

Desperately Seeking Selûne

A One-Round Living City Tournament

by Chris Ruester

With Special Thanks to Troy Daniels (AKA “TSRO Thar”), Joe Cirillo & his Plots staff, Bryan Everitt for combats, and Very Special Thanks to Brian Miller for info on the Orb and Temple

Low Tier: Red Threats, Chapter 3 “Another Rescue”

Low-Tier: The Midsummer’s Festival is attacked. A visiting High Priestess is kidnapped. Deputy Mayor O’Kane needs your help to recover this priestess before the Red Wizards get their hands on her. This adventure is designed for low- and mid-level characters.

High Tier: Red Threats, Chapter 4 “Dealing With Darkness”

High-Tier: The Midsummer’s Festival has come to Ravens Bluff again. You’ve been invited to enjoy yourself in the Temple District, while others of you have been asked to provide security during the event. But just what dark menace may rear its ugly head in this atmosphere of good cheer? Are you willing to find out? This adventure is designed for high-level characters.

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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.

Tier Structure

This adventure has a "high tier" and a "low tier" version. For the characters to qualify for the high tier version, ALL of them must be at least 7th level. If this is not the case, use the low tier version.

To determine the tier within a "tier," add the levels of the PCs. 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.

Low-Tier adventure tiers

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

High-Tier adventure tiers

Tier 5:	Total levels 57-65
Tier 6:	Total levels 66-77
Tier 7:	Total levels 78-89
Tier 8:	Total levels 90+

Books – The following books are required to properly run this module: *Player's Handbook*, *Dungeon Master's Guide*, *Tome of Magic*, *Faiths & Avatars*, and *Demihuman Deities*. Other books recommended, but

not required: *Monstrous Manual*, *Forgotten Realms Adventures*, *Drow of the Underdark* (or *Wizard's Spell Compendium Vol. 3*), and *The City of Ravens Bluff*.

Red Threats – A group of Thayvian wizards, called *The Cabal of the Moon's Blood*, have set up shop in the Vast. For the last two years they have been building their forces. They intend to discover the mystic properties of the blood of lycanthropes, so they may develop powerful magic and seize the Vast. To forward their goal, this secretive group has been capturing and experimenting with numerous lycanthropes.

Low Tier Adventure

Background

The Midsummer's Festival has come to Ravens Bluff. It is a time of music and love, involving long revels and street parties. During the distraction of the Festival, the Cabal has the Festival attacked. The resulting commotion hides the theft of the Orb of Selûne. Also during this attack, the weretiger priestess, Tessa Saar, is kidnapped. The suddenness of the kidnapping is not planned, though. It is during her continued investigation into the Cabal's operations in the city, that she runs across some of the Cabal's guards in the Grand Griffon Inn. Fearing what she may do, the Cabal guards hastily plan a kidnapping. The Cabal is unhappy with this particular development, but hopes that her delivery will tie up a loose end and destroy future investigations against them. Charles O'Kane, now Deputy Mayor, though, has been keeping careful track of Tessa, and her disappearance immediately has him believing the Cabal is at work again within Ravens Bluff.

Introduction – It is steadily approaching dusk, and the characters learn of the attack on the Festival and the theft of the Orb of Selûne. Charles O'Kane has sent messengers to quietly request aid from adventurers of lesser reputation. He wishes to keep this problem low profile.

Encounter One – A large group of adventurers has gathered outside O'Kane's manor house. The gathering will turn into a riot, and the party must make an attempt to get into O'Kane's house before they're killed.

Encounter Two – Lord O'Kane will explain exactly what has occurred, along with a quick rehash of the adventure *Red Dawn*. He will have a list of businesses she had visited the days prior to her kidnapping. Some of these businesses are ones previously seen in *Red Dawn*.

Encounter Three A – The Ravens Bluff Animal Shelter is attacked by beasts conjured by priests of Malar. A patrol of Knights of the Golden Rooster and two druids at the Shelter will help stop the destruction of the Shelter. Then things will get really strange when it is revealed the two druids had already murdered the Shelter owner.

Encounter Three B – The Grand Griffon Inn is the site of a strange occurrence as the characters arrive: A birthday cake being baked by one of the bartenders has exploded, sending dough all over the main room. Also hidden by the dough, though, is evidence.

Encounter Three C – The original location of Fidius' Emporium of Gaming was destroyed in the battle between Glasya and Sune, but the characters can find his new business. The greatest surprise is that he

runs a magic shop, but without any magic. Robbers have stolen his stock, and now he can only depend on the intervention of adventurers to once again aid him.

Encounter Three D – The Embassy of Thay is a possible place. The characters will quickly discover that a) they are not welcome, and b) that the Red Wizards they are after are rogues. Hopefully the characters will not be stupid, or it could get bloody.

Encounter Four – The characters might be following the caravan. They will run through a small farmer's market, when they will see a set of wagons that look like what they're after. Just when they find out these are not the wagons they're looking for, a group of farmer's will try to convince the characters to follow them to a place filled with undead. A farm manned by undead to be exact. The priest of Torm and druid of Chauntea, though, don't look like evil, undead-army-raising sorts.

Encounter Five – The party will pass through the Earthfast Mountains. In a tunnel through the rock, the characters might stumble onto a group of kobolds and a cursed magical items.

Encounter Six – The characters have found the caravan. The Cabal guards, though, don't plan to let this pass like water under the bridge.

Conclusion – The wagon master isn't the type to allow just anybody to kill guards on his caravans, but since they seemed to be of the evil sort... Inside the Cabal's wagon they find Tessa and the magical items stolen from Fidius. Once the characters have returned to Ravens Bluff, they will be patted on the back. A small reward for their help, and a chance to touch a piece of the divine are all any adventurer could ask for.

Introduction

The Midsummer's Festival, a celebration of love and music, is coming to Ravens Bluff, the Living City. All throughout the Gateway to the Vast, costume balls, street parties, and all-night revels will bring together the varied citizenry of the Bluff. Adventurers great and small have put aside their weaponry and magic to prepare for the enjoyment and the peaceful mood of the Festival. Some of you have even been invited to the parties that will be thrown throughout the many districts of the city.

That is until this afternoon. The peaceful mood has been shattered by the tendrils of some evil force. It is cried out in the streets, the Temple District has been attacked. The attackers have slain and wounded many revelers. The Temple of Selûne reports something has taken the Orb of Selûne, an artifact of the Silver Lady.

The High Priests have already banded together several groups of adventurers to track down the thief of the Orb.

There are multiple reports of deaths and missing citizens in the aftermath. One of those citizens is a friend of Lord Charles O’Kane. All of you are told by individuals on the street that he is asking other Ravenian adventurers to come to his manor immediately to help look for the missing friend.

Find out what the PCs are doing. The characters can ask the individual, who is just a hired messenger, or one of the hundreds of Ravenians on the streets where Lord Charles O’Kane’s manor is. The characters do not have much time to buy equipment or mess around, though. Dusk has quickly fallen over the city.

