

The Deluge

A One-Act Living City Tournament

by Wayne S. Melnick

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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 capsulize 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.

Special Rule for this tournament

Due to the conditions existant in the module, PC priests of Lathander are cut off from their deity temporarily, and may only have 1st and 2nd level spells. Tell such characters that this condition has persisted for about three weeks, and started the same time the rains did.

Dungeon Master's Introduction:

The Deluge begins after Ravens Bluff has been assaulted for over three straight weeks with torrential downpours. This is not just a rainy season with thunderstorms. Rather, the entire city has been flooded from the non-stop rain.

People have recently started to drown because of the rains, and the city is getting worried. The module begins with the PCs being hired by the temple of Lathander to determine the cause of the storms. The Dawn Priests know the storms are unnatural and the result of a single source. The PCs will be given leads as to possible connected events around the city, but nothing more.

The truth is a Linnorm Rain Dragon calling himself "The Deluge" has recently come to the area. He is about to move his lair to The Vast, and is clearing out the city so that he may have a new home. He has been doing this with his innate ability to *control weather*.

To further this goal, The Deluge stole a Talosian artifact that is bringing about the rain. To turn it on, the Deluge had to strike a deal with a native of the elemental plane of water. However, if the PCs play it correctly, they can get the controlling piece to the artifact that will stop the rain and foil The Deluge's plan.

The round climaxes, depending upon which tier the PCs are in, with the PCs battling either a water elemental that is protecting the artifact, or The Deluge himself. Hopefully, the PCs will be able to end the rainstorms that having been plaguing the Living City.

Some Thoughts on The Deluge

The Deluge is a Linnorm Rain Dragon. He is looking for a new den, and thinks he may have found the perfect place up in the mountain south of Ravens Bluff. The only problem with the area is that there are too many people here. The Deluge is so conceited that rather than select a new area for his den, he thinks he can drive all the people away. The Deluge, thus, is the one responsible for the torrential rains that have hit Ravens Bluff for the last three weeks. The Deluge is set in his ways and will not move.

The Deluge is a special Rain Dragon. No matter what his age category, he has the ability to *control weather*. He has claimed the Ravens Bluff area as his, and will see it through, even if it means his death. He is too filled with his own superiority to know better.

Players' Introduction

This introduction describes how the rain has flooded out everything as of late. Businesses have come grinding to a halt. Trade isn't taking place because the last three weeks of rain have turned the travel routes into mud. The Fire River is also rising to a threatening level. Even the invading army has stopped attacking for the time being.

The PCs start in the Sleepy Dwarf Tavern and learn of the adventure from *The Ravens Bluff Trumpeter*. The lead article of the just-posted issue mentions that the priests of Lathander have put out a reward for anyone who can stop the rains.

Yet another ordinary day in Ravens Bluff, or is it? You have just finished breakfast at the Sleepy Dwarf Tavern; the morning meal was good as it always is, and the smell of fried murfle still fills your noses.

This morning's venture to the Sleepy Dwarf was more for shelter than anything else. For the past three weeks, torrential storms have been hammering the Living City. Wind gusts have blown buildings down, leaving vendors without a place to sell their wares, and residents with no place to call home.

Sheets of water continue to drop out of the sky as the wind whips them like the snapping tail of a manticore. The usually life-giving waters now serve only as agents of destruction. The roads and streets of Ravens Bluff have long since been washed out, turned to rivers of mud that flow towards the ever-rising Fire River and tumultuous Inner Sea. The rains have brought a respite from the attackers at the walls, but is this really better?

As you scan around the restaurant, you see that the new Trumpeter, Ravens Bluff's newspaper, has been posted on the board for all to read. Quickly scanning the many tragic articles about the downpours, you notice the last paragraph of the lead article mentions the Temple of Lathander. It seems the priests of The Morninglord are anxious to hire a group of adventurers to stop the cloudbursts. Details are sketchy, but interested parties need to apply in person at the temple to be considered for the job.

If no one in the group can read, then someone else in the tavern blurts out the information about the hiring opportunity at the temple. When the PCs decide to go to the Temple of Lathander, continue with Encounter 1.

Encounter 1 - "At Lathander's Temple"

The PCs arrive at the temple to find it has been flooded out. This scene should help set the mood; the real information-gathering happens in the next encounter.

You squish through the streets of mud and are soaked by the everpouring rains. Thunder rumbles overhead as bolts of lightning leap from cloud to cloud. Not another soul is present in the streets. As you trudge down the road, you see that all the shops appear closed. The weather has brought commerce almost to a total standstill.

Fighting the high winds, you make your way into the temple district. Apparently, a fence has been

erected around the house of Lathander. Its construction must have been quick, because several of the wooden boards that make up the fence have either been blown or washed away. A large sign reading "Caution: No Entry--Flood Zone. Trespassing carries a six month jail term" is posted on the outside of the fence.

The temple itself stands in the midst of a small lake. The waters and mud flow outward from the bluff down into the buildings surrounding the temple, but the rain replenishes the water faster than it can escape. Clearly the weather has driven all from occupancy of the house of worship.

Off to the side, at the near corner of the fence, you see a small hut, no bigger than the size of the Sleepy Dwarf's dining room. It bears a small placard reading "Temporary Temple of Lathander. All worshippers welcome."

The floods have forced the priests of the Temple to move from their normal house of worship into this small ramshackle. This is why they are so interested in seeing the floods come to a halt.

The PCs need to go to the hut in order to be hired for the job of stopping the storms. Should any PC attempt to cross the fence and into the temple proper area, an acolyte will pop out of the hut and draw their attention. Should the PCs pay no mind (which they shouldn't) then the priests of the temple will use whatever magic they can (1st and 2nd level spells only) to bring the offending PC down. Any PC caught trespassing (or flying over the off-limits area) will be escorted to the City Watch and thrown in jail for six months. Treat any offending PC as TRAPPED on the "Who's Who in Ravens Bluff" sheet. This is really for the protection of the citizens; the flooded area is dangerous and the last thing needed now is to mount a rescue operation for the foolish.

Once the PCs go the temporary temple, continue with the next encounter.

Encounter 1A - "In Lathander's Temporary Temple"

The PCs are hired by the priests of Lathander to find the source of the rains and stop the storms. Divination spells cast only have revealed that a single, unnatural source is responsible for the weather.

