

The Dark Maiden's Price

A NON-TIERED one round LIVING CITY tournament

By Daniel S. Donnelly

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

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

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

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

Tier Structure

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

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

DM Information

This tournament revolves completely around one of the new merchant houses in Ravens Bluff, missing young lovers and the Temple of Sharess. It starts innocently enough but will develop into a truly terrible horror, as the realization of what has been happening becomes known. What the people of Ravens Bluff do not know, is that the merchant house and the Temple of Sharess associated with the merchant house is not truly associated with Sharess. Only the very high ranks of the temple and the merchants understand the truth. The truth is that the temple is dedicated to a lower planar

being referred to as The Dark Maiden. The maiden resides in Baator and she grants her followers her own type of magic. The price is fairly high, their souls. However, by the time most are required to make the sacrifice they have really no choice in their actions.

During this tournament, the PCs will begin by being approached by a normal citizen of Ravens Bluff in the marketplace. The citizen's boy (girl) friend has left them and gone to the Temple of Sharess. It isn't fair and they know that the ex-lover would not have left if the priests of Sharess had not used their foul charms to capture them. The module is broken out into the following encounters:

Introduction:

The PCs are shopping in the marketplace and start in the tent of one, "Akbar Silversmith" who has a number of wondrous silver items for sale. It is here that either Selia or Samson, depending on the DM's preference or the make-up of the adventuring group, approaches them.

Encounter One: Visual Inspection

The PCs might want to scout out the Temple area, the home of Selia/Samson or the neighborhood of the temple or home. All the details of these locations are listed here. The inside of the Merchant House is also listed here.

Encounter Two: Neighborhood Watch

The PCs might ask about and there are four neighbors that may be interacted with. They are:

- Betty – an older lady who spends a lot of time gossiping and watching the streets.
- Herman – an undertaker. He works at night and has a good bit of information about the temple from his coming and goings.
- Argron and Johnny – two young lads who play in the streets. They have a lot of stories about the temple some of them true and others just exaggerations. The children also are a source of information for the temple about anyone asking about the temple or the merchant house.
- Sapphire – a lady of luxury that worships at the Temple. She has not learned any of the dark secrets but has a few pieces of information and is the key to being invited back later for an evening ceremony.

Encounter Three: The Merchant Watch

This is an optional encounter where the Merchant Watch will confront the PCs if they have been overly rough with any of the NPCs or have been caught attempting to break into any of the local buildings. It is also possible that the PCs might look for the watch on their own.

Encounter Four: Magical Scrying

Another Optional Encounter. If the PCs attempt to magically scry the offices and the Temple then this encounter holds all the information and problems that they could possibly confront.

Encounter Five: City Offices

Yet another optional encounter. The PCs might attempt to gather more information about the merchant house or the Temple. There are two particular offices that are significant, the Merchant Guild and the Clerical Circle.

Encounter Six: Inside the Temple

There are a number of ways to get into the temple. The temple is in the back of the Merchant House and is not open to the public. It is possible that the PCs might convince someone in the merchant house to allow the PCs to see the inside of the temple. The inside of the temple is detailed here in both the non-ceremony environment and the ceremony environment. If the PCs come as part of the ceremony, perhaps as the guests of Sapphire they will be able to witness the conversion of the boy (girl) friend into the priesthood of the temple.

Encounter Seven: The Inner Temple

If the PCs remain until the end of the ceremony, they will have a chance to notice a number of clergy heading down a previously unknown stairway with the new clergy mindlessly following behind. If the PCs follow then they will have the opportunity to discover the true temple and the dark secret that it holds.

Conclusion: Finale??

The conclusion is variable depending upon the PCs actions. Their actions might be different than what I as the author have imagined but in this section is the conclusion if they simply report that the lover has joined the temple and is happy and the conclusion if they find out the dark secret about the temple and merchant house.

Players Introduction

It is a wonderful morning in Ravens Bluff, just a hint of clouds dotting the sky. A number of merchants had made their way into the city last night and this morning the square is crowded as people are coming from all over the city to see their wares.

Although many have interesting items, the most interesting by far is a small tent with a huge man guarding the entrance. He stands with hands crossed over a huge scimitar, "The tent of Akbar the Silversmith, wondrous items from distant lands!", his voice booms into the square. Many are trying to enter

the small tent, but the guard limits the entry. Finally he motions you to enter.

Allow the PCs to describe one another at this point. This is indeed the tent of Akbar. However, the inside of the tent is much bigger than that which appears outside in the merchant square.

Akbar, hm F5: Int Above Average; AL NG; AC 9; MV 12; hp 31; THAC0 16; #AT 1; Dmg 1d4; SA nil; SD mind blank; MR nil; SZ M; ML 13

Zim, hm F12: Int Average; AL LN; AC 5; MV 12; hp 122; THAC0 3; #AT 5/2; Dmg 2d10 + 10 (great scimitar +2); SA nil; SD nil; MR nil; SZ M (6'8" tall); ML 17

Akbar and Zim have worked together for years. Zim is indentured to Akbar but would consider themselves friends if he was not a servant. Akbar has even learned a little about being a warrior in their years together.

Akbar is more than willing to trade with the PCs. He does have a number of very unique items as well as your normal everyday silver items. The unique items and their costs are listed below.

TOURNAMENT COORDINATORS: If you want to limit the unique items to one or two per table that is fine. I have included a large number here just for that purpose. That way, the item is unique for your area. There are too many items to include them all and finish the event.

1. *Silver Comb* – This wondrous comb was purchased from a water genie. The genie's name was Sealista and she ruled the Sea of Pearls in a far distant land. The comb is made entirely of silver and is set with three very large pink pearls. It has a value of 7,500 gp and Akbar is asking for either 10,000 gp or 5,000 gp in magic items.
2. *Silvered Shell Fan* – another item purchased from Sealista. This fan is not entirely silver, it is actually a very thin, airy shell strengthened with thin strips of silver and glazed with crushed pearls. It has a value of 6,200 gp and Akbar is asking for either 8,500 gp or 4,000 gp in magic items.
3. *A Silver Dagger with a Ruby Hilt* – this dagger was once a prized possession of a distant sheik. The sheik once claimed that the ruby was the eye of an efreet that he once destroyed. Many disputed the claim, however, the story is that an one-eyed efreet murdered the sheik and burnt down his palace. The dagger is considered +2, however, it is possible that there is a curse along with it. The dagger is worth 4,500 gp although Akbar is asking for 8,000 gp in magic items ONLY. DM NOTE: There is a

curse that is detailed on the certificate. Akbar is not aware of the details, thus only at the end of the event should the certificate be given to the PC.

4. *Silver Pin (Fish)* – this silver pin has small green emerald eyes. The pin was found on the shore of the Great Sea without sign of any shipwreck. It has no indication that it has ever been underwater although it does have a slight green stain on the back of the pin. The pin is valued at 750 gp but Akbar is asking for 2,000 gp.
5. *Silver Thread* – yes, Akbar has a large spool of actual silver threads. There is enough thread to create cloth up to 3 feet square. That is enough for a shirt or a number of handkerchiefs, etc. The trick is that the weaving/tailor skill of anyone working with the thread must be made at half and the item takes 3 times as long. If it is made any quicker the check is made at 25% of normal. The thread has value of 10,000 gp but Akbar is asking 15,000 gp or 7,500 gp in magic items.
6. *Silver Feather Quill* – this silver quill is shaped like a feather and is very light. It has an insert at the base that can accept an actual quill. The quill was fashioned by Akbar for a high priest of Denier who unfortunately disappeared one evening before the quill was finished. Since he had received an initial payment, he is selling the quill for ONLY 1,500 gp. The quill is valued at 2,250 gp.
7. *A silver necklace of bells* – This necklace is made of sturdy silver with a dozen small silver bells attached. The bells ring as they move and they have a delicate sound like faerie's dancing in the winds. In fact, Akbar will tell the PCs that he designed this for an elven priestess who claimed to have danced with the fairies. She continued to work with him changing the tone and shape until this design was completed. She picked up the necklace but was never seen again. The necklace has a value of 8,500 gp due to the size of the work and Akbar is selling it for 20,000 gp although he will sell for 8,500 gp to any elf.
8. *Set of Silver Goblets* – made especially for Ravens Bluff they are all engraved with a number of symbols: Raven, Moon, a Tower, and a Harp. They symbolize the city, the temple of Selune and the festive nature of the city. There are four goblets and they are only sold as a set. The set is worth 500 gp and Akbar is selling them for 800 gp.