Encounter One: “A Riot”

You make your way to Lord O’Kane’s manor, but find yourselves blocked by a group of people outside the gates. It appears a large number of Ravenians and adventurers alike are gathered. As you look over the mass of people, you hear the sound of steel being drawn and angry yelling. That’s when a cloud of smoke erupts from deep in the group and suddenly everyone is in action. The crowd appears to have turned into a mob!

The PCs must each make a Strength check at -4. Each one that fails will find him/herself several persons deep in the crowd, which is drawing weapons and hissing spells all around. The riot that is occurring is also pressing up against the gates of O’Kane’s manor. The PCs will each have a chance to muscle their way to the gates. Unfortunately, there will also be an opportunity for them to be struck by a wild blade or a miscast *magic missile* spell. A table gives the results based on Tier rating.

Tier	Weapon	Spell
1	1d6-1	1d4+1
2	1d6	2d4+2
3	1d8+2	3d4+3
4	1d10+3	4d4+4

The party may wish to retaliate against the attackers, but the crowd is moving so fast there is no way to discern who cast what or who was wielding what weapon. A City Watch whistle will be blown by Round 3. Each round a PC must make a Strength check to get to the gate. It takes two back-to-back successes to make it to the gate. Depending on if the PC is already in the crowd, each failure will shove the PC back into the crowd and they will be struck. Those who do not start

in the crowd will only need one Strength check to get to the gate. Roll 1d6 to determine which effect occurs when PCs are thrown back into the crowd. 1-3 being weapon and 4-6 being spell. Be easy on characters with little or no hit points. If a PC falls, allow one of the other PCs to stumble on the unconscious form being trampled. As soon as they are all at the gate, one of O’Kane’s guards will let them in, even if it is during the riot. Eventually (by Round 6), the City Watch will arrive and over a dozen individuals will be arrested for Disorderly Conduct, Assault & Battery, and a host of other charges. If any PCs are still outside the gates by then, they will be vigorously questioned for several minutes. Let the PCs sweat it out, but they should be released with a stern warning to avoid mob situations in the future.

Encounter Two: “Meeting With O’Kane”

As soon as your weapons and spell components are checked, you are led into the manor of Charles Oliver O’Kane. His residence is stylish without being loud and the foyer is designed to give one the feeling of openness and welcome. Wood has been blended with stone to present a fine home for someone who has helped make the Jewel of the Fire River what it is today. After a few moments of waiting in a small library, Lord O’Kane enters. He is a tall man on the far side of forty winters, an aged warrior whose battle scars are hidden by sensible clothing. His general appearance is of a leader and diplomat who has now settled down to live his remaining days as an elder voice in the community.

Charles O’Kane will be understanding of any lack of knowledge of the city or kidnapped priestess, Tessa Saar. He will provide a recap of the events of the module *Red Dawn* for those who do not know of what previously occurred:

A group of Thayvian wizards launched an attack against a small village of weretigers in the mountains south of the city. The wizards made off with many of the villagers, but left the children and the elderly to fend for themselves. Tessa, the High Priestess of Selûne, arrived to find her village mostly destroyed and the villagers that remained starving. Tessa’s sister is the leader of the village, and she was likewise kidnapped.

Charles O’Kane is a friend of Tessa’s mother, and received word of the attack and Tessa’s urgent need for help. O’Kane hired a group of able adventurers to protect Tessa on her way to the city. These same

adventurers later uncovered a secret laboratory and hide-out of the Thayvian wizards.

O’Kane believes the same Thayvians are behind the attack on the Temple of Selûne and the kidnapping of Tessa. He also believes the only way to discover her whereabouts is to find out what she discovered that elicited this attack. O’Kane knows where she went that day, and will provide the party with a hand-written list, **Player’s Handout 1**. He will state that he will find a magical reward to give to the PCs once they have returned with Tessa. He will then suggest the PCs get a good night’s rest and start in the morning. Allow the PCs to re-decide their spells if they do sleep. If not, then remember that it is after dark and have the Grand Griffon be crowded with adventurers (feel free to place your own PCs inside).

Encounter Three A: “The Attack on the Shelter”

The Ravens Bluff Animal Shelter is easy enough to find, being located so close to the Temple of Selûne. Few structures in the city match this oddity, though. It stands at just over two stories, and appears to be a mixture of stone mated with trees which have been grown into place. A long courtyard stretches northward from the building and the atmosphere is one of peace punctuated with the sounds of animals.

That atmosphere is disrupted as the doors of the Shelter are blown apart and several creatures with them. Inside you can hear unearthly screams intermingled with those of animals and humans.

Find out what the PCs are doing immediately. If the PCs look inside, they will see a room covered in ash and soot, with heat-dried blood staining the wood. The shattered remains of a counter split the room, and in front of that is the blood-covered, charred body of the owner, Katheonus Sirronstar. The creatures are inside the Shelter because they were sent there by priests of Malar. Also inside are two druids and another ranger, the cousin of the owner. The two druids will be busy all combat, but if the PCs appear to be close to defeat, they will be even more active.

Airus, hem D8: AL N; AC 0 (snakeskin armor + ring +2 + Dex); MV 12; hp 64; THAC0 16 (14; *scimitar* +2); #AT 1; Dmg 1d8+2/1d8+2 (*scimitar* +2); SA nil; SD nil; Str 12, Dex 18, Con 12, Int 14, Wis 17, Cha 16; MR nil; SZ M; ML 18.

Magical Items: *ring of protection* +2, *scimitar* +2.

Spells: 1st – *bless*, *cure light wounds* x4; 2nd – *chant* x2, *charm person or mammal* x2; 3rd – *call*

lightning x2, *prayer*, *stone shape*; 4th – *cure serious wounds*, *neutralize poison*.

Powers/Abilities: As Druid, see *Player’s Handbook*.

Jacob, hm D11: AL N; AC 0 (*snakeskin armor* +2 + *ring* +1 + Dex); MV 12; hp 76; THAC0 14 (12; *scimitar of speed* +2); #AT 3/2; Dmg 1d8+2/1d8+2 (*scimitar of speed* +2); SA nil; SD nil; Str 16, Dex 17, Con 15, Int 15, Wis 17, Cha 16; MR nil; SZ M; ML 18.

Magical Items: *ring of protection* +1, *scimitar of speed* +2, *snakeskin armor* +2.

Spells: 1st – *animal friendship* x2, *bless* x2, *cure light wounds* x3; 2nd – *chant*, *charm person or mammal* x4; 3rd – *call lightning* x2, *prayer*, *stone shape* x2; 4th – *cure serious wounds* x2, *giant insect*; 5th – *cure critical wounds*, ~~*flamestrike*~~; 6th – *wall of thorns*.

Powers/Abilities: As Druid, see *Player’s Handbook*.

Dark Sirens (3 per Tier): Int Average; AL CE; AC 3; MV 12; HD 5; hp 40 (now 20); THAC0 15; #AT 4; Dmg 1d6/1d6/1d8/1d3 (claw/claw/bite/tail spike); SA *fear* howl (save v. spell or flee area for 1d6 rounds), poisoned tail spikes (save or -2 to hit/dmg for next 2d6 rounds); SD immune to fire, charm, hold, poison; MR nil; SZ M; ML 14.