You make your way inside the small hut. The inside is decorated with fresh paintings of blue skies

and breathtaking daybreaks, a strong contrast to the conditions without. A lone person occupies the small temple; by the rising sun pendant he wears you can tell he is a priest of the God of the Dawn.

Immediately, you recognize him as Vethic Dawnshield, the right-hand man to High Morninglord Relarn Dayspring.

"Welcome, my friends," Dawnshield begins. "Do you wish to pray with us for Lathander's blessing? Forgive us for not having a full compliment of priests on hand, Things have been a bit crazy around here since the disappearance of High Morninglord Dayspring, as you might expect. However, we're determined to carry on. But as you can see, space limitations have required us to go to a more skeletal shift." He smiles weakly at that last pun.

The PCs will have to present themselves as generally good people for the priest to ally with them. This doesn't mean they must be paragons of goodness, but a willingness to do something for more than just fame and money should be evident. Dawnshield wants to impress upon them that they are doing both a service to the temple, and a service to the city. He will not hire them or give them the information until they acknowledge these facts (even if it is begrudgingly).

Dawnshield will tell the PCs that the rain clouds and storms have totally obscured their connection with Lathander. (As such, they are no longer getting any spells above second level, but they need not inform the PCs of this. Note, any clergy of Lathander in the party will also suffer this problem until the storms are ended!) Before they lost their upper level spells, however, they were able to determine the source of the storms as being unnatural. Not only that, they seem to be emanating from a single source. Where and what that source is, though, remains a mystery.

Dawnshield will offer the PCs the blessing of Lathander if they agree to help in this matter. Should the PCs attempt to bargain with him, he will get angry with them, and threaten to call off the entire deal. This is a take it or leave it proposition for the PCs.

Dawnshield has had several "strange" incidents reported to him that might be tied to the rains:

- a boisterous woman preaching at the docks;
- a bunch of guys dressed in robes adorned with lightning bolts going into an old warehouse. Dayspring thinks they might be Talos worshippers, but since that temple was destroyed, he thinks it unlikely; and,
- a crazy man ranting at the Great Spire.

Dawnshield knows nothing about the disappearance of Dayspring (in fact, it is a red herring and has nothing to do with this module). Dawnshield

can only advise the PCs that he simply did not show up one morning, and no one knows where he is.

Once the PCs accept, Dawnshield will have no more information for them. There is no money to be offered as a reward because of the extensive repairs needed to be done to the flooded temple, and since they've had no worship services, collections have been off. If the PCs refuse, offer them some embarssingly low amount of money like 10 cp.

Encounter 2 - "Down by the Docks"

As the PCs exit the temple, they can follow the path of water draining down hill, which has formed a river of sorts cutting through the city and running off into the delta where Fire River meets the Inner Sea. A cluster of people are gathered there, chanting and singing.

Eventually, the PCs will learn the citizens are here to make an offering to appease Umberlee, the Bitch Queen. These people are not evil, but feel the never-ending storms are happening because Umberlee was ignored in some heretofore unknown way.

As you walk through the streets, you notice that somehow the wind has gotten even worse. So much so, in fact, the water from the rains has formed a river which winds down the streets of the Living City. It careens through the merchant district and down to the docks. They are hard to make out, but you can kind of see a group of people gathered where this river drains into the Fire River.

One person is clearly speaking to the others from on top of a box, waving his or her hands wildly in the air. They appear to be the only people, other than you, crazy enough to brave the elements for now.

When the PCs get close enough to hear and see what is happening, continue with the following:

You have to be more careful of your footing as you approach the docks. The rushing water is building in intensity, making it tougher to stand your ground as the mud is churned up around you.

When you get close enough, you can see there are about 10 people surrounding what is clearly a woman standing on a small crate on one of the piers. The water flows into the Sea before that point, so the current is not sweeping her away. However, you do note the water level is several feet higher than normal, making the pier look as though it is built flat on

the water, rather than on the ten foot posts you know support it.

"And so something must be done to appease her," rants the woman. You can see her shoulder length red hair, which matches her sopped robe, is pressed flat against her head from the weight of the rain. "Your mayor, your guard, none of them are doing anything. We must take action! We must placate her needs! She must be pacified!"

When the PCs approach, Vera, the woman on the platform, will pay no attention to them, and continue to rev up the crowd. At some point, she will mention the words "Bitch Queen" and "Umberlee." This is the "She" to whom Vera is referring.

Vera believes the storms are being caused because Umberlee is mad about something. When Vera was a young girl, her father was lost to a tidal wave that swept into Ravens Bluff. Since then, she has dedicated her life to making sure that Umberlee is appeased, so that others will not have to suffer the same fate.

Vera is not a very likeable person, and is steadfast in her convictions. So, it is very possible she may arouse PCs to throw her (or one of her listeners) into the water. If this happens, describe a "watery hand" reaching up to embrace that person as they come to the water. This is Umberlee's acceptance of an offering. However, this will do nothing to allay the storms.

Any PC participating in such an action will gain an infamy point. Nothing else of note can be learned here.

Should any PC hassle Vera about making prayers to Umberlee, she will remind them it is not illegal to pray to the god of your choice, and she is only practicing her civic rights.

Encounter 3 - "Talosian Priests?"

The PCs will stumble upon a play rehearsal here. Actors will be in costume, getting ready for the debut of "A Talosian Love Story." However, it is very possible the PCs will mistake the actors for followers of Talos, the god of destruction.

When everything is learned here, the PCs and actors will be attacked by a true group of Talosians who accuse the groups of blasphemy.

After a harrowing journey back up to the business district, you find yourselves coming to the warehouse described by Dawnshield. As you come across a rise, you can easily see within the open doors of the building. A huge green drape with crossed

golden lightning bolts hangs behind the several people within. Several men dressed in white are all kneeling before one person addressing the group. Each are clothed in white robes with the same crossed lightning bolts on their chests. It seems as though you've stumbled into the middle of a religious service.

You can hear the orator's fire and brimstone speech from where you stand. "Tonight, my fellows, we shall partake upon the energy He sends. We shall call forth the lightning from the sky, and the King of Destruction shall reign supreme again!"

"This speech should really be overplayed. The actor, Sebastian, is merely trying to find his niche, and understand the role. Most of all, have fun with it."

