to reach it. During this period a *remove curse* or *cure disease* will destroy it. A

neutralize poison or *dispel evil* will delay it by 1-6 full turns. If a worm reaches the brain, the victim becomes a Son of Kyuss, the process of putrefaction setting in without further delay. Sons of Kyuss are treated as mummies on the cleric/undead table. Like other undead, they are immune to mind-influencing spells.

Glyph: This glyph releases electrical damage and can be negated by speaking the word, Bane.

Tier 1: 2d4 damage, save for ½.

Tier 2: 4d4 damage, save for ½.

Tier 3: 8d4 damage, save for ½.

Tier 4: 12d4 damage, save for ½.

Room #10 The Library of Worms

20' x 80' --wild magic area

You enter a long, twisting hallway with the remnants of all sort of papers and books scattered about on the floor. As you advance farther, you enter what must have been a magnificent library.

At the end of this long room the remains of a broken door hang on old rusted hinges. The books rest helter-skelter from rotted shelves, some intact and others in an advanced state of decay. The books way at the top of the shelves seem in the best condition. The floor is another matter. It is covered with a thin coat of slime.

The PCs are free to search the room to their hearts' content, and only if they begin to open books or decide to climb up to the top shelves and check out the intact books at the top do they find the room's sole occupant.

If a PC does not use magical means to climb the shelves or fly or levitate to the top, they must make three Dexterity checks to avoid falling from the rotting boards lining the wall. A failure means a section of shelves has collapsed, sending splintered wood and rotting books on top of the PCs. Assign a few points of damage.

Unless the PCs are very observant or are careful in checking over their things, they will not notice the little fellow who has hitched a ride--until he's destroyed something valuable.

There is nothing magical or valuable in this room. The intact books are moldy, but readable, and are on subjects such as gardening in the swamp, locating poison mushrooms, identifying snakes, etc.

Lonely bookworm (1): Int non; AL N; AC 2; MV 12; HD ½; hp 3; THAC0 Nil; #AT 0; D 0; SA see below; SD Nil; MR Nil; Size T (3"); ML 4

This worm can change its normal gray color to match its surroundings; opponents suffer a -6 surprise roll. Bookworms inhabit libraries, eating through the parchments, eating through the pages and bindings found there. They cannot eat living matter, but they will burrow through dead wood, leather, and other normal book materials at a rate of 3 inches per round. They are very fast and seek to avoid capture and combat when discovered. If a bookworm does gain surprise and enters a backpack or items of a PC, the victim will have a 50% chance to hear the munching as the worm eats papers and books.

If more than one PC checked out the top shelves, randomly determine which one attracts the bookworm. If the bookworm goes unnoted for more than three rounds, it has destroyed a magical scroll in the PC's possession (or map or parchment if the character does not have a scroll). The scroll is determined randomly. The bookworm will not eat more than one, and will then leave, looking to return to the library.

Room # 11 The Banquet Room

40' x 90' --wild magic area

The door to this room hangs on broken hinges and leads to an immense dining room. A large oaken banquet table dominates the length of the room, arranged around it are faded red velvet chairs. In the center of the table are several wine bottles, and around them are crystal goblets coated in spiderwebs.

The far end of the room is dominated by a throne, the cushions of which are in tatters. The ghostly image of a tall, aging man appears, looking sadly out over the room.

The air suddenly buzzes with whispers, and you see ghostly images appear in the chairs around the tables. Transparent, there is still enough detail for you to make out the holy symbol of Bane around each guest's neck.

Their gossamer hands reach for wine glasses that have appeared in front of them, and as one, they drink the unseen contents. As you continue to watch, the transparent skin on their faces tightens, their mouths open in silent screams, and they pitch forward, as if they were poisoned.

The scene is repeated again and again, some of the guests falling to the floor, where bones and scraps of cloth lay.

No matter what the PCs do, the ghostly images will not react to them. They cannot be turned, they cannot communicate, and they cannot harm the PCs. They are merely magical phantasms replaying out the

deaths of the Bane priests when the high priest became a lich.

If the PCs continue to watch the phantasms, they see the man in the throne rise, touch his holy symbol, and appear to be casting a spell. The transparent flesh melts off his face, showing a skeleton beneath with glowing eyes. He has become a lich. Eventually, the lich dissolves into nothingness, representing the passing of centuries. Then the play begins again.

If the PCs examine the room, they find the bones of the former occupants, crystal goblets--two dozen worth a total of 1,200 gold, and one full, stoppered bottle of wine.