Once the PCs finish haggling over the items, continue with the following. First you should decide whether you want to use Samson or Selia. It is up to you as to which you wish to use but please consider some of the following issues:

- The gender distribution of the PCs;

- Any swashbucklers in the party (NPC should be of opposite gender).

Samson, hm F0: Int Very; AL LN; AC 10; MV 12; hp 4; THAC0 21; #AT 1; Dmg by weapon; SA nil; SD nil; MR nil; SZ M (6'1" tall); ML 10.

Girlfriend's name is Isabell

Samson is a gentle boy of 17 years of age. He is engaged to be married next month to Isabell who has disappeared. He is an apprentice scribe and is doing okay for himself but he does not know what to do about Isabell.

Selia, hf F0: Int Very; AL LN; AC 10; MV 12; hp 4; THAC0 21; #AT 1; Dmg by weapon; SA nil; SD nil; MR nil; SZ M (5'6" tall); ML 10.

Boyfriend's name is Isiak

Selia is a beautiful girl with dark hair and dark eyes. She has perhaps a hint of gypsy blood in her. Dressed very conservative she has just started her own dressmaker's shoppe. Madam Coth helped her get her start and does not mind at all the competition since Madam Coth sees the Vistani in her. She was engaged recently to Isiak who was going to help her with the shop. They were very much in love and very happy until now.

Akbar's shop is still empty, as a young (boy/girl) walks in past the guard. "Are you adventurers? Might I ask you to help me with a problem? You see, I think someone has broken the law and has stolen something of great importance to me."

Akbar motions towards the door and the (boy/girl) shrugs and leaves making towards The Crescent Moon Inn, a quiet tavern nearby.

We are not going to assume that the PCs are going to follow. If they do not, then they save themselves the trouble of trying to survive another Donnelly module. If they do continue with the following text:

The (boy/girl) sits down as a halfling waiter brings a cool glass of apple cider. "I am so glad you joined me, I really did not know what to do. You see I am engaged to be married. However, my fiancé has disappeared. No, that's not exactly true. I know where they are. They have been kidnapped by the Temple of Shares!"

The PCs are sure to have some questions use the information from above and the information below to answer the questions.

- *How do you know they were kidnapped?*
They would never have left me. Besides you know how those Sharesians fascinate their victims.

- *How do you know they went to the Temple of Sharess?*

They told me yesterday morning that they had met a wondrous group of people at the Temple of Sharess and were considering joining the temple. It was very out of character and I was suspicious when they never returned that afternoon.

- *Did you go to the Temple to see them?*

There are two temples in the city. One is part of the Infernal Hall and they told me some very rude things but denied having my fiancé inside their temple. In fact, they did not seem very organized at all. The other is part of the House of Desires. The woman there showed me around the temple but told me that the clergy and their identities were none of my business. She was very nice then turned rude.

- *What can you pay us for looking into this?*

I don't have much, I can give you what I was saving for the wedding. (75 gp)

- *What did your fiancé look like?*

Give the PCs Handout A.

The PCs might be considering whether it is worth their time. It is up to them. Some PCs might decline the adventure at this point. That is okay. If the character would not help the person then allow the other PCs to find help (a replacement PC of the players) if anyone knows any of the players other PCs. Some PCs won't work for basically anything.

There are also a number of PCs that are very lawful and might wonder if they should be investigating this. Any *detect evil* or *detect lie* will indicate that they believe that everything they say is absolute truth and strongly believe that their fiancé would never leave them. Someone who can use the *augury* or *hammer of Tyr* spell to get further information will be able to determine only that magic has been cast unknowingly upon the fiancé.

Selia or Samson will give an address of 125 O'Kane Way as where their shop is. When the PCs have discovered the fate of their loved one, then they can find them at that address.

The PCs should be ready to investigate now. Here is a summary of the encounters and what is found in each one.

| Encounter | Summary |
|------------------|--|
| One-A | Physical investigation of the Infernal Hall |
| One-B | Physical investigation of the House of Desires |

| | |
|---------------|--|
| One-C | Physical investigation of Selia/Samson's home |
| Two | Speaking with Neighbors near the House of Desires – ONE-B REQUIRED FIRST |
| Three | Speaking with the City Watch in the neighborhood of either temple or the home of Selia |
| Four-A | Magically Scrying of the Infernal Hall |
| Four-B | Magically Scrying of the House of Desires |
| Five-A | The City Offices of the Merchant's Guild |
| Five-B | The City Offices of the Clerical Circle |

Encounter One: Visual Inspections

One-A: Outside Infernal Hall

A medium sized building clearly states Infernal Hall as you look around the neighborhood. It is fairly quiet at this time of day and only a couple of people can be found moving about.

The PCs can talk to anyone in the streets. Use a couple of different NPCs if they wish. The neighborhood has a number of urchins, dockworkers and is home to a number of city watch members. They all know a little about The Infernal Hall, which is summarized below:

- The Hall is not very well attended, only a couple of clergy and a few followers.
- No one has seen anything illegal going on, and there has never been an incident at the Hall.
- They do not recognize the description of the fiancé.

If the PCs want to enter the hall the Cleric in charge of the temple is named Moar (MO are) and he will give them a short tour of the Hall proper. It is fairly small and there is not much to see except for a dozen very nice pieces of sculptures depicting Sharess in various poses. All of them have a common theme, pleasure!

Encounter One-B: The Outside of the House of Desires

The House of Desires stands prominently near the North Gates. It is a large structure of three stories. It's face is littered with windows although the sides and back of the structure remain windowless. The only entrance seems to be the front door and the windows in the front of the structure.

There is a very upscale neighborhood around the merchant house with other smaller merchants having set-up shop in nearby buildings.

The PCs might want to search around the House of Desires that is allowed, although it does take 1d6 minutes to search a 10-foot section of wall. The building is 110' by 70' in dimension, and is 45' tall. If the PCs search the building visibly for over 30 minutes go directly to Encounter Two the Merchant Watch.

There are no secret entrances or exits that can be found, thus searching is without gain. However, the PCs will identify a number of people about in the neighborhood as long as they walk completely around the building. There are:

- Two young boys playing in a nearby tree.
- An older man working in his garden.
- An old woman who knits on her porch who scowls at the PCs as they walk by her house.

If the PCs want to go into the Merchant Offices continue with Encounter Six.

Encounter One-C: Selia/Samson's Home

The PCs will be able to determine that the couple did live at the same residence. They were both "adults" and shared the expenses of the building. If they want to search the area they will be able to find the following clues to the mystery:

- Any of the neighbors can be spoken to, there are three available when the PCs come to call. Judy is a bartender at a nearby tavern and she really liked them a lot. She had not heard of any stories about Sharess until the disappearance. Job & Carmicha are a married couple that works a small glass making shop in town. They did not know the "kids" very well but really thought they would make a great couple. Bowser, a dwarven "alesmith". Bowser will talk all day about his ale. He makes all types and knows that someday the perfect ale will be his to create. He has twelve different ales that the PCs can try although he does not have any set names for all of them yet. The ales and descriptions are in Players Handout B.
- Almost all the missing person's clothing is still in the house. Although a few articles are missing 95% of the clothes are still here.
- Anything else that the PCs are looking they can find, although everything is though if a young couple was planning a future and one of them disappeared.

Selia or Samson will show the PCs around if they want and be happy to introduce them to neighbors or show them anything. They are just truly happy to get someone to help them out with the investigation, let alone some of the city's famous adventurers.

Judy, hf R2: Int Above Average; AL LN; AC 9; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA nil; SD hide in shadows 45%, move silently 35%; MR nil; Charisma 12; SZ M (5'4" tall); ML 11.

Raven-haired with bright blue eyes, Judy is a bartender that brings back the customers every night.