The symbol on the wall, the colors of the drape, and the vestments of the "priests" are not correct for priests of Talos. They are not even wearing the eyepatch that Talos requires. Any PC successfully rolling a religion check should be told this.

Pause to see what the PCs' actions are. If they attack, then read the next stanza before they actually get into combat. This will give them a chance to rethink their actions. If they don't attack, then continue along as normal.

The priest continues, "And so I say to you, it is time for us to...for us to..." He stops and shakes his head for a moment. "Line?!"

With that, a small man dressed in a black tunic and pants steps out from behind the white drop cloth and reading from a book held in his hands, says, "shock the city..."

"Right, right," replies the priest, continuing boldly, "shock the city to its foundations!"

Hopefully, the PCs will realize these are not Talosians at this point. If they continue and try to fight them, it will be a slaughter. If that happens, send in the city guard and have the PCs arrested for murder. The round is over.

Assuming the PCs do not attack, continue with the scene.

"Jules," comes a voice from offstage. Quickly you see a man dressed in pink armour emblazoned with the symbol of Torm step out into the warehouse as well.

"What exactly am I trying to accomplish here? I mean, what is my motivation?"

The rest of the encounter is built around allowing the PCs to role-play with the actors and director. They

will have no real information to give the PCs, but should provide for some good role-playing opportunities. Each has their own opinion about the storms and will not hesitate to express it; thereby further confusing the PCs.

The actors are typically self-centered and very concerned about appearances. So, they will pepper the PCs with questions about what real priests of Talos and paladins of Torm would act like. Jules, the director, simply wants everyone out so that he can reestablish control over the situation.

When the role-playing seems to be at its peak, continue immediately with the next encounter.

Encounter 3A-"Talosian Priests."

This is a straight up combat encounter for the PCs. The Talosians think the PCs and NPCs are blasphemers and must be punished.

Suddenly, you hear a voice cry out, "Blasphemy!!! We cannot stand for this! First that thievery and now you! You, at least, will pay for your crimes!" With that you see several people running towards you, fanned out in a wedge. All are wearing black trimmed with silver, and each wears an eyepatch over one eye.

Note: All Spells Marked with an "*" are active at the beginning of combat.

Total levels are 6-13

Talosian Worshippers (3): hm F2; Int Avg; AL CE; AC 3 (Chain Mail +Dex); MV 8; hp 12 each; THACO 19; #AT 1; Dmg 1d6 (Javelin+Strength); SA Nil; SD Nil; SZ M (6 feet tall); ML 19. Treasure: 300 gp total.

Faretta hm P(Sp) 4: AL LE; AC 6 (*bracers of defense AC 6*); MV 12; hp 27; THACO 18; #AT 1; Dmg 1d6+1 (mace) or 2d4 (javelin); SA spells; SD Nil; SZ M; ML 12.

Magical Items: *javelin of lightning*

Spells: *cause light wounds (x2), darkness, protection from good*, charm person, heat metal.*

Age 34; Ht 6' 2"; Wt 178, Hair Black; Eyes Blue

Total levels are 14-25

Talosian Worshippers (4): hm F5; Int Avg; AL CE; AC 3 (Chain Mail +Dex); MV 8; hp 19 each; THACO 16; #AT 2; Dmg 2d4+4, 2d4+4 (Javelin+Strength); SA Nil; SD Nil; SZ M (6 feet tall); ML 19. Treasure: 300 gp total.

"Flash" (Talosian Mage) hm W4; Int High; AL CE; AC 6 (*bracers of defense AC6*); MV 12; hp 14; THACO 19; #AT 1; Dmg 1d4 (Dagger), SA Spells; SD Nil, SZ M (5 Feet tall); ML 15.

Spells: *sleep, shield*, charm person, mirror image, Melf's acid arrow.*

Faretta hm P(Sp) 6: AL LE; AC 7 (Dex); MV 12; hp 36; THACO 18; #AT 1; Dmg 1d6+1 (mace) or 2d4 (javelin); SA spells; SD Nil; SZ M; ML 12. MI *javelin of lightning*

Spells: *protection from good*, charm person, heat metal, produce flame, dispel magic, protection from fire*.*

Total levels are 26-37

Talosian Worshippers (6): hm F6; Int Avg; AL CE; AC 2 (Plate Mail +Dex); MV 8; hp 37 each; THACO 13; #AT 2; Dmg 2d4+4, 2d4+4 (Javelin+Strength); SA Nil; SD Nil; SZ M (6 feet tall); ML 19. Treasure: 300 gp total.

"Flash" (Talosian Mage) hm W6; Int High; AL CE; AC 4 (*bracers of defense AC6 + Dex*); MV 12; hp 20; THACO 18; #AT 1; Dmg 1d4 (Dagger), SA Spells; SD Nil, SZ M (5 Feet tall); ML 15.

Spells: *magic missile, sleep, shield*, charm person, mirror image, Melf's acid arrow, haste, lightning bolt.*

Faretta hm P(Sp) 8: AC7 (Dex); AL LE; MV 12; hp 36; THACO 17; #AT 1; Dmg 1d6+1 (mace) or 2d4 (javelin); SA *lightning bolt* once per day; SD Nil; SZ M; ML 12. MI *javelin of lightning*

Spells: *cause light wounds (x2), darkness, protection from good*, bestow curse, charm person, heat metal, cause serious wounds, produce flame, dispel magic, protection from fire*, poison (reverse of neutralize poison).*

Total levels are 38-56

Talosian Worshippers (8): hm F8; Int Avg; AL CE; AC 0 (Plate Mail +Dex); MV 8; hp 40 each; THACO 11; #AT 2; Dmg 2d4+4, 2d4+4 (Javelin+Strength); SA Nil; SD Nil; SZ M (6 feet tall); ML 19. Treasure: 300 gp total.

"Flash" (Talosian Mage) hm W9; Int High; AL CE; AC 3 (*bracers of defense AC6 + Dex*); MV 12; hp 27; THACO 17; #AT 1; Dmg 1d4 (Dagger), SA Spells; SD Nil, SZ M (5 Feet tall); ML 15.