The wine is ju-ju wine and will very faintly radiate as magical. It appears to be a dark red wine. In fact, it is an insidious poison. If even a sip is tasted by a human, demihuman, or humanoid, the wine brings instant death, unless the victim makes a saving throw vs. death magic. If the saving throw is failed, the victim is permanently transformed into a ju ju zombie which automatically obeys the command of the first person who speaks to him or her. The zombie can be turned or affected by magic items that influence the undead, but the victim cannot be restored except with a *wish* or *raise dead* spell.

When they have finished with this room, they can continue to the next room or backtrack and leave. There is a trap in the corridor that leads to the next room.

Trap: Double Spear Trap This particular trap opens up under the PCs, which drops up to two characters into a 20' pit. There are spears at the bottom, which will skewer the victims. The victims suffer damage based on the tier. In other words, the tougher the PCs, the more spears in the pit:

Tier 1-1d6 falling damage, 1d8 from a spear.

Tier 2-2d6 falling damage, 2d8 from two spears.

Tier 3-2d6 falling damage, 3d8 from three spears.

Tier 4-2d6 falling damage, 4d8 from four spears.

The second part of the trap will take effect when anyone attempts to come to the aid of the fallen PCs. The ledge around the pit will break loose and throw a third person into the pit. They will take damage as the first two victims.

There are several bones at the bottom, scraps of cloth, and a leather bag containing three gold pieces and a golden necklace with a jeweled symbol of Mystra on it.

Room #12 The Laboratory

50' x 40--wild magic area

This iron-bound door is locked, and it looks like the rust on it has effectively welded it shut. There are deep scratches on the outside, as if something had tried to get in.

The PCs will have to bash the door down or use a *knock* spell, as the lock is too rusty to be picked. Read the following when they get the door open:

The door opens with a protesting groan, revealing what looks like a laboratory. The tables have been overturned, beakers lay broken and scattered about the floor. You see two shelves still intact along the right-hand wall. The shelves contain all sorts of crystal, glass and metal vials and jars. There is a large rusty floor grate in the center of the room.

This contains plenty of goodies for the mage who hired the PCs. All they have to do is collect them and return to the ship. The only exits from the room are the way they came in and the floor grate.

The shelves contain several different potions, elixirs, powders, salves, and deadly poisons. If they decide to check out the items, they can find a total of 12 magical concoctions. If they decide to test any of them, have them pick a number between one and 12, refer to the various entries and have at them. Testing a potion or elixir means that item is used up--to the good or ill of the PC. There are old scrolls with plenty of notes on them. If the PCs spend more than two hours reading through the notes, they can decipher which mixture is what.

If the PCs elect to keep the mixtures for themselves, note which ones have certificates, as the others will be confiscated by Procampur officials (who don't want such nasty things in their city).

1. Ju-ju Wine: This fragrant liquid appears to be a dark red wine. This is actually an insidious poison. If even a sip is tasted by a human, demihuman or humanoid, the wine brings instant death unless the victim makes a saving throw vs. death magic. If they fail, the victim is transformed into a ju-ju zombie, under the direction of the first person who speaks to him or her.

2. Dreambliss: This powerful narcotic is derived from the sticky white sap of a thick-leafed jungle or desert plant. *Dreambliss* quickly sedate even the largest opponents. Victims struck by a coated weapon must save vs. poison to resist its potent effect. If the victim

fails the save, he or she falls into a deep, euphoric "Sleep of Bliss" lasting 2-8 hours. The onset time depends on the victim's size: S (1 round) M (2-5 rounds) L-G (2-5 rounds). Upon waking from the poison induced slumber, most victims remember happy, dreamlike visions that they long to experience some day. If used as a recreational drug, the poison quickly drains 1 point of Wisdom per month, permanently.

3. Antidote: The user becomes immune to all poisons for 24 hours.

4. Potion of Cause Disease: This potion acts as the reverse priest spell *cure disease*.

5. Potion of Great Healing: This prized healing potion cures 4d8 +4 of damage. If the potion is consumed in fourths, each fourth cures 1d8 hit points.

6. Potion of Vitality: This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. The potion also makes the user proof against poison and disease while it is in effect, and the user recovers lost hit points at the rate of one every four hours.