Job & Carmicha, human F0: Int Average; AL LG; AC 10; MV 12; hp 3; THAC0 21; #AT 1; Dmg by weapon; SA nil; SD Job is +1 while defending Carmicha; MR nil; Charisma 13 & 12; SZ M; ML 13.

A couple in their late thirties who are very happy. They wear the holy symbol of Lliira prominently on a gold chain around their necks.

Bowser, dm F4/T5: Int Very; AL LG; AC 10; MV 9; hp 48; #AT 1; Dmg 1d8 (battle axe); SA nil; SD nil; MR +4 to all saves vs. magic; SZ M (3'9" Tall); ML 16

Encounter Two: Speaking with the Neighbors

Again it is necessary for the PCs to have looked around the House of Desires before coming to this encounter. It is the only way for them to have seen the different people about.

Two-A: Herman (gardener)

Herman, hm F1: Int Average; AL LN; AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg by weapon (currently spade 1d4); SA nil; SD nil; MR nil; SZ M (5'8" tall); ML 11

Herman is one of the undertakers in the city, he also loves to garden. He does okay with plants but it is his love of digging and tending to the plants and grasses and dirt that makes him happy. He joined the Ravens Bluff army during the war and although he was already 38, he survived, although he did have some close calls. He earned the Medal of Valor and has a fame rating of 3 to anyone in the army during the war.

He has forgotten all about that time and will be very embarrassed if someone remembers him as a sergeant. He has gone back to his normal life and hopes everyone else will too. He is willing to talk to the PCs, as long as they stay out of his light so he can work in his garden. Any magical assistance to his garden will be

appreciated although he will not ask for any. He can tell the PCs the following pieces of information about the House of Desires.

- The house is fairly busy during the day, it seems that they import a number of items that are not typical for the Vast. Most of the business is to other merchants, not to individuals.
- He isn't often here at night, as he tends to be working, but he sometimes sees very audacious men and women coming and going from the building upon his return from the graveyards. (He works for a number of nobles keeping their graveyards neat.)
- He doesn't have a "problem" with the men and women, however, he was once propositioned, and he was considering joining a young lady for dinner one evening until she found out what he did for a living then she left.

Two-B: Argron and Johnny (children)

Argron, half-orc male age 5 F1: Int Low; AL CG; AC 9; MV 12; hp 7; THAC0 19; #AT 1; Dmg 1d6+1 (branch); SA nil; SD nil; MR nil; SZ M (4'2" tall); ML 14

Argron is a young half-orc although he looks to be about the same age as Johnny, he is actually much younger. He is very protective of Johnny and the tree itself, which Johnny likes. He is a bit of a wise-ass making wisecracks at the PCs. He is however very likeable.

Johnny, hm D0 11 years old: Int Very; AL NG; AC 10; MV 12; hp 3; THAC0 21; #AT 1; Dmg 1d3 (fist); SA nil; SD nil; MR nil; SZ 4'4" tall; ML 12

Johnny doesn't realize it yet, but he has received a calling to nature. Climbing and playing in the tree is his favorite thing to do and he does it whenever possible. His best friend in the world is Argron. They love to play together and although Johnny knows Argron is a half-orc and they are supposed to be brutish and ugly but Johnny likes Argron and will support him in all things. The two of them know the following pieces of information:

- The priestess's are very nice they speak kindly to the boys and have brought water for Johnny's tree.
- Most of the priests and priestess don't leave nearby, although the boys know that Sapphire lives nearby.
- Sapphire is a priestess who goes to the temple every night. She has even brought the boys to the ceremonies. They were fun, although she had to explain parts of it later to the boys.
- The boy's mothers don't approve of the Merchant House but the boys did not tell their mothers about their trip to the temple.
- They are not sure but they think they saw the fiancé going into the temple last night.
- The Temple lives to make people happy, they were each also given a special medallion to indicate that they had been here.
- The medallions are depictions of Sharess on one side and a strange symbol on the reverse. The symbol is that of a dove resting on a silver sphere.
- The Temple summons angels and devils during its ceremony, which dance about the temple. (True, but most of it is an illusion)

An additional fact is that Argron has been to the temple often and keeps his ears open on behalf of the temple. The key is that if the PCs tell the boys anything about their investigation and give him a chance to speak to the temple, they will know the PCs are coming and be a little better prepared for them.

Two-C: Betty (woman on the porch)

Betty, hf F0, 62 years old: Int Average; AL N; AC 11; MV 6; hp 1; THAC0 22; #AT 0; Dmg nil; SA nil; SD nil; MR nil; SZ M (4'4" tall); ML 6

Betty is the neighborhood snoop. She has nothing left in her life but the stories in the neighborhood. Her last son died in the war although he died a hero and the city gave her the 1,000 gp reward he earned and he had sent her over 5,000 gp that he found during the war. Her son was named Yomar and was a member of the 2nd Battle Dogs, 5th Pack. She is in fact a retired Knight of the Hawk. She has lived in this area for a while and recently was reactivated to keep an eye on the Temple. She knows the following pieces of information:

- The Merchant House closes its doors and the Temple opens about one hour after sundown.
- The merchant house deals only with other merchants, they don't want to hear from individuals. Of course they make an exception for Lords of the City. She has seen a number of Lords entering the building.
- Most of the "clergy" (she says with spite) spend the day obtaining goods for services done. They are always receiving bread, wine, food, and clothing from other merchants, although they never send any goods to these merchants.
- Only one of the clergy lives in this area. Sapphire, one of the working girls. She supposedly works at the Merchant House but rarely works more than a couple of hours each day.

- The place is despicable, they have even brought young children to their “services”. She will mention both Argron and Johnny.
- The fiancé has definitely been at the temple. They showed up a couple of nights ago and showed up last night with a handful of clothing. Betty has not seen them leave.

You can make up any other stories you want since Betty will be sure to have some story even if it is not true.

Two-D: Sapphire

It is necessary for the PCs to have gained Sapphire’s name and address from either the kids or Betty.

Sapphire, hf age 19 P6 (Sharess): Int Very; AL LN; AC 6; hp 40; THAC0 18; #AT 1; Dmg 1d6+1 (*flail +1*); SA spells; SD *fascinate 1/d*, spells; MR nil; SZ M (5’2” tall); ML 13; Charisma 19; Hair Red; Eyes Deep Blue with hints of violet.

Spells Remaining: *command, cure light wounds, hold person,*

The address given you is that of a small two-story townhouse. The home is made of brick and the door is answered by a lovely red-haired woman wearing a very small silk robe that hides very little of her ample body. “Yes, may I help you in any way?”, she asks looking each of you over equally.

She will invite the PCs into the house, she is in the process of cooking up a grand meal which she plans on bringing to the temple that evening. She loves to cook and gets a great pleasure from the act of cooking so she spends a great deal of time either cooking or spending time with cooks.

Her home is very neat and clean, definitely not the type a criminal might use. Sapphire is not stupid, but she likes to have fun and the Temple allows her to enjoy herself. She will debate the edicts of the temple with the PCs but only if the conversation remains friendly. If the PCs doubt her version of the temple she will invite them to join her as her guest at the services that evening. There are a number of requirements that she will list for the PCs, Player Handout C.

You can flirt with any good-looking PC, Sapphire is a healthy girl and enjoys having fun in many ways. Some of her other hobbies besides cooking are dancing, writing music and hiking.

She will verify that the fiancée is indeed at the temple and in fact, has decided to take their vows and join the priesthood this evening. Thus, if they “join” her this evening they can verify that the person is doing it of their own free will and see how much fun the

ceremonies are. Any questions about the ceremony will be answered with, “wait until tonight darling.”

Encounter Three: Speaking with the Watch

It may be necessary for you as the judge to bring in the city watch, or the PCs might look for them on their own. NOTE: In the merchant’s district, the city watch has a specialized group that is nicknamed the Merchant Watch. None of the PCs are actually part of this watch it is all watch members that are getting paid by both the merchant’s guild and the city watch group. The watch is very loyal to the merchants and very watchful in their area. Below is a sample watch patrol that the PCs might run into. NOTE: This is not tiered, if the PCs are being stopped and they fight then they will have to deal with the same guards.