Spells: *magic missile, sleep, shield, charm person, mirror image, Melf's acid arrow, Agannazar's scorcher, haste, lightning bolt, vampiric touch, minor globe of invulnerability, polymorph other, feeblemind.*

Faretta hm P(Sp) 10; AL LE; AC 7 (Dex); MV 12; hp 44; THACO 12; #AT 1; Dmg 1d6+1 (mace) or 2d4 (javelin); SA *lightning bolt* twice per day, *control weather* (can only make it worse) once per day; SD Nil; SZ M; ML 12. MI *javelin of lightning*

Spells: *cause light wounds (x2), curse, darkness, protection from good*, barkskin, bestow curse, charm person, heat metal, cause serious wounds, cloak of fear, produce flame, dispel magic, protection from fire*, flame strike, cause critical wounds, poison (reverse of neutralize poison).*

Total levels are 57+

Talosian Worshippers (8): hm F9; Int Avg; AL CE; AC 0 (Plate Mail +Dex); MV 8; hp 55 each; THACO 11; #AT 2; Dmg 2d4+4, 2d4+4 (Javelin+Strength); SA Nil; SD Nil; SZ M (6 feet tall); ML 19. Treasure: 300 gp total.

"Flash" (Talosian Mage) hm W14 Int High; AL CE; AC 3 (*bracers of defense AC6 + Dex*); MV 12; hp 36; THACO 16; #AT 1; Dmg 1d4 (Dagger), SA Spells; SD Nil, SZ M (5 Feet tall); ML 15.

Spells: *magic missile (x2), sleep, shield, charm person, mirror image, Melf's acid arrow, Agannazar's scorcher, detect invisibility*, vocalize, dire charm, haste, lightning bolt, mummy touch, vampiric touch, Beltyn's burning blood, enervation, stonesskin*, polymorph other, Bigby's interposing hand, feeblemind, teleport, wall of iron, disintegrate, globe of invulnerability.*

Faretta hm P(Sp) 13; AC7 (Dex); MV 12; AL LE; hp 62; THACO 16; #AT 1 Dmg 1d6+1 (mace) or 2d4 (javelin); SA *lightning bolt* 3x/day, *control weather* (can only make it worse) once per day; SZ M; ML 12. MI *javelin of lightning*

Spells: *cause light wounds (x2), cure light wounds (x2), curse, darkness, protection from good*, barkskin, bestow curse, charm person, heat metal, hold person (x2), hold animal, cause disease, continual light, cause serious wounds, free action*, cloak of fear, produce flame, dispel magic, protection from*

fire, flame strike, cause critical wounds, poison (reverse of neutralize poison), heal.*

Treasure Summary:

bracers of defense AC 6

javelin of lightning

300 gp total from Talosian worshippers

If the PCs capture any of the Talosians alive, they will be quite self-rightous. They will claim the rains are due to the coming of Talos, and would already have been complete if it weren't for that "double-crossing dragon." None of them have any specifics other than the fact that their missing unholy artifact of Talos is causing the rains.

At some point during the interrogation, one of the Talosians will slip, and divulge the location of their now abandoned temple. This is the place where the artifact was before it was "stolen" out from under them. The PCs will need to go there at some point in the future.

The diary at the temple in the next encounter belongs to Faretta, but he will not own up to it.

Should all the Talosians be killed, the PCs can find the address of the temple on the body of the leader of the Talosians.

Encounter 4 -- "An Abandoned Temple of Destruction"

This is the now abandoned temple of Talos. In reality, it was just a small house at which the followers had been meeting. When the PCs search this area, they will find two important pieces of information: a diary and a small hexagonal chunk of metal with a lightning bolt carved into it. The latter is the missing control piece to the artifact that the PCs can use to shut it down at the end of the module.

After a harrowing journey to the residential district, you find yourselves before a grey cobblestone house. You know this must be the correct address because of the lightning bolt door knocker.

As you scan the building for any signs of things out of the ordinary, you hear the sound of a small struggle taking place at your feet. You look down to see a small fish flopping in the mud, gasping for air! It seems the waters that flow through the street have now gotten deep enough to support small marine life.

You know if the rains continue at their current rate, it won't be long before all Ravens Bluff is submerged. Just how long that will take however, you simply don't know.

Once the PCs go inside the house read the following:

Upon opening the door, you see a single room with no furnishings save two items. First, a small desk with a straight-back chair before it. More important, though, is the large flat table against the wall. Painted on the wall is a large black triangle with three silver lightning bolts originating from one point at the bottom. The rest of the room, and the house, appears to be deserted.

Directly beneath the table altar to Talos is small hidden compartment. This can be found by anyone actively looking for it. If the PCs open this compartment, they will find the diary describing how the Deluge stole the artifact.

If the PCs try to read the book, it is locked, with a *glyph of warding* on it. The *glyph*, if not removed, does 1d4 points of electrical damage per level of the PC opening the book.

Once the book is open, give Players' Handout #1.

Within one of the drawers of the desk is a small hexagonal piece of metal with a lightning bolt inscribed upon it. This is the control piece to the Talosian artifact. With this, the PCs will be able to shut down the cause of the rains at the end of the module.

Encounter 5 - "At the Base of the Great Spire"

Here, the PCs will meet Ginsburg. He overheard the original conversation in which The Deluge bargained with the Water Elementals to help turn on the Talosian artifact. This conversation took place in the cave behind the waterfalls, where The Deluge has been living. However, Ginsburg had no idea what this conversation was about, and thinks the waterfalls were talking to him.

You manage to slowly lurch through the slop that was once the roads of the Living City. The top of the Great Spire comes into view long before you see its base.

As you approach, you see exactly what was described to you. Although the rain is still whipping about you, a man sits with his arms around his folded legs. He is thoroughly drenched and rocking in place.

When the PCs approach Ginsburg, he will still be muttering about the waterfalls "talking" to him.

Ginsburg was originally sane, but he has been trying to convince people for over three weeks about the incident to no avail. The fact that no one has believed him has driven him to the verge of insanity.

Ginsburg can be gently prodded for the following information, even though much of what he divulges should be nonsensical. He thinks the following:

- The waterfall refers to itself as "The Deluge."
- The Deluge is the one responsible for all the rains.
- The Deluge claims that everyone in the city is trespassing on his lands, and for that he has brought the rains.
- The Deluge needs Ginsburg's help in making the Talosian Toy in the cave work.