Eventually, Knights of the Golden Rooster will swoop in and dispatch any remaining creatures in Round 4. Tailor the boxtext based on whether the PCs and/or druids destroyed all of the demons.

It is just then the sound of a horn is heard down the street. Over a half-dozen individuals dressed in fine clothing and wielding weapons charge down the street at the remaining demons. The battle is joined and finished in several minutes of heavy fighting, the creatures’ bodies turning into gray smoke to return to whatever foul realm they come from.

The leader of the Golden Rooster patrol, Hugh Fitzcairn, grins as he looks over your group. “Good show, I must say! You handled yourselves like true stalwarts.”

The druids will then give themselves up. The ranger was not murdered by the creatures, but by them. The druids will not answer any questions, but simply state “The natural order must be restored.” Sir Hugh will take charge of the situation, so don’t allow the PCs to attack the druids.

There is a small commotion south of you as a small detachment of City Watch officers march to your location. After a few moments of pleasantries between the Watch officers and the knights, the Patrol starts

back northward. The Watch Captain looks over your group, and then at the scene. "It appears this is the scene of a crime. I'll have to ask you folks to stay whilst I and some of my men inspect this." The druids are quickly taken into custody for Murder, Use of Harmful Magic, and Battery. As you listen to the druids refusing questions, the implications of druids killing a ranger stands out.

It is nearly an hour later that the Watch is finished questioning you and canvassing the scene. They quickly gather their prisoners, while some remain behind to help carry the victim's body to the rebuilt Temple of Mystra to hopefully be revived. The young woman, who you have learned is the half-elf's cousin, is still shaken, but appears to have taken charge of the Animal Shelter.

Deranna Sirronstar will attempt to assist the PCs in any way necessary. She will be eager to close up so that she can tend to her own wounds and calm down the startled and scared animals. The PCs will likely ask her about the weretiger priestess. She will remember Tessa, but not know where else Tessa went. She knows that the priestess was curious about the identities of certain adopters. She will only remember hearing about what happened with the Red Wizards last time from her visits to the Grand Griffon Inn.

Encounter Three B: "The Grand Griffon"

Note: This business is given life in the RPGA Online chatroom.

Going into the Swordspoint neighborhood, you find yourselves before the Grand Griffon Inn. The two-story wooden building appears to be rather small, especially set amongst the larger buildings of the Temple District. As you stand outside, a small shudder runs through the building. The door opens almost by itself to an amazing sight: The whole main room is filled with dough! What's stranger still, the main room is huge, well out of proportion with the exterior dimensions of the building. Looking around the off-white goo, you spot a form moving about in front of where the bar may be. After a few moments, the dough seems to melt away to reveal a gentleman somewhere inside thirty winters with distinctive eyes that seem to catch the light. He taps a pair of gold bracers on his arms and grumbles something.

Just then, an elderly gentleman, this one past sixty winters, enters from a door in the far wall. "Look what ye done to me Inn!! I'll turn ye into a jackrabbit and stew ye f'r the special of the day, Tharlan!!"

The elder gentleman is Barney, a retired Mage/Priest of Azuth who owns the Grand Griffon. The other gentleman is Tharlan, a bartender. While attempting to bake a birthday cake, Tharlan accidentally overdid the size and the cake exploded before it could cook correctly. The gold bracers are *bracers of bartending*, crafted by Barney. The *bracers* consist of long, gold or silver bracers, with over four dozen small gems of differing size and color embedded on them. Through a combination of gems activated, it is very possible every spell in the PHB could be cast, including a few spells created by Barney. Unfortunately, it is also very easy to forget the many combinations, and that's what has happened here.

After a few other outbursts, and Tharlan continuing to play nervously with his bracers, Barney will tell the bartender to clean up the mess the hard way. Then the owner will inquire to the reasons for the party to stop by, since it's so early in the day. Barney will continue to complain about lousy help and the mess in his common room. He'll tell the PCs he doesn't know of any weretiger priestess, and can't really help anybody until the mess is cleaned up. If the PCs offer to clean the mess up, he'll grin and pull out some mops and buckets from thin air.

If the PCs simply wait around, after about a half-hour, Tharlan will look happy and a green ray will come from his hand to *disintegrate* a large portion of the dough. Along with the tables, the chairs... He'll immediately stand *behind* the party and ask them to help him move the furniture so Barney doesn't notice. "He never counts that stuff anyway.. I think." Then he will try to clean the rest up using a clean cantrip and accidentally change the colors of every PC's clothes to lime green. Barney will then tell him to use a broom.

Every PC has a chance to notice the small parchment Tharlan absent-mindedly picks up and puts in his pocket. Either use the Observation NWP, or the average of the PC's Intelligence and Wisdom scores, rounded down. If the PCs start to leave, and they don't have any idea where else to go, Tharlan will ask them if the parchment is theirs and let them see it. The parchment appears to be commission papers, and Tharlan will remember that a large group of caravan guards were in the Inn yesterday morning. Give out **Player's Handout 2**.

If the party cannot afford horses to go after the caravan, Lord O'Kane can loan horses from his private stables. At this point, if the PCs take the papers to Lord O'Kane, he will point out the obvious clues that this is the caravan and urge them to go after it before it gets to Procampur.

Encounter Three C: “Fidius”

Going into the eastern part of the city, the Uptown District is still marred by the battle scars of the clash of the avatars of Sune and Glasya. The Mortonbrace neighborhood took the brunt of the titanic battle, and the rubble fills many lots along your path. Finally you have reached the remains of a building that once had been two stories. The aftermath is disturbing, but you know from O’Kane’s list that the building was deserted, sold to an unknown buyer who has not claimed the remains. A small sign rests against the pile of stone and wood: “Emporium Moved to Torchtown.”

Find out if the PCs intend to go to Torchtown, which is on the northwest side of the city. It lies curving around the west and north sides of the small Market District. If they are, read the following:

The Torchtown neighborhood is extremely small in comparison to Mortonbrace. The buildings here are tightly squeezed on the narrow lanes, and the area is dominated by merchant’s houses and meeting places. Fidius’ Emporium of Odds & Ends, a mockery of Potions, Lotions, and Notions, sits on the corner of DeVillars Ride and Sylgarth Street. It is small by even Torchtown standards, and sits back from the street a little, as if it needed the breathing room. The windows are not filled with strange and unusual items, though, but by large, purple curtains. The door is open, and inside you can see a small man sitting on a low chair, apparently reading something.

The PCs can freely enter and Fidius will be delighted to actually have customers. He will point around the shop, which is completely empty! “As you can see, friends, I have no stock. The night before last I was robbed of all my possessions.”

What he knows:

- He suspects Red Wizards of Thay, which he only knew as “the Cabal,” robbed him.
- The Red Wizards kidnapped his daughter to force him to help them.
- They used his previous business to fill their coffers with gold.
- The Red Wizards were using the gold to hire mercenaries and capture werecreatures.
- He believes the theft is revenge against him for not stopping adventurers from uncovering the hide-out.
- His daughter is now living in Tantras with her uncle, his younger brother.
- The priestess, Tessa, has been stopping by at least once every tenday since the Red Wizards were stopped.