Greminia, hef F7: Int Above Average; AL LN; AC 3; MV 12; hp 56; THAC0 12; #AT 2; Dmg 2d4 +3 (bastard sword); SA nil; SD 30% resistance to sleep and charm; MR nil; SZ M; ML 12

Greminia is the leader of the patrol and is very loyal to the merchant’s guild. She has very short cut black hair and gray eyes. Her troops are well trained and disciplines and she will accept very few excuses.

Merchant Watch Patrol (8), hm F3: Int Average; AL LN; AC 5; MV 12; hp 25; THAC0 17; #AT 1; Dmg 1d6 +1 (spear); SA nil; SD nil; MR nil; ML 11

If the PCs have caused problems the patrol will be attempting to arrest them and bring them to the magistrate. Roll a reaction roll for the PC doing the most speaking. Modify the roll as stated below and check the chart. If the result is Friendly or Neutral then they will allow the PCs to speak about why they should not be arrested, but if the facts remain that:

1. There were laws broken by the PCs against any of the merchants, or
2. The PCs story conflicts directly with that of the merchant, or
3. The PCs are confrontational with any of the merchants or citizens in the neighborhood.

The watch knows only that the temple has been very busy and that the laws of the city just like any other person protect them. There have been a few problems, but no more than, say, the Temple of Tyr.

Encounter Four: We are Looking

Nobody respects privacy anymore and we doubt that the PCs are any different. It is quite possible that they use magic to scry into either of the two temple structures. What they find is detailed here. A lot will depend on how they scry or use divinatory magic.

Encounter Four-A: Infernal Hall

The Infernal Hunt club is quiet most of the time. Using *clairvoyance* to look in will show that there are two clergy cleaning the hall and an administrator going over the books. Divinatory magic will reveal any of the information found in the earlier descriptions of the hall and perhaps any of the following answers:

- The clergy worship Sharess in her huntress aspect.
- The lost lover is not in the building.

Encounter Four-B: House of Desires

Magical probing of the House of Desires is not that easy. Both the merchant house and the temple are protected with wards from intruders. The wards extend out from the temple altar. Magical scrying will allow the PCs a glimpse of the inside, not that different than that of the Infernal Hall, but no details will be able to be discovered about the merchant section of the building or the dormitory above the building.

Divinatory magic may reveal this as well. Also, the following pieces of information might be gleaned from the gods or outer planes.

One Special Note: If a wizard decides to cast *contact other plane* and goes to the Abyss for a speaker of at least 22 Intelligence they will be able to get the additional portions that are in italics, but only if they ask the correct questions.

- The Merchant house sells rare goods, pleasures of all imaginations – *they have a deal with a baatezu to provide additional trade goods.*
- The symbols and icons are consecrated to Sharess.
- The lost lover is in the temple structure.
- There are no secret passages in or out of the temple.
- There are a total of 21 priests and priestesses associated with the temple – *they have allied themselves with the hated baatezu.*

The PCs should be ready to investigate now. Here is a summary of the encounters and what is found in each one.

Encounter Five: Visiting with the City

The PCs might want to look into the official licenses for either temple. There are two logical places for them to look. The Merchant's Guild and the Clerical Circle. Those are detailed on this page.

Encounter Five-A: Merchant's Guild

The Merchant's Guild has obviously benefited from the wealth of its members. The thick varnished doors swing back gracefully and a guard escorts you to the office of Arvin Kothonos, the Guildmaster of the Merchant's Guild. Sitting at a desk in the room is a young blonde human. She looks up smiling from what appears to be a number of invoices. "Oh great, visitor," she says enthusiastically. "What can I do to help, my name is Sallima."

Sallima, hf B1: Int Very; AL NG; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA nil; SD nil; MR nil; SZ M; ML 8

Sallima is the receptionist, administrator, sage and general nice person that the PCs will meet if they go to the offices of the Merchant's Guild. She is fairly young and very enthusiastic about her job and life in general. The papers she is reviewing are the invoices from the latest caravans. She is referencing them to tax documents prepared by Vernon Condor. She reports directly to Arvin Kothonos and he leaves many of the decisions up to her. Arvin is not currently in the office but the 22-year old will be glad to help. She is blonde and fairly attractive (14 charisma), but is also very intelligent. She can help the PCs out with their investigation relaying the following pieces of information:

- She knows that the House of Desires recently was awarded a permit to sell magical devices in town.
- There was a very lengthy disclosure form that they had approved since they did not want to be held responsible for any items used by their owners.
- There have been no reports of problems with the merchant house, brought to the Merchant's Guild.

Encounter Five-B: Clerical Circle

The door to the clerical circle is opened by a stout dwarf wearing monk's robes. Silently, he gestures for you to enter and leads you into the large marble building. You pass rows of scribes and officials reviewing petitions and documenting the different religions in town. An entire room of demi-humans

seems busy at work cataloging all the appropriate deities. Finally, you are lead into a solid mahogany paneled room, in which sits a lone elf.

“Yes, thank you brother.”, the elves sing-talks as the dwarf leaves the room. “Now, how today may we assist such fine people?”

Jasper, em P(Sp)4 of Hanali Celanil: Int Exceptional; AL CG; AC 7; MV 12; hp 24; THAC0 18; #AT 1; Dmg by weapon; SA spells, *friends 1/d, charm person 1/d*; SD 90% resistance to sleep and charm; MR nil; SZ M (4' 10"); ML 12; Spells Remaining: *command, cure light wounds, endure cold*

Jasper is the current administrator on public service duty. He does actually sort of sing his words--ALL OF THEM. He does appear perfect in every way and he is always happy as he is in love with all of life. He can tell the PCs the following pieces of information. He does not charge for the information but will need to be made happy. It is difficult for him if there is a dwarf or clergy of Sune doing the questioning.

- If asked about the clergy of Sharess, he knows that there are two temples in the city, one that venerates her aspect as a hunter which he truly does not mind since it is hunting. The other worships the lustier side and he has a real problem with the pursuit of lust and not love. He will go on about this subject if the PCs allow him too.
- Both the temples were started about the same time, however the lust worshippers have definitely gained a great many followers recently.
- All their approvals are in order, and although neither one are on the short list to become a civic religion, they are both approved by the clerical circle.
- If asked which deities are on the short list he will only give an answer if the PCs have been extremely nice up to this point: “Well, the short list has Lliira, Kelemvor; not two deities you would ever put on the same list normally; as well as Vulkur and Shaundakul.”
- If told that the House of Desire is doing summoning of outer planar creatures he will say, “They definitely do not have permission to do such things. However, they have told the clerical circle that they use a great deal of illusionary magic in their ceremonies and that was approved by the circle.”

If the PCs want to see anyone else, Jasper will tell them the council member on duty today is from the Temple of Tempus and he believes that the priest is not in the building, having left to inspect a number of troops that were going to be chasing the goblins and orcs that have been wandering the area.

Note: The elven deities do not have a place on the Clerical Circle, but their priests help out sometimes. They hope that through patience they will eventually gain a seat for their religions.

Okay, now the fun really begins. This is where the PCs decide to go into the House of Desires, either on their own during the daytime, or at night in the company of Sapphire. Of course, they could possibly try to sneak into the structure, it is not an easy task but one that is possible to accomplish. If the PCs have a good plan give them a chance.

Encounter Six Inside the Temple

The House of Desire is a large four-story building near the North Gates of the city. The inside of the shop is fairly sparse, only a few displays with different goods from around the realms. It seems that they have a few specials this week.

Give the PCs Players Handout C. Then continue the text below:

A very good-looking man sits behind a small counter. “Ah..I see you like that. We had it brought in directly from the sultan of Hiyal himself. He had not use for the number he owned so we purchased them for the rest of the Realms. My name is Jean-Sereal, so what else can I show you today?”

Jean-Sereal is a member of the clergy of Sharess. He loves to sell. It gives him great pleasure to make transactions. He was once a priest of Waukeen but when his god disappeared, he found Sharess and not Lirra who held the portfolio for Waukeen.

Jean-Sereal, hm P6 of Sharess: Int Very; AL LN; AC 10; MV 12; hp 36; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA spells, *fascinate, charm person*; SD nil; MR nil; SZ M (5'9" tall); ML 14.