This last bit of information was really The Deluge bargaining with the water elementals to turn on the artifact. However, Ginsburg doesn't know this and assumes "The Deluge" was speaking to him. Feel free to embellish on the contents of this conversation.

The PCs will probably want to go to the cave behind the waterfalls. However, they will have a little surprise in store for them first.

Encounter 6 - "An Avian Emergency"

Just as the PCs are putting the pieces together on where to find The Deluge, a tremendous bolt of lightning will strike right in the middle of the military avian infirmary. At least one giant eagle, who had been previously injured in the war, will be spooked. The eagle(s), who can no longer fly because of its (their) previous injury will start to damage buildings and threaten the general public, and it is up to the PCs to stop the chaos.

You gather the last bits of information the rain-soaked man has to offer. As if foreboding what was to come, a bolt of lightning streaks out of the sky. The very ground beneath you trembles as you realize the electrical energy struck ground somewhere too close.

A clap of thunder follows immediately nearly deafening you.

As the ringing in your ears quickly subsides, you can hear voices screaming nearby. When your full hearing returns but a moment later, your ears are being assaulted by the lick of flames, a terrible screeching and panicked yells.

Suddenly, you see people scattering like mad from a flaming, barn-like building with the words "Army Infirmary" written on the side of it. Before you even get a chance to wonder what is causing the horrific screeching, you see a giant eagle break free from the structure.

The creature flops about, not quite able to get its balance. You can see that a large amount of feathers are missing from one of its wings, probably the reason it was in the infirmary in the first place. Several horses run in a limping gallop behind it.

All this time, the creature is lurching drunkenly, its frame and wings smashing into several buildings surrounding the infirmary. Its terrified squawks continue as it careens towards a young woman who seems paralyzed in its path!

If the PCs are in the third tier or higher, add the following:

As the screams and screeches continue, the situation suddenly becomes worse as another giant eagle suddenly sprints from the heart of the burning infirmary.

The wounded eagle has been spooked by the lightning bolt that struck right near it. As such, it pulled out its tie, and has broken loose. Depending on total party levels, more than one eagle may have broken loose.

The PCs have two rounds in which to save the girl. A PC running at full speed (and making a Dexterity check each round) will be able to arrive at the girl the moment before the (first) eagle. What the PCs do from there, is up to them.

The PCs need to stop the eagle(s) from ravaging the buildings in the area. They will destroy significant parts of the city if not checked, so the PCs will have to stop them. What damage they do is left entirely up to your creativity.

Giant Eagles (1 or 2): Int Low; AL N; AC 7; MV 3; hp 28; THACO 17; #AT 3; Dmg 1d6/1d6/2d12 (claw/claw/bite); SA None (cannot fly); SD never surprised; MR nil; SZ G (40 foot plus wingspan); ML 13.

Horses (4): Int Animal; AL N; AC 7; MV 10; hp 11; THACO 19; #AT 2; Dmg 1d6/1d6; SA None; SD None; MR Nil; SZ M; ML 5 (Spooked).

When the PCs are ready to brave the cave behind the waterfalls, go onto the next scene. However, which scene you go to will depend on where the PCs have been.

If the PCs have the missing piece of the artifact from the temple, go to Scene 7. If the PCs do not have it, go to Scene 7A.

Encounter 7A - "Not Quite There Yet"

Read this scene only if the PCs go to the waterfalls without the missing piece of the artifact.

After a hard struggle with the slippery terrain, you manage to slide your way into the cave. You find yourselves standing at the edge of a large cavern dug out of the very ground itself. It appears to be easily 200 feet in height, and is dotted with stalactites and stalagmites jutting from the ceiling and ground. You can tell this enormous cavern cuts back into the very heart of the land.

Most striking, though, is the tremendous pool in the middle of the room. It is easily 100 by 100 feet, covering three quarters of the floor. Immediately your eyes are drawn to the partially translucent device on the island in the middle of the pool. It appears to be nothing more than a large metallic "X". Each leg of the letter was created to look like lightning bolts. You also notice a small hexagonal piece missing directly from the center of the partially see-through object.

This is the Talosian artifact. However, it is partially in the Elemental Plane of Water. So, no matter what the PCs do, they will be unable to move it or operate it in anyway. This should be a hint to the PCs that they still have something left to accomplish.

No guardians will make themselves visible at this time, because they do not see the PCs as a threat. Drizzle (See Scene 7) has not come through the gate from the plane of water yet either.

Encounter 7 - "Outer Plateau"

When the PCs enter the outer plateau of the cave, they will find a deep lake. Sitting on the edge of the pond will be an Elemental Vermin (Water). He is a Spitter named Drizzle who was attracted to the area both by the deep pond and the activity of The Deluge.

Drizzle will pretend to be the Deluge, and boast of his achievements. He will demand the PCs treat him with the appropriate amount of respect, and make a suitable wet donation before he has them killed. This is just a role-playing encounter with an incorrigible NPC. It is meant to gear the PCs up for the final encounter with The Deluge. The encounter will probably end with Drizzle being killed by The Deluge for claiming to be him. Rain Dragons are quite vain and superior, and The Deluge will take it as a personal affront that someone else tried to take credit for his accomplishments.

After a hard struggle with the slippery terrain, you manage to slide your way into the cave. You find yourselves standing at the edge of a large cavern dug out of the very ground itself. It appears to be easily 200 feet in height, and is dotted with stalactites and stalagmites jutting from the ceiling and ground. You can tell this enormous cavern cuts back into the very heart of the land.

Most striking, though, is the tremendous pool in the middle of the room. It is easily 100 by 100 feet, covering three quarters of the floor. Immediately your eyes are drawn to a strange device on the island in the middle of the pool. It appears to be nothing more than a large metallic "X". Each leg of the letter was created to look like lightning bolts. You also notice a small hexagonal piece missing directly from the center of the object.

"So, you've come to meet your fate," croaks a voice from the middle of the lake. You look, and approximately 40 feet from the edge of the pond is a small rock plateau that is jutting up from the water. Upon it, a frog-like creature, approximately two feet high, sits on its hind quarters.

"Show some respect," the frog creature demands. "Bow down before The Deluge."

Of course, this is not The Deluge. Drizzle will claim to be The Deluge, and threaten the PCs accordingly. Use Drizzle to confuse the PCs. He will say whatever is appropriate to the situation. In truth, he is nothing more than a pest. The real The Deluge is either asleep in the next chamber and will awaken at

the end of this encounter (if the PCs are on Tier 4 or 5), or on the Elemental Plane of Water and returning back to the Prime Material plane.