7. Love: The potion has the effect of charming an individual who drinks it and does not save successfully vs. spells. Each potion has a maximum duration of one week, with a 15% chance each day (cumulative) that the potion wears off at the end of the first through sixth day. Victims who make a successful save vs. Spells are not affected.

8. Potion of Cure Disease: This potion acts as the priest spell *cure disease*.

9. Jar of Death Dust: This deadly magical powder can be used as either a contact or incentive poison. An arrowhead need only be sprinkled with a pinch of the powder and touch the skin to be affective. Clearly, the powder and must be handled extremely carefully by trained individuals. *Death dust* acts almost instantly, with an onset time of 1-3 rounds, during which time it causes an irritating burning sensation and may be reversed with a dispelled magic (successful against 12th level magic). Otherwise, the necromantic powder causes the victim to virtually fester, decay, and desiccate into a pile of dry dust within a single round if a saving throw vs. death magic is not made. *Death dust* is sometimes applied to and enemies' doorknob or sprinkled into a pouch of gold given as a gift. It is said to smell like myrrh.

10. Jar of Keoghtom's Ointment: (Certificate) This sovereign salve is useful for drawing poison, curing disease, or healing wounds. It contains one applications. Placed upon a poisoned wound, or swallowed, it detoxifies any poison or disease. Rubbed

on the body, the ointment heals 1d4+8 points of damage.

11. Salve of Scarring: This salve seems to be some sort of ointment of healing but instead inflicts 2d6 points of severe burn damage that can only be repaired by *ointment of soothing*, a *heal* spell, or a *wish*.

12. Powder of XYZ: This powder makes the user 10 years younger. A System Shock roll is required. If the roll fails, the user dies.

The PCs can end the adventure here by gathering up the magical elixirs and returning to the ship. If they decide to check out the grate, continue:

As you search the room and gather the items left years ago in this lab your attention is suddenly drawn to the rusty floor grate in the center of the room. The grate covers a pit or shaft of some sort with a very strong smell of rot and decay coming from within. Somewhere in the distance you hear the rustling of leaves, but feel no wind. Then out of the corner of your eye you see some sort of movement with in the darkness of the shaft.

This floor grate leads to a center shaft and corridor to the “**Thing in the Pit.**” It will take a combined strength of 30 to lift the grate and then some sort of rope to drop the forty feet into the corridor or shaft. This corridor leads to Kartoeba and a final encounter with the guardian of this old forgotten temple of Bane. Unless the PCs somehow killed Kartoeba earlier, he’ll be here waiting to chomp them.

Room #13 The Pit

Wild magic area

Removing the grate, you see that the shaft extends westerly forty feet below the floor. A horrible stench wafts up. You hear the sound of leaves rustling from somewhere below. Following the shaft, you find yourself in some sort of natural cavern, a huge pit is in the center. The bones of the dead are piled around the room. As you take in the area, a huge, slimy creature crawls from the pit. The thing moves amazingly fast, and with outstretched tentacles and a huge gapping maw, it springs to attack.

Tier 1: If the PCs’ levels total 6-13:

Kartoeba, The Thing in the Pit (1): Int low; AL NE; AC 6; MV 32; HD 10; hp 40; THAC0 11; #AT 5; 1-4 (x4), 1-10 (bite); SA; Nil (at this tier); SD Nil; MR 10%; Size H (30’); ML 16

Tier 2: If the PCs’ levels total 14-25:

Kartoeba, The Thing in the Pit (1): Int low; AL NE; AC 4; MV 32; HD 10; hp 80; THAC0 11; #AT 5; 1-8 (x4), 3-18 (bite); SA; slime, *cause fear*; SD Nil; MR 25%; Size H (30’); ML 16

Tier 3: If the PCs’ levels total 26-37:

Kartoeba, The Thing in the Pit (1): Int low; AL NE; AC 2; MV 32; HD 12; hp 96; THAC0 9; #AT 5; 1-10 (x4), 3-36 (bite); SA; slime, *cause fear*; SD Nil; MR 50%; Size H (30’); ML 16

Tier 4: If the PCs’ levels total 38+:

Kartoeba, The Thing in the Pit (1): Int low; AL NE; AC 0; MV 32; HD 14; hp 112; THAC0 7; #AT 5; 1-12 (x4), 5-50 (bite); SA; slime, *cause fear*; SD Nil; MR 50%; Size H (30’); ML 16

This is the final battle and when it is over they can search the area to see what is actually in the pit.

Treasure: A gold and silver holy symbol of Bane worth 2,000 gp, assorted coins worth 1,000 gp.