- He will urge the PCs to find Tessa and stop the Red Wizards, and will suggest that perhaps if they find Tessa, they might find his stolen stock.

He will definitely be interested in rewarding the PCs if they can find the items from his store, which consist of a wide array of strange and unusual items. If PCs offer to help Fidius restock, he will scoff, and swear he truly does not want to unload items from them. Fidius will attempt to NOT take any items from the party. They must role-play and truly convince the owner.

Encounter Three D: “The Embassy”

The Embassy of Thay is a large domed central building with two three-story wings. It is forbidding and at the same time majestic. You are advised as you enter the Foreign District to follow the path exactly around this building, as there is no knowing of what may await those who stray. Two guards of solid stone stand on two heavy, stone blocks on either side of the massive doorway. Their steel halberds are crossed over the door.

The guards are stone golems. They will not say anything, and will not look at the party. The door will open and a deep voice will ask the party what they want. It will state the Thayan government has no connection with these rogues, and does not condone their operations. It will not answer any unrelated questions to the adventure. The voice will relate it was recently approached regarding the stolen Orb of Selûne, and possibly gaining possession of the Orb, but the Embassy is uninterested in faith-related artifacts and turned the offer down. The door will then shut. If the party tries to attack, give them a chance to run. By Round 3 if they are still there, have them arrested for causing a diplomatic incident and possible treason and sentence them to a nice long term in Ill-Water prison, from which one never is released.

Thayan Golem Guards (2): Int High; AL LN; AC -10; MV 24, Fl 12 (C); HD 15; hp 120; THAC0 -11; #AT 3; Dmg 1d10+19/3d6+19 (*two-handed sword* +5); SA Combat as 20th-level Fighter with specialization, 24 Strength; SD Fire-based magic heals golem for damage, Piercing weapons do no damage, Slashing weapons do 1/2 damage; MR 50%; SZ M; ML 20.

Encounter Four: “Farmer’s Plight”

You have started riding southward, racing after the caravan. The sun is slowly approaching the horizon when you come over a rise and see a large group of tents on the road ahead of you. If you slow down, you can also see a small group of wagons stopped near the tents.

Allow the party to stop and examine the caravan. The guards will not know anything about the Cabal’s wagon, or the “Red Moon Trading Company.” If the party does stop, the farmers will come up. If the party doesn’t stop, allow them to set camp not far away from the market.

A group of farmers walk up and look your group over. “Yew be one of dem ‘venturin’ bands, don’cha? Me and the neighbors here been lookin’ fer some help. Gots some problems wit the undead.” The other farmers begin talking angrily about undead hordes.

The lead farmer’s name is Angus. The rest of the farmers have common names (Mary, Jason, Edgar, Margaret, etc.). The farmers will ask the PCs to help them fight an evil, undead menace. They will be eager to lead the PCs farther down the main road. They are not evil, and are simply scared common folk. The farm is farther down the road, but if PCs decide to ride on they may set up camp down the road, away from the market. If they do follow the farmers, read on.

The farmers lead you down the main road southward. After an hour, you come to the outward fences of a farm set back from the road a few hundred feet. Acres of beautiful plow-rows lead towards several buildings. Just as you are observing the scenery, a movement catches your attention. Several man-sized shapes are plowing one of the fields. If you wait for the plow to near you, you see the grayed flesh and sunken faces of undead monsters.

All of the undead have the same statistics. They will not combat back, but will try to disarm attacking PCs. Consider them Str 18/01 for disarming purposes. There are four undead manning the plow. If the PCs attack the undead the farmers will cheer them on.

Undead Farmhands (lots): Int Nil; AL N; AC 8; MV 12; HD 1; hp 8; THAC0 18; #AT 1; Dmg 1d4/1d3 (arms); SA nil; SD nil; MR nil; SZ M; ML 20.

What is happening is this: Myrkyssa Jelan’s armies laid waste to this and several other farms, as well as killing

or maiming the hard-working folk that call the land their own. Zerow and his wife Malista have since been attempting to repair the damage wrought and help families who lost farmhands or the ability to tend their own farms rebuild. Zerow is a Holy Champion (specialty priest) of Torm, and Malista is a druid of Chauntea. Zerow has been using his abilities to animate and command the fallen troops of Jelan’s armies to aid this rebirth. Together, they have been rebuilding and replanting fields until young children of families who lost fathers can take over, or families can save enough money to hire new farmhands.

Zerow is a 9th-level Specialty Priest of Torm and Malista is a 10th-level Druid of Chauntea. He is a balding man in his late 30s with light brown hair and wearing simple light-gold robes. He is a gentle man who understands the problems with using undead, but his wife supports the idea and Torm has not asked the priest to stop in his duty to aid the farmers. Malista is a petite woman in her early 30s with long, dark-brown hair. She speaks very softly and typically lets her husband speak. Though when it comes to the farms, she is very adamant about aiding the farmers using the means at her and her husband’s disposal.

The other farmers escaped destruction by giving their crops to Myrkyssa’s armies willingly. Now Angus fears the competition presented by the undead-manned farms; he also fears that undead will become a popular method of cheap labor. Some of the farmers have been whipped into a frenzy by Angus.

The PCs will likely combat the undead. Eventually, Zerow and Malista will run out and ask the PCs to stop. If the PCs insist on attacking Zerow and Malista, Zerow will cast multiple *hold person* spells and Malista will cast multiple *charm person* spells. If attacked, both will be very upset and will ask the PCs nicely to leave (meaning ending this encounter).

If the PCs try to work the situation out: role-play out the reactions of the farmers, who will call for the both of them to be run off, and Zerow and Malista, who are just trying to help the families devastated. Zerow will point out that most of the farmers who are protesting aided Jelan’s armies to protect their farms. The farmers will talk about using undead. Zerow is obviously still in Torm’s graces. Angus will be the biggest protester, because he fears being run out of a farm by the cheap labor provided by the undead. Zerow will try to calm the farmers fears by telling them that this is the undead’s last season, and then they will be laid to rest. Until then, he will offer the cheap labor to all the surrounding farms so that all can benefit.

One of the other farmers will then offer a small celebration of the end of the bad relations. That’s when a hoe-down will begin and the PCs will be invited to stay. The sun is almost down and Zerow will want to give the PCs rooms to stay overnight. In the morning

Zerow will thank them for their help and will give them a *ring of protection* +2 if a peaceful settlement was reached.

Encounter Five: “The Mountains/Kobolds”

As you travel further southward, grassy plains give way to rolling hills. After a mid-day rest, you and your horses quickly start to enter into the region known as Elvenblood Pass. The Earthfast Mountains stand tall and proud, like the mighty dwarven kingdom that once ruled this land. Now a new ruler, Lord Thane Uldred Deepaxe, seeks to recapture the lands of his ancestors and rebuild the might of Clan Brightsword.

The party will come to a fork in the road, leading left and right. The left road leads around the remainder of this encounter and will eventually link back up with the main road and continue to **Encounter Six**. The left road is also cleaner and looks more well-traveled. The right road appears to contain a bit of rubble and looks poorly traveled. A Tracking roll at -3 will reveal the caravan went to the left. If the roll is failed, the wagons will look like they went right. In truth, the wagons started right and were backed up and turned onto the left road.