Drizzle knows of The Deluge's plan, and is willing to sell him out. However, he won't give up this information unless he is bribed appropriately. This may be anything from magic to fish, depending on the situation.

Note: If the PCs look like they are going to cross the threshold of the lake, Drizzle will warn them to stay back. If they do not yield, then go immediately to the final encounter.

If the PCs listen to Drizzle, then allow them to continue role-playing. Additionally, if bribed, Drizzle will tell first, second, or third tier PCs that The Deluge is currently in the Elemental Plane of Water, but should be returning any minute.

When the PCs have chosen a course of action, move onto the final encounter. If the PCs are in tier one, two, or three, use Encounter 8A. If they are in tier four or five, use Encounter 8.

Drizzle, Elemental (Water) Vermin: Int Low; AL N; AC 6; MV 6, Sw 6; hp 11; THACO 19; #AT 1; Dmg 1d4 (bite); SA Spit (1d4, 20 yard range); SD Regenerate to full hit points each round if immersed in water; SZ T (1 foot tall); ML 12. Treasure: None.

Encounter 8A - "Facing the Guardians"

This final encounter **for lower tier parties** will pit the PCs against some kind of water elementals The Deluge has bargained with to guard the artifact.

As soon as the PCs cross the threshold of the lake and head towards the artifact, a water elemental guardian will move to attack. If the PCs have been in this room before and it comes as a surprise to them, then explain to them that the elemental can sense the presence of the control piece of the artifact which was not present earlier. This should only be explained, of course, after the round is over.

Suddenly, the water from the pond explodes upwards in a fiery white froth, showering you. Clearing your eyes reveals a high crested wave! However, rather than roll out onto the land, it seems to be holding in place, not affected by its own weight.

If Drizzle is still alive: *[Without warning, it jets a stream of water that slamming into the frog-like creature that was seated on the rock formation. The smaller creature is quickly lost from site as the force*

of the water-jet stream drives it below the surface of the water.]

Although no one else is in the room, you hear a voice echoing off the walls, "No one shall interrupt the plans of The Deluge."

If the PCs attack, then let the inevitable battle begin. If they are able to put the control piece of the artifact in place, it will shut the artifact down. This will suck both the artifact and the water elemental(s) back to the Elemental Plane of Water, and stop the rains. In addition, The Deluge will be trapped in the Elemental Plane of Water, and no longer be a menace to the city. Go to the appropriate conclusion.

Total levels are 6-13

Water Wierd: Int Very (11-12); MV 12; HD 3+3, hp 15; THACO 15; #AT 0; Dmg Special; SA Drowning (victim must save vs. Paralyzation or be pulled in; must then save each round in the water or die from drowning); SD take only 1 hp from piercing or slashing weapons, half damage from fire, none if creature saves, intense cold acts only as a slow spell, If reduced to 0 hps, it is disrupted, but will reform in two rounds; SZ G (76 feet, 110 foot tail); ML 20.

Note: Water Wierds are instantly slain by *purify water* spells.

Total levels are 14-25

Water Wierds (2): Int Very (11-12); MV 12; HD 3+3, hp 16; THACO 15; #AT 0; Dmg Special; SA Drowning (victim must save vs. Paralyzation or be pulled in; must then save each round in the water or die from drowning); SD take only 1 hp from piercing or slashing weapons, half damage from fire, none if creature saves, intense cold acts only as a slow spell, If reduced to 0 hps, it is disrupted, but will reform in two rounds; SZ G (76 feet, 110 foot tail); ML 20.

Note: Water Wierds are instantly slain by *purify water* spells.

Total levels are 26-37

Water Elemental: Int Low; AL N; AC 2; MV 6, Sw 18; HD 8, hp 60; THACO 12; #AT 1; Dmg 5d6 (Wave like arm of water); SA Can move on dry land; SD +2 weapon or better to hit; SZ L (12' crest); ML 20.

Water Wierd: Int Very (11-12); MV 12; HD 3+3, hp 16; THACO 15; #AT 0; Dmg Special; SA Drowning (victim must save vs. Paralyzation or be pulled in; must then save each round in the water or die from drowning); SD take only 1 hp from piercing or slashing weapons, half damage from fire, none if

creature saves, intense cold acts only as a slow spell, If reduced to 0 hps, it is disrupted, but will reform in two rounds; SZ G (76 feet, 110 foot tail); ML 20.

Note: Water Wierds are instantly slain by *purify water* spells.

Encounter 8 - "Facing the Rainmaker"

This final encounter **for high level PCs** will pit PCs in tier four or five against the Rain Dragon, The Deluge. The lake from the last scene extends all the way into The Deluge's den. When he is killed, he falls into the depths of the lake and his body sort of dissolves into the water, so that it cannot be recovered. There is only a little treasure present, as The Deluge has only begun to move his treasure to this, his new home.

Suddenly, the water from the pond explodes upwards in a fiery white froth, showering you. Clearing your eyes reveals a wyrm-like creature towering over you. His green, teardrop shaped scales gleam from the moisture.

If Drizzle is still alive: *[Without warning, the dragon releases a stream of water from its mouth, slamming into the frog-like creature that was seated on the rock formation. The smaller creature is quickly lost from site as the force of the water-jet stream drives it below the surface of the water.]*

"No one claims to be The Deluge!" roars the green wyrm. "For only I am supreme enough to bare the title. As for you, my little snacks, die knowing you gazed upon greatness."

If the PCs attack, then let the inevitable battle begin. If the PCs are willing to be patient and talk to The Deluge, they will learn why he is flooding the Living City (See: DM's Introduction). Whatever the PCs do, The Deluge will eventually grow impatient and attack them. The Deluge entirely believes in his own superiority, and will fight to the death. Rain Dragons do not retreat.

Whatever happens, if the PCs beat The Deluge, he crashes into the lake when he dies.