Spells Remaining: *command, cure light wounds, hold person, sanctuary, enthrall*

The different items that the House of Desire has for sale are listed in the back of the appendix as **Players Handout** and **DM Item List**. No magical items are available.

After business is concluded, the PCs will have a chance to go inside the temple, if they can convince Jean-Sereal to allow them to enter. If it is morning or early

afternoon that is not a problem he will give them the tour of the building. If it is late afternoon, he will apologize as there are services that evening and the temple is being prepared. Remember the PCs will not be allowed to be ARMORED or have visible WEAPONS out in the temple of Sharess.

Inside of the Temple:

You can use the following description for either a tour with Jean-Sereal or later in the evening with Sapphire. If it is evening there is a second section that describes the ceremony at the far end of the temple. The front of the temple is the same no matter which NPC is escorting the PCs and they will both tell the same tale to the PCs in regards to the sections they travel through.

You are escorted back beyond the merchant house into a large hallway. The twenty-foot hall has paintings and statues all along its length depicting Sharess in many of her most provocative poses. There are two rooms halfway down the 40-yard hallway, one on each side on the hall. Both have bars on the door, "Those are two of our temple members. Unfortunately, they both like to hurt other people. They get the greatest pleasure from inflicting pain, however, we are trying to determine other ways that they can express themselves and enjoy themselves without causing others problems."

Two pair of rough hands grasp at the bars to the cells, as your guide leads you further down into the temple proper making sure you understand all the events and ceremonies depicted on the walls and artworks.

The PCs might be concerned over the men behind bars. If they speak to them the men will not want to leave saying that they are getting better and they are finding new pleasures, they will it only takes time.

The temple itself is a large domed chamber with pillars around its circumference. A raised area extends from the far side of the temple which is curtained off. A few tables of food and wine sit ready for the evening celebration. "As you can see, we have built the temple in the hopes of growing its size. The dome is forty feet high and is supported by only the 36 columns around the area. It really was a work of art what the builders accomplished."

If it is daytime, this is as far as Jean-Sereal is willing to lead the PCs. They can look around from here, but he will ask them not to go in any further. If they insist he will immediately ask them to return, finally blowing a watch whistle if necessary.

However, if it is night and Sapphire is with the PCs you can continue with the following text:

The temple is not empty as a number of worshippers enjoy themselves in the temple proper. You are offered food and wine as many take pleasure in making others happy. The ceremony seems to go on all about you with no one taking particular notice of your presence.

Okay, it is time to talk about morals. There are definitely activities going on in the temple that are morally against many players' and PCs' moral codes. It is not necessary to graphically describe them, especially given the fact that young men and women play tournaments in the RPGA. However, if a player at a table of adults asks if there is morally depraved activity going on the answer is a definitive yes. You can role-play this without sinking to the moral level of the reality of the temple. Have NPC men and women approach the PCs asking them to join them for some wine or food or any mundane type of request. It is up to the players to know what is actually being asked. It will not hurt us to remain above that level for this tournament.

Role-play with the players for a while, use Sapphire if you wish, she wants to bring a PC around to taste all the delicious food being served. After a while, someone will ask if they see the lost lover. At the beginning the answer is no, however when you are ready the lost lover will be revealed in the text below.

You have watched the over indulgences of pleasure for about 15 minutes when the curtains to the extended area are opened. Four men stand at guard as two female priestess's stripped to the waist stand before an altar. Your missing lover stands expectantly before them. "Who comes before the goddess, in the hopes of joining her temple and the pleasures found in her service?", the priestesses chant.

No boxed text scenes here. If the PCs want to try to peacefully interrupt they may. The lost lover will listen as long as the PCs have not physically assaulted anyone. The lost lover really wants to join the church. They felt that they never had a purpose besides their fiancé's purpose and then they found the temple. They are truly happy here and can feel the invigoration of purpose in themselves. If the PCs detect magic, only the altar and the holy water font will detect as magic, the lost lover is not ensorcelled. Remember that they are not supposed to have any weapons when they come in to the temple. We know they probably do but that is okay. If they do not stop the lost lover continue with the following otherwise skip to the next section. Physically removing the lover is not acceptable and will bring a volley of hold persons against the PCs. They will be

physically removed from the premises and you can continue with Conclusion-A. The same will go if they try to bewitch the lost lover with magic. The fact is the only choice they will have that will not start a fight is if they allow the lost lover to complete the ceremony.

Without hesitation your quarry steps up to the altar and placing their hands upon it states, “I (fill in the name) do beseech the lady to find me acceptable for boundless service in her name. May the pleasures I share bring pleasure to the Lady.”

If the PCs do begin something in the altar area, then use the following statistics for the worshippers. Remember that if the PCs kill anyone, they will be brought to the Merchant Courthouse. If this is the case go to Conclusion-B.

Worshippers (16), human F1: Int Average; AL LN; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d3 (fist); SA chance of knock-out; SD nil; MR nil; SZ M; ML 10

Clergy (8), human P4 (on average): Int Very; AL LN; AC 8; MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d3+1 (fist); SA chance of knock-out; SD nil; MR nil; SZ M; ML 16; Spells Remaining: *command, cure light wounds, hold person, hold person*

The temple guards and two priestess are actually baatezu. They are protected from ALL forms of divinatory magic while in the temple, that includes *truesight, detect evil, know alignment* etc. They have taken the shapes of normal humans but I will list their actual statistics below:

Temple Guards (4) (actually spinagons): Int Very; AL LE; AC 4; MV 6, FI 18 [C]; HD 3+3; hp 25; THAC0 17; #AT 1; Dmg 1d6 (military fork); SA flame spikes; SD see below; MR 15%; SZ S (3-feet tall); ML 10

Normally the spinagons appear as small gargoyle creatures. In this form they wear a cloak with flame-like designs which fire off the cloak at the PCs. In combat they can each launch up to 2 of these spikes each round up to 12 total spikes. The spikes burst into flame when launched, causing flammable materials to ignite on contact. For purpose of range and damage, treat them as darts (1d3).

Although they do not have the spell-like abilities of the other baatezu, spinagons can use the following spell-like powers: *affect normal fires, change self, command, produce flame, scare* and *stinking cloud*.

They have the following resistance and immunities to attack forms:

| Attack | Damage |
|-------------------------|--------|
| Acid | Full |
| Cold | Half |
| Electricity (lightning) | Full |
| Fire (dragon, magical) | None |
| Gas (poisonous, etc.) | Half |
| Iron Weapon | Full |
| Magic Missile | Full |
| Poison | None |
| Silver Weapon | Full |

Temple Priestesses (2) (actually erinyes): Int High; AL LE; AC 2; MV 12, FI 21 [C]; HD 6+6; hp 50; THAC0 13; #AT 1 or 2; Dmg lasso (*rope of entanglement*) or by silver sphere (sphere damage listed below); SA *cause fear, charm person*; SD +1 weapon to hit; MR 30%; SZ M (6-feet tall); ML 12

Erinyes can communicate through telepathy although they can speak all mortal languages. An erinyes can cause *fear* in any creature that looks upon it. In this case they will motion for the PCs to leave this “holy” place and if the fear takes effect it will seem as if they do.

They can also charm anyone that they look upon within 60-feet, even if the victim is not looking at them. All saves vs. the charm are at ½ current level. They can only charm one person at a time. In addition they have the following spell-like abilities: *advanced illusion, animate undead, charm person, infravision, know alignment, suggestion, teleport without error, detect invisibility, invisibility, locate object, polymorph self* and *produce flame*.

They have the following resistance and immunities to attack forms:

| Attack | Damage |
|-------------------------|--------|
| Acid | Full |
| Cold | Half |
| Electricity (lightning) | Full |
| Fire (dragon, magical) | None |
| Gas (poisonous, etc.) | Half |
| Iron Weapon | None |
| Magic Missile | Full |
| Poison | None |
| Silver Weapon | None |

Rope of entanglement: Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle up to eight human-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as follows:

| |
|----------|
| Small ½ |
| Medium 1 |
| Large 3 |

Thus the rope can entangle up to 8 medium sized creatures of two large creatures and four small creatures.

The rope cannot be broken by sheer strength – it must be hit by an edged weapon. The rope is AC –2 and takes 22 points of damage to cut through; the same creature (not the one entangled) must inflict all damage. Damage under 22 hit points repairs itself in six turns (one hour).