The mountains quickly stretch all around you, like silent guardians. The silence, occasionally broken by the howling of the wind, is unnerving. Ahead, it appears you have found the reason for the howling wind. A stretch of the mountain here appears to once been part of a mine, but as you look deep into the darkness, a spot of light shows. Apparently, the shaft has been supported further and turned into a pass through this area of the mountains.

The tunnel appears to widen considerably and must have been a junction tunnel, for several other passages lead off. Each appears to bear signs they were collapsed and an attempt was made to clear them.

If the PCs decide to investigate, have one of the tunnels clearable, with a total Strength of 20. That tunnel leads into a small chamber that leads down six other tunnels to doors. Describe the tunnels as similar and placed at regular intervals, like one would place living quarters. It doesn't matter what tunnel they pick, or which room they go in. Describe each door as uniform in appearance, stone, and closed. In fact, there appear to be rooms enough for each character. Choose a powerful fighter, or a character that is wearing heavy armor. Let all the other characters open their doors to find spacious, dusty rooms devoid of objects save old stone

beds and a chamber pot. When your “target” opens his or her door, though:

The door slides open and the first thing you notice is the smell of unwashed bodies and rotting food. Then you see them, a dozen kobolds, all looking at you like you were something straight from the Abyss.

Inside the room is nearly 12 kobolds, living in the pigsty they call “home.” They will immediately try to bowl over the character and make a run for it. They won't be interested in attacking, and if the character pulls a weapon, the rest will stop and back into the room. The chieftain, Gimmemore, will then boldly step forward and challenge the character, trying to look brave all the while his little knees knocking. If the character looks eager to beat on Gimme, or if he or she tries to talk, Gimme will throw himself down on the ground and grovel, begging the PC to spare his fellows. He will offer anything he has, including “the chieftain's necklace.” He will show a necklace made of white bones strung using a gold thread. A rat's skull with a large, cut ruby inset into its forehead hangs on the necklace. A *detect magic* does not reveal the item is magical (hence be careful to remember if somebody throws it away or puts it on). Gimmemore doesn't know it's cursed or even that it's magical except that whoever wears the necklace is the Chief. Gimme just wants to leave, he isn't interested in living somewhere that big folk might be invading any time soon. Gimme and his family will try to outrun a bloodthirsty PC, throwing stuff at him or her as a distraction. Make the character roll half-Dex checks to attack kobolds while they run.

Kobolds (12): Int Below-Avg; AL NE (but not stupid); AC 6; MV 6, Run 14; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6/1d6 (club); SA Pot-shots; SD Groveling; MR nil; SZ S; ML 5.

After Gimmemore is gone, the party will exit to find dark fast approaching. They may leave the tunnel or stay in the cleared chambers and sleep. The tunnels are perfectly fine (all divinations reveal they are safe), and nothing will occur to the party when they sleep. Keep track of what party-member has the necklace, and what happens with it. If it is worn, visit the effects as listed and adjust the PC's stats as follows: -4 Str (to minimum of 3), +1 Dex (to maximum of 19), -2 Wis (to minimum of 4), -3 Cha (to minimum of 2), only for the remainder of the adventure.

Encounter Six: “Fight on the Bridge”

Following the trail further through the pass, you can see fresh wagon ruts, a sure sign the caravan was in this area not long ago. Rounding some debris from a rock slide, and a small road merging from your right, you come up to a stone bridge reaching over a small canyon. Across that bridge is the caravan, apparently resting their horses. Some of the caravan guards watch your group wearily, while a small group seem to be conversing quietly and pointing at your group.

The bridge is very narrow, 25 feet wide. It is 150 feet long and is very sturdy, but has no railings or other ways to stop someone or something from falling. It is a 200 foot drop into the canyon below. The caravan guards are simply being safe, but conversing Cabal guards (who have a heraldry similar to the one found back in the Grand Griffon Inn) are planning on how best to kill the PCs without alerting the other guards to their sinister plans. As soon as the PCs are half-way across the bridge, one of the elite will yell out that the PCs are Zhent soldiers and the other guards will explode into action. They will try to knock the PCs off the bridge or kill them outright. The other guards, not knowing what is occurring, will keep their safe distance.

Tier 1: Levels are 4-13

Cabal Guards (3) hm F1: AL LE; AC 5 (chain mail); MV 12; hp 10; THAC0 20 (19; Str); #AT 1; Dmg 1d6+1/1d8+1 (short sword + Str); SA nil; SD nil; Str 17, Dex 14, Con 14, Int 12, Wis 12, Cha 12; MR nil; SZ M; ML 14.

Elite Guard hm F2: AL LE; AC 4 (chain mail + shield); MV 12; hp 20; THAC0 19 (15; Str + Spec. + *short sword* +2); #AT 3/2; Dmg 1d6+5/1d8+5 (*short sword* +2 + Spec. + Str); SA nil; SD nil; Str 17, Dex 14, Con 14, Int 12, Wis 12, Cha 12; MR nil; SZ M; ML 16.

Magical Items: *short sword* +2

Tier 2: Levels 14-25

Cabal Guards (4) hm F3: AL LE; AC 3 (chain mail + Dex); MV 12; hp 31; THAC0 18 (16; Str + Spec.); #AT 3/2; Dmg 1d6+3/1d8+3 (short sword + Spec. + Str); SA nil; SD nil; Str 17, Dex 16, Con 16, Int 12, Wis 12, Cha 11; MR nil; SZ M; ML 15.

Elite Guard hm F4: AL LE; AC 2 (chain mail + shield + Dex); MV 12; hp 38; THAC0 17 (13; Str + Spec. + *short sword* +2); #AT 3/2; Dmg 1d6+6/1d8+6 (*short sword* +2 + Spec. + Str); SA nil; SD nil; Str 18/01, Dex

16, Con 16, Int 12, Wis 12, Cha 12; MR nil; SZ M; ML 17.

Magical Items: *short sword* +2

Tier 3: Levels 26-37

Cabal Guards (5) hm F5: AL LE; AC 1 (plate mail + Dex); MV 12; hp 50; THAC0 16 (14; Str + Spec.); #AT 3/2; Dmg 1d8+4/1d12+4 (long sword + Spec. + Str); SA nil; SD nil; Str 18/01, Dex 16, Con 17, Int 12, Wis 12, Cha 12; MR nil; SZ M; ML 16.

Elite Guard hm F6: AL LE; AC 0 (plate mail + shield + Dex); MV 12; hp 58; THAC0 15 (10; Str + Spec. + *short sword* +2); #AT 3/2; Dmg 1d6+7/1d8+7 (*short sword* +2 + Spec. + Str); SA nil; SD nil; Str 18/51, Dex 16, Con 17, Int 12, Wis 12, Cha 12; MR nil; SZ M; ML 18.