Total levels are 38-56

The Deluge, Venerable Linnorm Rain Dragon: Int Avg; CE; AC -2; MV 18, Fl 39(B), Sw 9; HD 15, hp 111; THACO 3; #AT 3 + Special; Dmg 1d12, 1d12, 3d10 (Claw, Claw, Bite); SA Breath Weapon (Boiling Water Stream for 15d6+7; SD Immune to Lightning, Immune to all Missile Weapons and nonmagical blunt

weapons; MR 30%; SZ G (76 feet, 110 foot tail); ML 20.

All Linnorn Rain Dragons can: *create food and water* 2x/day, *plant growth* 3x/day, *entangle* 3x/day, *call lightning* 2x/day, *lightning bolt* 2x/day, *water breathing* at will, *control winds* 2x/day, *moonbeam* 3x/day, *rainbow* 3x/day, immune to all missile weapons, *transmute dust to water* 3x/day, immune to nonmagical blunt weapons, *weather summoning* 2x/day, immune to nonmagical edged weapons.

Total levels are 57+

The Deluge, Wyrm Linnorm Rain Dragon: Int Avg; CE; AC -4; MV 18, Fl 39(B), Sw 9; HD 16, hp 122; THACO 1; #AT 3 + Special; Dmg 1d12, 1d12, 3d10 (Claw, Claw, Bite); SA Breath Weapon (Boiling Water Stream for 23d6+11; SD Immune to Lightning, Immune to all Missile Weapons, and nonmagical Blunt and Edged Weapons, Regenerate 10 hp/round; MR 40%; SZ G (76 feet, 110 foot tail); ML 20.

All Linnorn Rain Dragons can: *create food and water* 2x/day, *plant growth* 3x/day, *entangle* 3x/day, *call lightning* 2x/day, *lightning bolt* 2x/day, *water breathing* at will, *control winds* 2x/day, *moonbeam* 3x/day, *rainbow* 3x/day, immune to all missile weapons, *transmute dust to water* 3x/day, immune to nonmagical blunt weapons, *weather summoning* 2x/day, immune to nonmagical edged weapons, regenerate 10 hp/round.

Conclusion - "The Crack of Dawn"

This will be a closing up of everything involved, and the PCs will be paid what they contracted with the Temple.

If the PCs managed to slip the control piece of the artifact into place before killing the monster they fought, then modify appropriately.

For First, Second or Third Tier Groups:

As you release that last flurry, the elemental seems almost shocked by the fact that it is mortally wounded. You quickly scatter as the wave explodes out and showers you in another wet fury.

Within seconds, all that is left of the creature is a stream of bubbles that pop upon reaching the water's surface. In no time, even the bubbles are lost, and all that remains of The Deluge is his wet legacy.

As you search the chamber, you discover that this recently arrived dragon could not live without his creature comforts. Nestled against a wall, behind a

bed of rocks you find two potions, two scrolls, and a horn. Nearby you find some white chips which attest to the fate of their previous owner.

You slip the hexagonal piece of the artifact you found into place, and it slides in almost magically. Suddenly, the entire device glows, and a humming envelopes your ears. A loud pop deafens the room. When you shake off its effects on your ears, you notice the device is no longer present.

As you take inventory of your stock, you feel heat on the backs of your necks. You turn to see that for the first time in weeks, the clouds are breaking, and the sun's rays are shining down upon you. You smile as you have to shield your eyes from its light, and you're sure that Lathander will thank you for your heroic actions.

For Fourth or Fifth Tier Groups:

As you release that last flurry, The Deluge seems shocked by the fact that he is mortally wounded. You quickly scatter as the wyrm falls (glides) towards the lake in the midst of the cavern. You watch in dismay as the large lizard impacts the surface of the pool, and the water explodes out in another wet fury.

Within seconds, all that is left of the dragon is a stream of bubbles that pop upon reaching the water's surface. In no time, even the bubbles are lost, and all that remains of The Deluge is his wet legacy.

As you search the chamber, you discover that this recently arrived dragon could not live without his creature comforts. Nestled against a wall, behind a bed of rocks you find two potions, two scrolls, and a horn. Nearby you find some white chips which attest to the fate of their previous owner.

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As you take inventory of your stock, you feel heat on the backs of your necks. You turn to see that for the first time in weeks, the clouds are breaking, and the sun's rays are shining down upon you. You smile as you have to shield your eyes from its light, and you're sure that Lathander will thank you for your heroic actions.

The body of The Deluge has become water and flowed away.

Treasure Summary:

- Two potions of insulation

- Wizard scroll: shocking grasp, lightning bolt, chain lightning cast at 12th level
- Clerical scroll: moonbeam, speak with plants, pyrotechnics cast at 9th level
- The horn is a non-magical enamelled horn worth 150 gp.

The PCs get one Fame Point in the General Category.

HERE ENDETH *THE DELUGE*

Experience Point Summary:

Experience is now being calculated a new way for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

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

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

Encounter 2:
NOT persecuting Vera about her beliefs. 50

Encounter 3:
Helping the actors with their roles. 50

Encounter 3A:
Defeating the Talosians 100

Encounter 4:
Finding the diary 50
Finding the artifact piece 50

Encounter 6:
Subduing the giant eagle(s) 100

Encounter 7:
Figuring out Drizzle to be a fraud 50

Encounter 8:
Defeating the Water Elementals 100

Total Experience for Objectives: 550 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,150 xp

For Tier 2: 2,300 xp
For Tier 3: 3,450 xp
For Tier 4: 4,600 xp
For Tier 5: 5,750 xp

Tiers 4 and 5 get a special bonus for defeating the rain dragon. Add the following to the total from above for the final XP for the highest tiers.

Tier 4: 1,000
Tier 5: 1,750

Treasure Summary

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

- Encounter 3A:**
- *Bracers of defense AC 6*
 - *Javelin of lightning*
 - 300 gold pieces

- Encounter 8 or 8A:**
- *Two potions of insulation*—gives the drinker a +4 bonus to saving throws vs electrical attacks, including blue dragon breath, and reduces damage suffered by 2 points per die (minimum 1 point of damage per die)
 - Wizard Scroll: *shocking grasp, lightning bolt, chain lightning*, all cast at 12th level
 - Clerical scroll: *moonbeam, speak with plants, pyrotechnics* cast at 9th level
 - Non-magical enamelled horn worth 150 gp.