Ending the Adventure

You gather your belongings and after several days find your way back to the ship anchored just off the Flooded Forest. The crew is glad to see you, and they quickly get the ship underway.

The days pass and eventually the harbor of Procampur comes into view. Upon your arrival, you are escorted to the mage’s home.

“Ah, I hope your venture was fruitful, and that you recovered plenty of concoctions for me. Tell me of your ordeals and what you found.”

He is wearing a *ring of truth* for this encounter, so any lies the PCs tell he will know about. The squeaky voice effect is only heard by him, so do not tell the PCs that their lies have been uncovered. He pays them 1,000 gold for each item that they turn over to him. If they do not turn over all of them, he asks if there were any others, and what happened to them. Try to do this without giving away the *ring of truth*.

The mage is not interested in the *cat bell/chime of opening* or the cursed sword.

If the characters act in good faith and turn over the items, but indicate that they want copies of the spells on the scrolls, the mage will allow wizard and bard characters to copy each spell into spellbooks some weeks after the adventure is over.

If all of the above potions and scrolls are handed over to the PCs' wizard employer, he gives them a figurine of wondrous power from his adventuring days. It's up to the PCs who among them gets it

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.

Not lying for One-Eyed:	100 xp
Defeating the Crawling Claws:	100 xp
Defeating the Master Specter:	100 xp
Defeating the Lesser Specters:	100 xp
Defeating the Haunt:	100 xp
Defeating the Crypt Cats:	100 xp
Leaving the Sons of Kyuss sealed up:	200 xp
Defeating Kartoeba:	200 xp

Total experience for objectives:	1,000 xp
Role-playing experience:	0-500 xp

Total possible experience:	1,500 xp
For Tier 2:	3,000 xp
For Tier 3:	4,500 xp
For Tier 4:	6,000 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.

Long sword -3, cursed: The sword is old and ornate, quite valuable for its workmanship. Unfortunately, it's cursed. When you touched it, it became yours. You must wield this sword in all combats you face until a remove curse or a limited wish is cast upon you. It is -3 "to hit" and -3 "to damage." And if you are not proficient with a long sword, you must also include your non-proficiency penalty.

Cat bell of opening: This gold bell was found around the neck of a crypt cat in the bedroom of a long-dead lich-priest of Bane. For the use of one charge, it produces the effects of a *knock* spell cast at 5th level. When found, the bell had six charges. It cannot be recharged.

Mystran holy symbol: Found in the ruins of a temple of Bane, this Mystran holy symbol is a work of art. Made of platinum and gold and encrusted with tiny, perfect blue sapphires, it is breathtakingly beautiful. The symbol dangles about a thin chain made of gold and platinum links that shimmer like stars. It is valued at 5,800 gold pieces.

Potion of antidote: The user becomes immune to all poisons for 24 hours.

Potion of great healing: This prized healing potion cures 4d8 +4 of damage. If the potion is consumed in fourths, each fourth cures 1d8 hit points.

Potion of vitality: This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. The potion also makes the user proof against poison and disease while it is in effect, and the user recovers lost hit points at the rate of one every four hours.

Potion of Cure Disease: This potion acts as the priest spell *cure disease*.

Jar of Keoghtom's Ointment: This sovereign salve is useful for drawing poison, curing disease, or healing wounds. It contains one application. Placed upon a poisoned wound, or swallowed, it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage.

Figurine of wondrous power--entwined jade snakes: Ombedor Steen of Procampur possessed this rare figurine of wondrous power and used it often during his adventuring days. Because your party of adventurers surrendered every potion, powder, salve, and scroll to him that you garnered in the ruins of the temple of Bane, he gifted you with this.

Up to 16,000 in coins from Ombedor

Snake of Soothing: This exquisite armband carved in the image of a serpent is of jade so pale it looks white. When its command word is spoken, this white snake uncoils from its fellow snake, and transforms into a 6-foot-long python, and coils around the nearest living creature. The transformation takes a full round, during which the snake's activator can place the snake on any chosen individual. It never coils about a resistant target, instead reverting to figurine form, wasting that use. Once the snake has wrapped itself around a target, it begins to vibrate. When the snake's tongue touches the subject's wounds, the wounds close and heal. The snake may perform one *cure serious wounds*, one *neutralize poison*, and one *cure disease* on its subject, casting any and all that subject needs. Having *dispel magic* cast upon it or pronunciation of the command word causes the snake to revert to figurine form. The snake has 50 hp and AC 5, but will neither attack an individual nor heal its own wounds. It can be used once a day. If it is killed while in snake form, it is destroyed.