Magical Items: *short sword* +2

Tier 4: Levels 38+

Cabal Guards (6) hm F7: AL LE; AC 0 (plate mail + Dex); MV 12; hp 66; THAC0 14 (10; Str + Spec.); #AT 2; Dmg 1d8+5/1d12+5 (long sword + Spec. + Str); SA nil; SD nil; Str 18/51, Dex 17, Con 17, Int 12, Wis 12, Cha 12; MR nil; SZ M; ML 17.

Elite Guard hm F8: AL LE; AC -1 (plate mail + shield + Dex); MV 12; hp 74; THAC0 13 (7; Str + Spec. + *short sword* +2); #AT 2; Dmg 1d6+10/1d8+10 (*short sword* +2 + Spec. + Str); SA nil; SD nil; Str 18/00, Dex 17, Con 17, Int 12, Wis 12, Cha 12; MR nil; SZ M; ML 19.

Magical Items: *short sword* +2

Conclusion: “The Caravan/Midsummer’s Celebrations”

The wagon master runs over and holds up his hands, yelling “Hey we don’t need none of that..” Seeing the scene, he orders the other caravan guards to check for any more of the guards from the Red Moon Trading Company. The guards return shortly to report that the Trading Company’s wagon appears to remain unguarded.

The wagon master, Duke Wane, will want to know just why the PCs were fighting with the guards and what they are doing there. He will take under consideration that the guards started the fight, but will still be uninterested in believing the PCs immediately. He then orders the PCs escorted to the Red Moon’s wagon and has it inspected. The guards will find Tessa’s tied and

heavily drugged form inside, along with a box loaded with magical items that are really from Fidius' store. The party will not know the items are from his store though. Duke will be upset about being duped by the owner, who he claims is named "Sarkara DesMarkus." Sarkara was one of the main villains of the Cabal conspiracy in *Red Dawn*. Duke will agree that the guards were obviously not on the up-and-up, and will let the PCs escort the wagon with some of the caravan guards back to Ravens Bluff. Once there, the party will have to decide whether to return the magical goods. It consists of three bags which radiate faint magic. These are *locked bags of holding*. They are capable of sealing themselves using a password the party has no hope of discovering (divinations will only reveal that the true owner is Fidius, that he knows the password, and that the bags should be returned to him).

Returning to the city, you are greeted by Charles O'Kane at the Temple of Selûne. It seems while you were fighting forces of a mysterious 'Cabal,' great adventurers found and returned the Orb of Selûne. After being dragged into the celebrations, O'Kane ushers you to a separate room with a gentleman who you believe is the High Priest.

The High Priest looks your group over. "So these are the adventurers who have brought our sister back to us, they are as you have described to me, Lord O'Kane. I must thank you for stepping forward and procuring these brave souls when our attentions were elsewhere. I would like to see you and your adventurers rewarded. What better way to be rewarded than to touch the Lady's Orb?" He opens the door of the private office and leads your group through the continuing celebrations to a large chamber you believe is the main chapel. At the end of the long chamber is an altar of two silver disks stacked upon each other. In the center, between the disks, is a silver orb. The High Priest points at the altar. "Behold, the Orb of Selûne. Each of you may touch the Orb and be rewarded by a Gift of the Silver Lady."

The Gift is gained by touching the Orb. Followers of other religions may receive the gift with no difficulty, since it does not adversely affect a person. Describe the experience as surreal, with each person having a vision (allow the player to decide what kind of vision their character receives).

As you walk out of the room containing the Orb, a familiar young lady runs into one of you. It is the cousin of the Animal Shelter owner, Deranna. "Oh, I am so glad I have found you. I wish to thank you for your intervention, and helping to save the Shelter. I can't really give each of you money, but one of you can come by and be rewarded... somehow." It is then

that another familiar voice shouts down the hallways. "My friends, you have done it again!" It is Fidius, and his smile almost splits his face in two. He marches up to you, grinning. "I must congratulate you on a job well-done. Once again this city's fabulous adventurers have helped me out, and I must return the favor!" As he continues to smile, you see Lord O'Kane whisper into his ear. He nods, and his grin gets even bigger. He opens a bag that appears out of nowhere in his hands.

The party as a group may choose one item from the bag, or two if they gave magical items to Fidius earlier. If the party does select two items, they do not receive the experience points from **Encounter Three C**. Inside the bag is a *red cloak of protection +2*, a pair of *greater bracers of power*, a *stone of repetition*, and a *long sword of readiness +2*.

The rest of the night is filled with celebration and enjoyment. As the sun rises over Ravens Bluff the party thins out and finally you manage to get out of the Moonflame. Yet somehow, you can't lose a sense that while you've proven you have what it takes to be a truly great adventurer, that another Red Threat awaits...

Here Ends Another Rescue

Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

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 Three A

Party defeats all of the demons before
Roosters show up 300 xp

OR

Party defeats all of the demons with druids'
help before Roosters show up 100 xp

OR

Party defeats majority of the demons before
Roosters show up 50 xp

Encounter Four

Party mediates the situation 50 xp

Encounter Five

Party kills kobolds 50 xp

Party bargains with Gimmemore 50 xp

Encounter Six

Party defeats Cabal guards 100 xp

Total Experience for Objectives: 550 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,050 xp

For Tier 2: 2,100 xp

For Tier 3: 3,150 xp

For Tier 4: 4,200 xp

Treasure Summary

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

Encounter Four

- *ring of protection* +2

Encounter Five

- *necklace of the chieftain* – This necklace is made of white bones strung using a gold thread. A rat's skull with a large, cut ruby inset into its forehead hangs on the necklace. The properties of the necklace cannot be discerned beforehand. Any character that wears the necklace is instantly turned into a kobold. This curse may be immediately removed by a 14th-level Priest casting *remove curse*, but the necklace is destroyed. You must print your name and RPGA number on the back of this certificate and mail it in with a self-addressed, stamped envelope to: Troy Daniels; PO Box 405; Hilliard, OH 43026. This certificate is not valid to play a kobold PC, and the character on this certificate is considered Out Of Play until the full certificate is received or the above *remove curse* is

cast. Once the certificate is mailed, *remove curse* will not help the PC.

Encounter Six

- *short sword* +2

Conclusion

From the Temple of Selûne:

(Each PC receives this certificate, if they want it)

- *Gift of the Silver Lady* – This character touched the Orb of Selûne and has been granted a powerful vision of his or her destiny. The character exhibits this divine gift with a glowing silver tattoo of a moon, the location of which may be chosen. Characters receive a +2 Reaction Bonus in future relations to clergy of Selûne and her allies. The tattoo is permanent and remains for the life of the character. It cannot be transferred to another by any means.

From the Animal Shelter:

(Only one party-member may receive this certificate)

- *Animal Training* – An animal already owned by this character was trained by the Ravens Bluff Animal Shelter. The animal chosen receives one of the following abilities:
 - *Combat-Ready* - The creature will remain calm in a battle/combat situation. The creature gains +4 to its morale, including any positive modifiers because of an owner's Charisma (use the Loyalty Base modifier).
 - *Drag* - The creature will attempt to protect its owner by dragging him or her from combat if he or she is dropped below 0 hit points or is unconscious. This ability is automatically placed into effect, and is not controllable. It will not work for animals which cannot drag the weight of the owner and any gear.
 - *Fetch* - The animal will fetch a small object designated by the owner and return it to him/her. The object must be within line-of-sight. The animal will attempt to snatch items from others, but will not fight for an item.