Fame Award
1 Point in General

Players' Handout #1

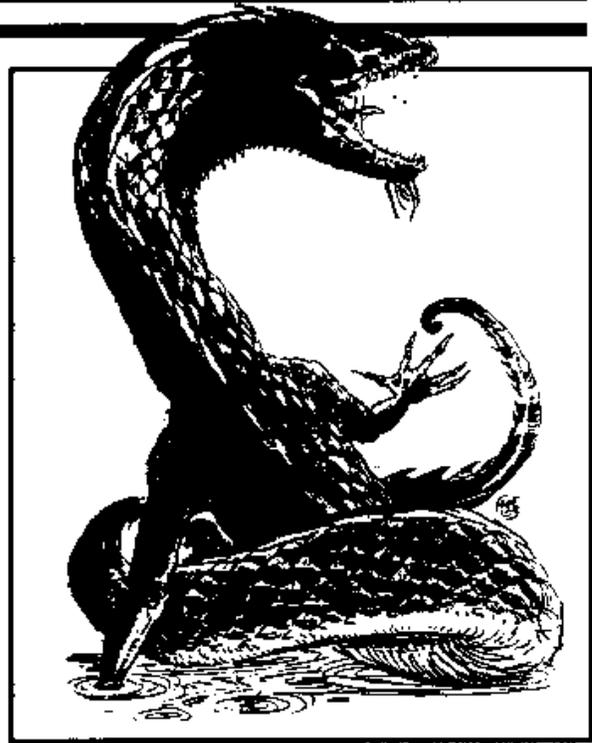
The only significant entry from the book is as follows:

"I write these words in secrets, so that none of my brethern will discover them. I still cannot believe that I was almost dupped. That forsaken lizard plyed me like a fool, and I bought into it. If I were to give him the device, he said he could make the rains come, and Talos' fury would be unleashed. I had no idea how to activate it, so I figured why not? What harm could it do?"

"How wrong I was. He broke his word, as I should have expected. He took the device, and now has no intention of returning it. True, Talos' glory now reigns over the city, but I fear the deluge means to wash us out with it. It was smart of me to hold onto the removable piece of the device. Good not to tell that wurm everything. Perhaps, Talos' forgive me, someone will be able to use this missing piece to shut off the device. I can't do it, for even I cannot turn my back on my god in that way."

Dragon, Linnorm, Rain

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3 (base)
MOVEMENT:	18, Fl 39(B), Sw 9
HIT DICE:	10 (base)
THACO:	11 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d12 (+2)/3d10; see below
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	H-G (20' base length)
MORALE:	Fanatic (17-18)
XP VALUE:	See below



Rain linnorms are quite vain, to the point of demanding credit for their atrocities. The more heinous the act, the more powerful the rain linnorm feels. Rain linnorms desire more treasure than other dragons could possibly accumulate.

Hatchling rain linnorms' teardrop-shaped scales are shiny and white. As they age, the scales grow larger and thicker, and turn gray, blue, green, or white at the creature's whim.

Rains speak their own language and can communicate with other Norse dragons, though they rarely lower themselves to do so. A hatchling has a 5% chance to communicate with all other animals, and that chance increases 5% per age category.

Combat: Young and juvenile rains are quick to rush into battle for treasure, attacking first with breath weapons and magical abilities. (A favorite stratagem of juveniles is to *call lightning*.) However, if a target appears nonthreatening, the linnorm fights with claws and bite, hoping to leave valuables intact. Adult and older ones hate to sully their claws, so they always attack first with spells, then assault their targets with breath weapons.

Breath Weapon/Special Abilities: The rain linnorm's breath is a stream of boiling water 3 feet wide and 90 feet long (saving throw for half damage applies). A rain linnorm casts spells at a level equal to 8 plus the dragon's combat modifier.

Rains are born invulnerable to electrical attack, and they gain abilities as they age: very young—*create food and water* (twice per day); young—*plant growth and entangle* (three times per day each); juvenile—*call lightning* (twice per day); young adult—*lightning bolt* (twice per day) and *water breathing* (at will); adult—*control winds* (twice per day); mature adult—*moonbeam* and *rainbow* (each three times per day); old—immune to missile weapons, and *transmute dust to water* (three times per day); very old—immune to nonmagical blunt weapons, and *weather summoning* (twice per day); venerable—immune to nonmagical edged weapons, and *conjure water cle-*

wym—regenerate 10 hp/round and *control weather* (once per day); great wyrm—regenerate 20 hp/round and *wind walk* (once per day).

Habitat/Society: Rain linnorms live on hills, where they can be comfortably buffeted by wind and rain. Their lairs within the hills have treasure hidden inside many chambers. A rain stays in its lair only when the weather is pleasant. Wyrms and great wyrms have been known to control the weather when the land has been too long without inclement weather.

Rain linnorms consider all others beneath them, and therefore improper company. Indeed, the only time more than one is encountered is when a pair has mated—they separate when the eggs hatch, abandoning the young.

Rains attempt to kill all intelligent creatures that come too near their lairs. If one believes the location of its lair is known, it will painstakingly move its treasure to a new lair.

Ecology: Rain linnorms subsist on almost anything, but their favorite food is lightning bolts. They have no known predators except adventurers.

Age	Body		AC	Breath		Wizard		Treasure		XP
	Lgt.	Tall		Weapon	Spells	MR	Type	Value		
1	1-4	1-8	8	3ds-1	Nil	Nil	B	2,000		
2	5-10	9-20	7	5ds-2	Nil	Nil	B	7,000		
3	11-17	21-34	4	7ds-3	Nil	Nil	B	10,000		
4	18-24	35-48	3	9ds-4	Nil	Nil	B+2	33,000		
5	25-32	49-64	2	11ds-5	Nil	Nil	B+2	123,000		
6	33-41	65-82	1	13ds-6	Nil	Nil	B,Z+2	350,000		
7	42-51	83-102	0	15ds-7	Nil	Nil	C,Z+3	1,000,000		
8	52-62	103-126	-1	17ds-8	1	25%	C,Z+3	18,000,000		
9	63-75	127-156	-2	19ds-9	2-1	35%	C,Z+4	200,000,000		
10	76-91	155-192	-3	21ds-10	3-2	45%	D,Z+4	22,000,000,000		
11	92-108	187-235	-4	23ds-11	4-3	55%	D,Z+5	240,000,000,000		
12	109-130	216-278	-5	25ds-12	5-4	65%	E,Z+5	250,000,000,000,000		