Snake of Striking: This exquisite armband carved in the image of a serpent is of a jade so dark it looks almost black. When its command word is spoken, this green snake uncoils from its mate, transforms into a 12-foot-long anaconda, and attacks the nearest creature. This transformation takes a full round, during which the item's possessor can hurl the snake at the desired target. If the activator of the snake misses the throw, the snake attacks the nearest living target (use the grenade-like missile rules in the DMG to resolve missed attacks). The snake has 50 hp, THAC0 13, and AC 5. It bites for 1d4 points of damage or constricts for 2d6 points of damage, attacking as a 10-Hit-Die monster. The snake attacks until reduced to 0 hit points, *dispel magic* is cast on it, or the command word is spoken again; if killed it is destroyed but if deactivated it returns to figurine form.. The snake can be used once a day.

Bane holy symbol: 1,200 gp

Signet ring: 800

Books on undead: 2,500 gp

1,000 in assorted coins

Wild Magic Chart

When a spell is cast in the wild magic area, the DM should roll on the following table to determine what effect the wild magic area has on the spell.

EFFECTS OF WILD MAGIC

Dice Roll	Result
01-19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, roll again.
02-23	A pit 10 feet across opens beneath the caster's feet. It is 5 feet deep for every level of the caster.
24-27	The target of the spell is pelted with red flowers, leaves, or vegetables, which vanish immediately upon striking. The blossoms or other missiles inflict no damage, but the target(s) will not be able to fire missile weapons or use wands while being attacked this way.
28-31	Spell affects a random target. DM should choose (randomly or otherwise) another target among those available, or set the spell off in a different area 10-60 yards away (use the grenade missile scatter diagram).
32-35	Spell functions normally but material components (if any) are not consumed and knowledge of the spell is not lost (it can be cast again). In case of spell like abilities, the ability can be used again. Magical items do not lose a charge.
36-39	Spell does not function, but instead everyone within 10 yards of the caster (friend or foe) receives the benefits of the priest's <i>heal</i> spell.
40-43	Darkness and silence descend on the caster (as the spells) with a 30 yard radius and lasts for 2-8 rounds. The spell does not function.
44-47	<i>Reverse gravity</i> (as the spell) affects all within 30 yards of the caster, including the spell-caster, lasting one round. The spell does not function.
48-51	Shimmering colors appear and swirl around the caster, blinding the caster and all around him for 1-4 rounds.
52-59	Nothing happens. The spell does not function. Spell components, memory of the spell, or charges (if any) are lost.
60-71	Nothing happens. The spell does not function. Spell components, memory of the spell, or charges (if any) are not lost.
72-98	Spell functions normally.
99-00	Spell functions with maximum possible effect, full damage, and maximum duration. Saving throws against the spell (if applicable) have a -2 penalty.

Modifiers to the Dice Roll

+1	For every level of the spellcaster or HD of the creature.
- 2	For every level of the spell being used (spell-like abilities ignore this modification).
+ 6	If spell is from a magical item.
+2	If alteration magic.
-5	If invocation magic.

Handout One

If you wish to earn a good deal of coin, meet me in the Port District at The Mercenary's Loft, a place called Sneaky Pete's. Introduce yourselves to the owner Ryken, and he'll show you to your table. This is only if you're interested in making a good deal of coin. Be there at midnight.