Again, in front of the other worshippers if the PCs cause a fight to occur, the priestesses and warriors will attempt to contain the fight, subduing the PCs and depositing them with the merchant’s watch.

If the PCs do allow the ceremony to continue, the text is read and there is a large celebration. Allow the PCs an opportunity to notice that the priestesses along with the new acolyte leave their sight near the altar area. A careful search will reveal that one of the columns has a secret door upon it that opens into the column. If they follow continue with Encounter Seven.

Encounter Seven The Inner Temple

This encounter assumes that the PCs have followed the lost lover down the stairs in one of the columns. If the PCs fight the erinyes above then they will not be able to find this location and even if they do it will be empty. If this is correct continue with the following text:

The stairs in the column lead down into the darkness. Descending you hear a soft delicate voice from below, “So did our visitors disrupt the ceremony?”

Peering around the corner you see a beautiful but disturbing sight. A beautiful woman with long black hair and long feathery black wings sits comfortably among cushions and gems, playing with a silver glowing orb. There are two additional temple guards at station here and one bodyguard standing with a smirk on his face. The priestesses with the lost lover stand with their heads bowed, “Nothing more than you had imagined.”

Now it is up to the PCs as to what they do. I want to stress that up to this point there has not been combat that would have mattered if the PCs were tier 2 through 4. Tier One PCs are still going to have a slight problem. This encounter is another matter. This encounter could be deadly if the PCs push the matter. Of course dead is a lot better than slaves to the Baatezu, but both are a possibility. Wise low-level parties will leave to get help. If this is the case continue with **Conclusion-C**. Otherwise continue.

The winged woman extends the silver sphere to the end of her arm, “We are not alone, please come in all are welcome.” The guards move to the side of the room as the priestesses shudder in the thoughts that they were followed.

Again, let’s wait to see what the PCs decide to do. Many will not enter, if they run then the priestesses will follow to make sure that they leave the temple completely. If they do enter continue with the following text, unless they are attacking in which case go right to the final battle.

“Yes, they followed you,” the winged woman says to the priestesses. “I am so rude, I am Ceraphane and I am an advisor to those priests and priestess in this temple. What can I do for you today? I know you must have a lot of questions, please come in and sit down, we have a lot we can talk about.”

First the statistics for the creatures in the room.

Temple Guards (2) (actually spinagons): Int Very; AL LE; AC 4; MV 6, Fl 18 [C]; HD 3+3; hp 25; THAC0 17; #AT 1; Dmg 1d6 (military fork); SA flame spikes; SD see below; MR 15%; SZ S (3-foot tall); ML 10

Normally the spinagons appear as small gargoyle creatures. In this form they wear a cloak with flame-like designs which fire off the cloak at the PCs. In combat they can each launch up to 2 of these spikes each round up to 12 total spikes. The spikes burst into flame when launched, causing flammable materials to ignite on contact. For purpose of range and damage, treat them as darts (1d3).

Although they do not have the spell-like abilities of the other baatezu, spinagons can use the following spell-like powers: *affect normal fires, change self, command, produce flame, scare and stinking cloud.*

They have the following resistance and immunities to attack forms:

| Attack | Damage |
|-------------------------|--------|
| Acid | Full |
| Cold | Half |
| Electricity (lightning) | Full |
| Fire (dragon, magical) | None |
| Gas (poisonous, etc.) | Half |
| Iron Weapon | Full |
| Magic Missile | Full |
| Poison | None |
| Silver Weapon | Full |

Temple Priestesses (2) (actually erinyes): Int High; AL LE; AC 2; MV 12, Fl 21 [C]; HD 6+6; hp 50;

THAC0 13; #AT 1 or 2; Dmg lasso (*rope of entanglement*) or by silver sphere (sphere damage listed below); SA *cause fear, charm person*; SD +1 weapon to hit; MR 30%; SZ M (6-feet tall); ML 12

Erinyes can communicate through telepathy although they can speak all mortal languages. An erinyes can cause *fear* in any creature that looks upon it. In this case they will motion for the PCs to leave this “holy” place and if the fear takes effect it will seem as if they do.

They can also charm anyone that they look upon within 60 feet, even if the victim is not looking at them. All saves vs. the charm are at ½ current level. They can only charm one person at a time. In addition they have the following spell-like abilities: *advanced illusion, animate undead, charm person, infravision, know alignment, suggestion, teleport without error, detect invisibility, invisibility, locate object, polymorph self* and *produce flame*.

They have the following resistance and immunities to attack forms:

| Attack | Damage |
|-------------------------|--------|
| Acid | Full |
| Cold | Half |
| Electricity (lightning) | Full |
| Fire (dragon, magical) | None |
| Gas (poisonous, etc.) | Half |
| Iron Weapon | None |
| Magic Missile | Full |
| Poison | None |
| Silver Weapon | None |

Rope of Entanglement: Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle up to eight human-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as follows:

- Small ½
- Medium 1
- Large 3

Thus the rope can entangle up to 8 medium sized creatures of two large creatures and four small creatures.

The rope cannot be broken by sheer strength – it must be hit by an edged weapon. The rope is AC –2 and takes 22 points of damage to cut through; the same creature (not the one entangled) must inflict all damage. Damage under 22 hit points repairs itself in six turns (one hour).

Bodyguard (actually a barbazu): Int Low; AL LE; AC 3; MV 15; HD 6+6; hp 50; THAC0 13; #AT 3 or 1 (weapon); Dmg 1d2/1d2/1d8 or 2d6 (weapon); SA Glaive, disease; SD +1 weapon to hit; MR 30%; SZ M; ML 12

The barbazu attacks with a saw-toothed glaive (2d6 points of damage and the wound bleeds for 2 points of damage each round until bound or the victim dies.) Bleeding glaive wounds are cumulative. The barbazu can attack with two claws (1d2 damage) and its wirelike beard (1d8 damage). If both claws hit, the beard automatically hits for maximum damage. Also, when the beard hits, there is a 25% chance for the victim to contract a disease from the foul attack.

A barbazu can use the following spell-like powers: *advanced illusion, animate undead, charm person, infravision, know alignment, suggestion, teleport without error, affect normal fires, command, fear* (by touch), and *produce flame*.

They have the following resistance and immunities to attack forms:

| Attack | Damage |
|-------------------------|--------|
| Acid | Full |
| Cold | Half |
| Electricity (lightning) | Full |
| Fire (dragon, magical) | None |
| Gas (poisonous, etc.) | Half |
| Iron Weapon | None |
| Magic Missile | Full |
| Poison | None |
| Silver Weapon | None |

The final participant will only take actions if the PCs attack her physically. She is still seated in the pillows watching intently the battle. She seems to be empathetically feeling all the rage and wounds and pains. The other person in the middle of all this is the lost lover who stands in a daze in front of Ceraphane. If the PCs are making an easy time of it Ceraphane will antagonize them, “bad form” and all that. If the PCs are winning handily she will claim, “well done but I expect more entertainment”, and she will gate in the four spinagons from above in the temple. If they are losing, she will offer them surrender, if they will agree to the following terms:

1. That they never communicate of this day again outside of this room here or any of the happenings inside the temple complex.
2. That they never return to this room here unless personally escorted by herself.
3. That they leave a small piece of flesh here, which will be used in a ritual against them, if they break either of the first two terms. The Price of breaking the terms will be a level lost to the plane of Baator.

She will allow them to return the lost lover, if they so wish, although she will tell them that she believes it is too late, that once they tasted the pleasures of the temple, they will be saddened by the dull lives that they used to live.

Ceraphane (unique baatezu): Int Supra-Genius; AL LE; AC -7; MV 15, FI 18 [C]; HD 15+2; hp 141; THAC0 2; #AT 3; Dmg special or by weapon; SA silver spheres, SD 9 active stonskins, see below; MR 80%; SZ M (6'3" tall); ML 17; Charisma 20.