From Fidius: (The party may choose only one of these.)

- *red cloak of protection* +2 – This bright-red cloak appears to be the same type of cloak normally worn by Red Wizards of Thay. Whenever the wearer must make a saving throw versus any Invocation/Evocation spell, the cloak's bonus increases to +3 for that saving throw only. This bonus is not cumulative with the bonus Invokers receive. XP Value: 3750, GP Value: 28500.
- *greater bracers of power* – This pair of silver bracers act as *bracers of defense*, changing AC

based on the wearer's effective level (multi-class characters take highest level and add one for each additional class, dual-classed characters take the current class' level and add one for each prior class). Levels 1-3 are AC 7; 4-6 are AC 6; 7-9 are AC 5; 10 and above are AC 4. XP Value: 3900, GP Value: 22000.

- *stone of repetition* – This small, polished piece of quartz shines with a soft, blue glow. The first non-hostile first level spell, priest or wizard, which is cast by the caster who has the stone will be stored (write in ink the first spell cast into the stone on the space below). From that moment on, the stone can repeat the spell stored. Each day the stone will “remember” the spell, which can be cast by the will of its owner. The spell is stored at the level and effect it was cast (also write in ink these things on the space below). It can never be changed, and the stone will not work when in the hands of anyone but the owner. If a *dispel magic* is cast on the stone against the level the spell stored was cast and succeeds, the spell is erased and the stone is destroyed. XP Value: 2050, GP Value: 16500.

Fame Point Award

Each PC receives 1 Fame Point in Temples.

Knights

Squires and Knights who accept the mission based purely on the merit of saving a priestess of one of the Civic Religions, and who seek to peacefully resolve situations in which needless combat only leads to needless bloodshed, receive a Chivalry Point.

Embassy of Thay

Ravens Bluff Animal Shelter

Fidius' Emporium of Gaming

Grand Griffon Inn

Player's Handout #2 – "Caravan Listing"

Wagon master: Duke Wane

Departure Points

Mulmaster, Tantras, Ravens Bluff

Arrival Points

Mulmaster, Kurth, Calaunt, Tantras, Ravens Bluff, Procampur, Turlagol

Guard: 45 Guard, 7 Patrol, 4 Scout

Wagons

Red Moon Trading Company

Owner: Sarkara DesMarkus

Guard Heraldry: Red moon over bleeding dagger

Cargo: Exotic Spices, Magical Treasure, Exotic Animals

Starlight Harmony Touring

Owner: Leiren Hollybow-Silvereyes

Guard Heraldry: Five stars spread surround a silver moon

Cargo: Clothing, Building Materials, Musical Instruments

Iron Throne Vast Operations

Owner: Iron Throne Trading, Calaunt

Guard Heraldry: Gray throne with black background

Cargo: Exotic Spices, Lumber, Steel Ingots, Animal Hides, Silk

Silver Strings Musical Company

Owner: Lystral Devonmist

Guard Heraldry: A silver harp on a blue background

Cargo: Passengers, Musical Instruments, Rations & Supplies

Hold over until Red Moon wagon finishes loading "special cargo"

High Tier Adventure

Background

Ravens Bluff is celebrating Midsummer's Night, though the Midsummer's Festival actually begins ten days prior to that magical night. The Cabal of the Moon's Blood also plans to celebrate the holiday, by reigning terror on the Festival and its participants. Meanwhile, the extraplanar trader of exotic goods, Tehtravese, has plans to steal the Orb of Selûne. In order to accomplish this, he has used inside sources to coordinate the attack on the Festival with the Orb's theft. To get into the temple unscathed and steal such a powerful item, he has hired Terrax, a Rakshasa Mahurajah of terrible power and cunning evil.

Introduction & Encounter One – The characters are invited to the Midsummer's Festival in the Temple District, or in some cases ordered there. The merriment is enjoyable, and the characters will manage to “bump” into each other. That is when a combat breaks out as a horde of feline werereatures attack the citizens and the characters as well. Even the High Priests and clergy of some the surrounding temples will come to assist.

Encounter Two – As soon as the combat ends, the casualty counts begin. Many ordinary citizens were wounded, and of that the temples of the Swordpoint neighborhood were the worst off. The High Priests will discover an even greater evil as befallen: the Orb of Selûne has been stolen! But how? By whom? The characters will be called in to meet with the current High Priest, Darin of Selûne, who will have some answers. As he is updating the party, Sharrans will arrive and offer not combat, but assistance and information.

Encounter Three – The party now knows where to go, thanks to the Sharrans and divinations. But en route they will be caught in a group of revelers who hide within their midst more feline werereatures, sent by Malar to stop them.

Encounter Four – Into the sewers the party will go, to go down into Sarbreen. As they attempt to work their way deeper, though, another problem will present itself as they are attacked by a giant mimic.

Encounter Five – The characters will have finally started into Sarbreen, but to find a dead end. A room with four statues of dwarven warriors. The warriors then animate and demand to know the reasons the party is so deep in Sarbreen. They might even present information critical to recovering the Orb of Protection.

Encounter Six – The characters stumble towards a huge cavern. Inside the cavern are several groups preparing to bid for the Orb of Selûne. The party will be shocked to see people of numerous groups: clergy of Iyachtu Xvim, Lloth, Malar, Mask, and Talos; the

Cabal; Black Network agents; Iron Throne agents; and agents of the Knights of the Shield. As soon as the party shows up, some of the groups will run and some will attempt to kill the characters.

Encounter Six A – The party is racing after Tehtravese and several priests of Malar who are attempting to use this as an opportunity to get a private deal for the Orb. Tehtravese will be uncertain until the party shows up, and then he will simply let the followers of Malar at the party and attempt to escape to another passage.

Encounter Six B – The party will chase after Tehtravese and daughters of the Fifth House (Faen Tlabbar) who will gladly give a good price for the Orb. Tehtravese will be willing to oblige until the party shows up, and then he will simply let the priestesses deal with trouble while he makes a hasty exit.

Encounter Six C – The Zhent guards will be trying to protect the Black Network, but Tehtravese will be hiding behind them as well when the party follows. While the guards and mages work on the party, he'll make his way to another passage.

Encounter Six D – Tehtravese turns down a passageway that is a dead end, literally. The party has him trapped, with the Orb of Selûne. But he still holds the trump card.

Conclusion – The party must clean up the mess left by his minor “House Cleaning.” It will take them time climbing through the ruins of Sarbreen to get back home, but it is well worth-it. They will be hailed as heroes once again, and offered a chance to touch the divine.

Introduction/Encounter One: “Midsummer's/Attack on the Festival”

Another Midsummer's Festival has come to Ravens Bluff. It is a time of celebration and relaxation. Across the city, parties and revelers spread over the streets. Many of you plan to enjoy yourselves at private indoors parties, while others will walk the streets, remain at home, or on duty. The city has been rather peaceful in these few days of rest and preparation.