One-Eyed Morrian

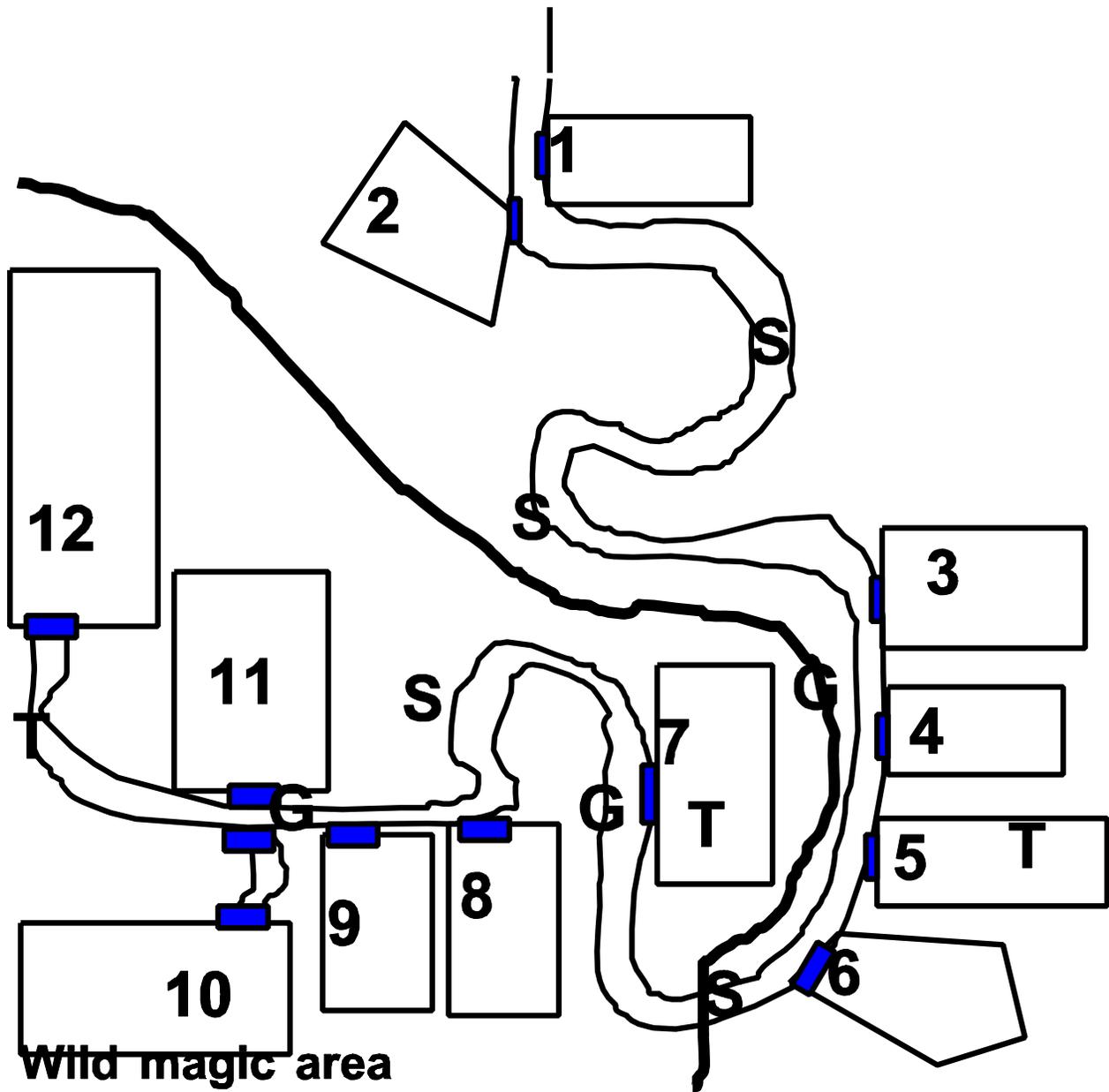
Handout Two

I wish we would have never found these cursed ruins. The eight of us found our way to the Troll Fens nearly a week ago, and our eldest wizard died to a troll in the chamber above. Fortunate for us we found the way down beneath the altar before any more trolls arrived.

Still, the terrors down below are equally bad. The undead. I hate undead. I really hate undead. Then there's The Thing in the Pit. Harrahd got a look at it yesterday and ran screaming in terror. It took our young wizard to snare him and bring him back. Good thing we found this room to rest for a while. And good thing I found this piece of parchment here to write down my thoughts.

There are several rooms left for us to explore--after we heal ourselves and get some rest. I wonder if the undead were here when the cult of Bane flourished so long ago? I wonder if The Thing in the Pit was here? How old is the creature that sounds like the rustling of leaves? I doubt we have the magic and power to slay it.

We've found little wealth, certainly not enough to justify braving these dangers. Willum wants to turn around and go home. Perhaps we should. I certainly wouldn't object. I hate this place. Unfortunately Markus, our Mystran priest, insists on "cleaning out" the evil. I guess Bane and Mystra didn't get along. It's a revenge thing, on Markus's part. I hope he doesn't get us all killed. I know when to turn around and run. I know when I'm up against creatures too powerful for me to best. But does Markus?



DM's map of the temple of Bane

G=glyph

T=Trap

S=sewer grate used by The Thing in the Pit