Spells Remaining: *magic missile* (5d4+5); *cure light wounds*, *detect magic*, *summon ecstasy* x2, *augury*, *esp*, *strength*, *nap*, *undetected alignment* (Already Cast), *dispel magic* (at 16th level), *slow*, *memory read*, *lightning bolt*, *fireball*, *protection from lightning* (already cast), *spell immunity* (dispel magic), *stoneskin* (already cast), *fire shield* (cold), *phantasmal killer*, *wall of force*, *chaos*, *raise dead*, *true sight*, *commune*, *heal*, *harm*, *chain lightning* (16d6 to start), *power word stun*, *destruction* (reverse resurrection), *trap the soul*

In addition to the powerful spell casting abilities of the creature, she also has a number of innate abilities that she can use one per round, even while attacking or casting spells. This include the spell-like abilities of *advanced illusion*, *animate undead*, *charm person*, *infravision*, *know alignment*, *suggestion*, *teleport without error*, *shape change*, *vampiric touch* - 3/d (6d6 damage), *produce flame*, *invisibility*, and *danger sense*.

She does wear a number of items upon her, all unique and completely evil in nature. She has a type of *scarab of protection* that if she makes her save the expected result goes to the closest friend of the caster. She carries a *barbed whip* +4 made from the hide of a tanar'ri which causes pain for 1-4 rounds (Constitution check at -4 to act) and a *bastard sword* +5 of wounding. She wears two rings, one is a *ring of tanar'ri control* and the other a *ring of protection* +3.

She also has the following resistance and immunities to attack forms:

| | |
|-------------------------|--------|
| Attack | Damage |
| Acid | Full |
| Cold | None |
| Electricity (lightning) | Full |
| Fire (dragon, magical) | None |
| Gas (poisonous, etc.) | None |
| Iron Weapon | None |
| Magic Missile | Half |
| Poison | None |
| Silver Weapon | None |

As you can see the battle is going to be difficult if they get her involved in the fight. Fortunately, she is very content to sit back and watch the others. During the fight she will be critical of both sides offering her suggestions, while gently caressing the silver sphere.

About that silver sphere: that sphere is a sphere of experiences, both painful as well as pleasurable. If the

PCs attack her, she will first attack twice with the sphere. A successful strike does only 1d3 points of damage but requires a saving throw versus spell at -4. Wisdom bonuses do apply. Ceraphane can will the sphere to provide ecstasy or agony depending on her wishes, she can also throw it. A strike by the sphere does the same damage and requires the same saving throw. Anyone failing the save will be unable to act for 16 rounds as they writhe on the floor in either agony or ecstasy depending on her will. Each round requires a system shock to stay conscious. Anyone willingly submitting himself or herself to either form will begin to get addicted to the pleasure or pain that it provides.

If the PCs defeat the baatezu but do not attack Ceraphane continue with Conclusion-D, otherwise if they defeat both the baatezu and then Ceraphane go ahead with Conclusion E.

Conclusion-A

The temple doors are closed and guards are posted outside the temple doors. Not sooner after your expulsion, the lost lover (fill in name) exits the temple to speak to you. "I understand that you have come for me, but please allow me to follow my heart's path. I truly have had the calling. Please take this letter to fill in the name, it should explain everything. Thank you very much."

If the PCs take the letter back to their requestor, continue with the following. If they read the letter it states that the lost lover had a calling and is sorry to cause them anguish, but they could not deny themselves this chance.

Fill in the name, *reads the letter*. *"I think I understand. I am sorry to put you through all this trouble", a tear rolls down their face as they try to continue, "Thank you again, and I am sorry."*

You leave them to their own thoughts and tears as you wonder how you would have handled such a shock to your life. Well, thankfully there must be another adventure out there calling you, one in which good can be done.

Conclusion-B

The merchant watch brings you directly to the courthouse. A judge is on duty pulling the night shift. The judicial system of Ravens Bluff has never been more efficient, they definitely must be inspired. The judge listens to your story and as he is debating the

story and your sentence, a woman enters the chamber. She wears the symbols of a high priestess of Sharess. “Your honor, if I might speak, my name is Ceraphane and I represent the temple in this matter.”

The judge allows her to approach and to speak, “I was not at the ceremony, but have successfully raised the slain, bringing them back to this life. The temple does not want to cause problems in the city, we ask only that those guilty of the task, be punished with community service and ask they refrain from ever speaking of the events or entering the merchant house or the temple without my personal permission.”

The judge looks down at you, “What do you say, personally, I was going to sentence you to 3 years on the Golden Ball, her offer is very generous.””

The PCs can handle this in any way they wish, but if they turn down Ceraphane’s offer it is going to be 3 years on the Golden Ball.

Conclusion-C

It will depend on where the PCs go for help, but when they return, none of the rooms or creatures that they describe are still there. They are however, able to return the lost lover to their fiancée who is extremely grateful for the PCs assistance.

Conclusion-D

“Well done, I had a feeling that the heroes of the city were very talented.”, the winged woman says, still caressing the silver sphere. “Well now what do we, a have a proposal. I will let you take this little dear,” gesturing at the lost lover. “And in payment, you will leave this temple, not to return. Nor will you communication this to anyone not currently in this room.”

She sits silently awaiting your answer, “I know this might be a difficult decision, but trust me when I tell you that it is your only decision. I don’t want to force your deaths, as I will make sure no one ever finds your bodies.”

The rest as they say is up to the PCs. Many parties will be in terrible shape after the fight with the baatezu and in no shape to not make this agreement. There is the same punishment and requirements as listed in the encounter. If someone is wise and asks to what interaction will her temple have with the city she will tell them the following.

“This temple will bring pleasure to the city of Ravens Bluff, all types of pleasure. Everyone takes pleasure in different things, like those two killers up in the chambers above. We will try to find ways of pleasing them without causing harm to others. We stay in our own portion of the city and do business where it makes sense. At least we do not spend the day looking at ourselves in mirrors or inventing exploding devices.”

That is all the boxed text. It will be up to you as a judge to judge the final pieces. If they agree and bring back the lost lover role-play that. If they start a fight, it is going to be messy but that was their choice.

This Ends The Dark Maiden’s Price

Experience Point Summary

This adventure is not tiered, so add up the experience awards below.

Encounter One:

| | |
|---------------------------------------|-------|
| Investigating the Infernal Hall | 50 xp |
| Investigating the Home of the missing | 50 xp |
| Investigating the House of Desire | 50 xp |

Encounter Two:

| | |
|--|-------|
| Each group of neighbors that they speak with | 50 xp |
| 200 xp max | |

Encounter Four:

| | |
|--|-------|
| Utilizing scrying devices or spells to preview the temples | 50 xp |
|--|-------|

Encounter Five:

| | |
|--------------------------------|-------|
| Checking with the city offices | 50 xp |
|--------------------------------|-------|

Encounter Six/Seven:

| | |
|---|----------|
| Convincing Jean- Sereal to give them a tour of the temple | 50 xp |
| Defeating the spinagons | 750 xp |
| Defeating the erinyes | 875 xp |
| Defeating Ceraphane | 2,500 xp |
| Bringing back the lost lover alive | 1,000 xp |

| | |
|-------------------------|----------|
| Roleplaying Experience: | 0-500 xp |
|-------------------------|----------|

| | |
|-----------------------------------|-----------------|
| Total Possible Experience: | 6,125 xp |
|-----------------------------------|-----------------|

Treasure Summary

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

Possible Silver Items purchased in the Introduction

1. *Silver Comb* – This wondrous comb was purchased from a water genie. The genie's name was Sealista and she ruled the Sea of Pearls in a far distant land. The comb is made entirely of silver and is set with three very large pink pearls. It has a value of 7,500 gp and Akbar is asking for either 10,000 gp or 5,000 gp in magic items.
2. *Silvered Shell Fan* – another item purchased from Sealista. This fan is not entirely silver, it is actually a very thin, airy shell strengthened with thin strips of silver and glazed with crushed pearls. It has a value of 6,200 gp and Akbar is asking for either 8,500 gp or 4,000 gp in magic items.
3. *A Silver Dagger with a Ruby Hilt* – this dagger was once a prized possession of a distant sheik. The sheik once claimed that the ruby was the eye of an efreet that he once destroyed. Many disputed the claim, however, the story is that an one-eyed efreet murdered the sheik and burnt down his palace. The dagger is considered +2, however, it is possible that there is a curse along with it. The dagger is worth 4,500 gp although Akbar is asking for 8,000 gp in magic items ONLY. DM NOTE: There is a curse that is detailed on the certificate. Akbar is not aware of the details, thus only at the end of the event should the certificate be given to the PC.
4. *Silver Pin (Fish)* – this silver pin has small green emerald eyes. The pin was found on the shore of the Great Sea without sign of any shipwreck. It has no indication that it has ever been underwater although it does have a slight green stain on the back of the pin. The pin is valued at 750 gp but Akbar is asking for 2,000 gp.
5. *Silver Thread* – yes, Akbar has a large spool of actual silver threads. There is enough thread to create cloth up to 3 feet square. That is enough for a shirt or a number of handkerchiefs, etc. The trick is that the weaving/tailor skill of anyone working with the thread must be made at half and the item takes 3 times as long. If it is made any quicker the check is made at 25% of normal. The thread has value of 10,000 gp but Akbar is asking 15,000 gp or 7,500 gp in magic items.
6. *Silver Feather Quill* – this silver quill is shaped like a feather and is very light. It has an insert at the base that can accept an actual quill. The quill was fashioned by Akbar for a high priest of Denier who unfortunately disappeared one evening before the quill was finished. Since he had received an initial payment, he is selling the quill for ONLY 1,500 gp. The quill is valued at 2,250 gp.

7. *A silver necklace of bells* – This necklace is made of sturdy silver with a dozen small silver bells attached. The bells ring as they move and they have a delicate sound like faerie's dancing in the winds. In fact, Akbar will tell the PCs that he designed this for an elven priestess who claimed to have danced with the fairies. She continued to work with him changing the tone and shape until this design was completed. She picked up the necklace but was never seen again. The necklace has a value of 8,500 gp due to the size of the work and Akbar is selling it for 20,000 gp although he will sell for 8,500 gp to any elf.
8. *Set of Silver Goblets* – made especially for Ravens Bluff they are all engraved with a number of symbols: Raven, Moon, a Tower, and a Harp. They symbolize the city, the temple of Selune and the festive nature of the city. There are four goblets and they are only sold as a set. The set is worth 500 gp and Akbar is selling them for 800 gp.

From Selia/Sampson

- 75 gp

Fame Award

None. Likely they cannot talk about the adventure anyway, and no one else is.

Dark Maiden's Price **DM Summary Page**

This page should be filled out during the premiere convention, that being East Coast Game Fair '98, and the results sent to Dan Donnelly.

- | | | |
|---|--------|--------|
| 1. Was the lost lover rescued? | Yes | No |
| 2. Which lost lover did you use? | _____ | |
| 3. Which conclusion did you use? | A C | B D |
| 4. Did they make a deal not to reveal anything about the temple? | Yes | No |
| 5. Did they get arrested and have to make a deal at the courthouse? | Yes | No |
| 6. Did they battle the baatezu? | Yes | No |
| 7. If yes where: | _____ | |

APPENDI A

Description of Isiak:

Isiak is a young man approximately 170 pounds in weight. He is not very big, in fact is a little scrawny, but his mind is very strong. He likes to wear dark blue clothing and the day he disappeared he was very a dark blue shirt and brown cloak. His eyesight is not very good even without consideration of the locks of dark brown hair that flows down his face.

Description of Isabell:

Isabell is a lovely 14-year old girl with long locks of red hair that cascade down her back. She comes from the country and does not know much about the city, it has always been her dream to go back and own their own farm. She wears “peasant” clothes even though Samson makes a good wage as an apprentice scribe. Her face is marked with many freckles and she always carries a lucky clover she found as a young girl on her father’s farm.

Appendix B

Dwarven Ales

- Appleberry Ale – made with apples and strawberries fermented in a large ceramic jug.
- Blueberry Ale – fermented blueberries and hops
- Herb Ale – the fermented result of a hundred different herbs
- Gopher Ale – buried underground for as many months as the ground hog stays underground. Doesn't know why he didn't name it ground hog ale, but that's the story.
- Corn and Wheat Ale – you guessed it, made with Corn and Wheat.
- Grandmother's Ale – he named it after his grandmother because nothing he has ever faced hit as hard as grandmother.
- Abyssmal Ale – he recently ran into a fellow with milk from an abyssmal ant and he used it to make ale, he has not tried this one yet.
- Honey Wheat Ale – a deep red wheat ale with a mix of honey
- Seaweed Ale – someone brought him a bunch of seaweed and talked about the ale at Sharkey's. Again he has not tried this yet.
- Deadman's Ale – he sent a jug of this to someone to test and they ended up dead that night.
- Crystal Ale – fermented in a magical crystal that aids in the process, he is hoping this ale is the winner.
- Rock Strained Ale – this ale is "washed" through the rocks of his homeland during its fermenting period. He feels it reminds him of home.

Appendix B DM Copy Dwarven Ales

- Appleberry Ale – made with apples and strawberries fermented in a large ceramic jug. The sweetest lip curling ale you might ever drink – strength 3 out of 10.
- Blueberry Ale – fermented blueberries and hops. A very delicate blueberry taste it is not terrible. Strength of 4 out of 10.
- Herb Ale – the fermented result of a hundred different herbs. Tastes very minting and very alcoholic. It tingles! Strength 10 out of 10.
- Gopher Ale – buried underground for as many months as the ground hog stays underground. Doesn't know why he didn't name it ground hog ale, but that's the story. This should stay buried it tastes like thick syrup whose taste just does not go away. Strength 5 out of 10.
- Corn and Wheat Ale – you guessed it, made with Corn and Wheat. A good average ale. Better than you would find in most bars, but not the greatest ale ever. Strength 5 out of 10.
- Grandmother's Ale – he named it after his grandmother because nothing he has ever faced hit as hard as grandmother. This ale ferments for a whole year in specially designed jugs. It is almost pure alcohol with just a taste of hops. Strength 10 out of 10.
- Abyssmal Ale – he recently ran into a fellow with milk from an abyssmal ant and he used it to make ale, he has not tried this one yet. This actually tastes great although it does leave a feeling in your stomach that makes you think that there were eggs in the milk! Strength 8 out of 10.
- Honey Wheat Ale – a deep red wheat ale with a mix of honey. The best of all of his ales by far. It has moderate strength and a great taste. Strength 6 out of 10.
- Seaweed Ale – someone brought him a bunch of seaweed and talked about the ale at Sharkey's. Again he has not tried this yet. They say dwarves have a repulsion of water, well this proves it again the strength 2 ale is to die for, that is if you feel like having another.
- Deadman's Ale – he sent a jug of this to someone to test and they ended up dead that night. The man died in a fight. The ale is completely average. Strength 4 out of 10.
- Crystal Ale – fermented in a magical crystal that aids in the process, he is hoping this ale is the winner. This ale washes down the throat like a clear breeze on a spring day. Definitely the winner if you are an elf, but a dwarf likes kick in his ale. Strength 1 out of 10.
- Rock Strained Ale – this ale is "washed" through the rocks of his homeland during its fermenting period. He feels it reminds him of home. He will forget to warn the PCs not to chug this since there is still a lot of rocks in it. It is a great ale. Strength 7 out of 10.

Appendix C

The Specials at the House of Desire

Specials This Week:

Elven Bread – baked with the original Evermeet recipe – 2 gp / loaf (LIMIT OF FOUR LOAVES PER CUSTOMER) while supplies last

Damarite Red Cheese – from a special recipe of the sultan of Hiyal in far distant Zharkara this cheese uses an adaptation of the original bloodcheese recipe. It is sharp, heavy and has a tang to it, but it travels well. We have it in 50 lb oblong wheys at 20 gp each (NO LIMIT)

Luiren's Best – a halfling brewed as black as ink and thick as snow, it possesses a sweet flavor and frothy head. Available in both butt (15 gp) and tun (30 gp)

Saerloonian Glowfire Wine – a pale chartreuse wine known for its faint luminescence. Has a taste of the breeze and of pears. VERY LIMITED SUPPLY REMAINING – Hand Keg 5 gp

Unfortunately, we cannot trade magical items at this time. Please try again later if that is what you are interested in.