Each of you finds yourself invited to one of the parties within the Temple District, or in other cases, ordered there. The crowds in the street are comprised mostly of normal citizens and priests of several faiths. Among the crowds are some familiar faces.

Have the PCs “bump” into each other while they are part of the crowds. The streets are packed with people. If the High Priests of Selûne (or just one of them) are in the group, let them know it is New Moon, and use the following player text:

The Midsummer’s Festival is one of the few holidays linked with a holy day, The Silver Night. This ceremony was created by Mirial Moonsilver’s predecessor, but was rarely celebrated after she died and Mirial became High Priestess. This Midsummer’s will be the first in many years the Moonflame has taken up this celebration, though it has been renamed The Moonsilver Night in Mirial’s honor.

Once everyone has described their characters, allow them to be somewhat cautious, but do not allow them to amass precast spells. Remind them that the atmosphere is one similar to Carnival, extremely festive.

The noise of the crowd makes it hard to hear some of the bards and other musicians that can be found on the streets. There is some minor upsets here and there as citizens that have partaken of too much get rough.

It is late afternoon, and the revelers are starting to gather again as the sun slowly dips closer to the horizon. A small disturbance breaks out at one of the intersections near you. Those screams, though, are not that of drunken revelers, but scared people.

Choose a location near the Temple of Selûne. Find out what the PCs are doing. They will see at that location multiple feline creatures attacking citizens, City Watch, and clergy of several of the nearby temples, including Selûne, Helm, and Lathander. The High Priests of Selûne should be assured that there is no way any of the Temple’s artifacts can be stolen, the spells protecting them will bring certain death to even the most powerful who tamper with them. Let them prepare any other spells they wish.

Cabal Weretigers (2 per Tier): Int High; AL LE; AC - 5; MV 18, Cl 6, Jp 6; HD 6+6; hp 54; THAC0 10; #AT 2 + Special; Dmg 1d8+6/1d8+6 (claw/claw); SA See below; SD See below; MR 15%; SZ M; ML 18.

Special Attacks: Pinwheel Attack (4 additional claw attacks; +5 to hit; -2 to damage; next round -5 penalty to AC; capable of performing every 3 rounds); Clawed Kick (2 additional attacks; 1d6+1 dmg each; -2 AC penalty current round); Leg Sweep (attack roll for success; may use twice/round; 1d2+1 dmg; opponent -4 penalty to AC and attack roll current round and next; no other special attacks that round except Clawed Kick); Disarm Strike (attack roll for success, with +2 bonus; may use twice/round; -2 penalty to AC current round; no other special attacks that round); Bite (rarely used;

2d6+6 dmg; no other special attacks that round); +2 bonus to Initiative; 18/00 Strength.

Special Defenses: Hit only by silver or +1 or better weapons; Dodge (+5 bonus to AC; unable to be performed the round of special attacks, or the round after a Pinwheel); Defensive Flip (places Weretiger out of melee range that round; may be performed with Clawed Kick).

The werereatures will fight until only one-quarter of their number remain, then they will attempt an escape. If necessary, they will take hostages, there are plenty of citizens and lay worshippers. They will not take prisoners, though, and will not steal PC’s bodies, but may kill downed PCs if they have the time.

Encounter Two: “Many Discoveries”

With the combat ended, you make an assessment of casualties. It appears this was not the only part of the Temple District attacked, and several other temples report casualties involving clergy and citizens.

If there are High Priests of Selûne (clergy as well, but style it as if they are learning this by a High Priest’s side), read the following:

You return to the Moonflame, and find many casualties have been brought here. Many of the Silver Lady’s clergy were attacked by the werereatures and several are seriously wounded. That is when it is reported to you that two priests who normally guard the west wing were found on the northeast lawn, dead. Something approaching pure panic races through the other clergy around you. The west wing holds the offices of the High Priests, and the alter room the Orb of Selûne is held in. You and the others hurry down the long main chapel and through the doorways to the west wing.

The West Wing, locked to all but the High Priests and certain powerful clergy, has been opened. All down the hallways that hold these large offices and sleeping quarters lies dead priests. Directly surrounding a silver-inlaid doorway with runes and a single picture of a soft-glowing moon that directly matches the current phase. The dark disk during New Moon has been described as unnerving, and you can see it is the same disk borne by Darin, for the moon lies in that phase. This door that normally bears powerful magic which locks it and destroys any other than the High Priests who touch it, now stands ajar.

Inside, a large altar of pure silver stands alone, surrounded by stone steps with heavy carpeting for

those blessed enough to be allowed in here to pray. The room holds a single skylight that stretches upward, the layers of magic protecting the room from the weather and intruders. The walls are covered in mosaics of Selûne's phases surrounded by heroic scenes which record in picture the story of the Orb's retrieval from the clutches of the gem dragon now known as Dektherissamin, "the Dark Jewel." On four stone platforms in each corner lay the ruins of the stone statues of the High Priests, each a stone golem. The runes and inscriptions that cover the silver altar speak of the treasure it holds, for it was here that the Orb of Selûne joined with the Moonflame, promising protection forever. But those softly glowing runes are dark, and it is apparent why. A large, perfectly circular hole mars the top surface of the altar. Someone, or something has somehow created a hole in silver as hard as adamantite. Deep inside the hole, emptiness.

As if to signal that the disclosure of this awful secret has been made, the metal of the altar darkens. A sickening groan issues forth from the very walls. The few priests that followed here leave, faces white and jaws clenched in fury. The hallways leading here serve to amplify the words spoken in the main chapel, and you can hear people amassed. A sole voice, very low, very weak, speaks the words, "The Orb has been stolen." For the few moments you remain standing there, you hear the fear in the voice of the speaker. The silence seems to last forever, but these events are but seconds. Then you hear the crowd, men and women, some yelling in anger, others crying in anguish.

Allow the High Priest(s) and Selûnite clergy to react. It must be assumed that they will be quite eager to go after the Orb. In the case of the High Priests, Darin will take charge of the situation. The other party-members and the High Priest(s) should role-play what occurs to draw the remaining party into the situation. If no High Priest is present, then present the following (tailor it for parties with Selûnite clergy):

You hear of the tragic circumstances that have befallen the Temple District as the sun finishes its descent below the horizon. Clergy and citizens across the district were attacked, including several high priests. Passing the scenes of the attacks, you see many adventurers present helped prevent a massacre from occurring. Just as you are turning away from a particularly gruesome scene, a messenger approaches you. The young man appears tired.

Use the info from the preceding boxtext meant for the High Priests and Selûnite clergy to create the knowledge base the messenger boy possesses. Darin of

Selûne is desperate for aid, and is dispatching messengers to gather as many powerful and well-experienced adventuring friends as possible. Find out what the PCs individually do. They do not have much time (*Nap* is out of the question), and so be careful on what precast spells you allow. The Selûnite clergy are performing divinations, so make sure PCs know this before wasting time. Time-intensive spells such as *commune* are out of the question at the moment, the PCs want to get to the Temple.

Once the PCs are at the Temple, it is your job to role-play the clergy-members, the High Priest Darin (if there are no High Priests), as well as make sure that divinations reveal the answers appropriate to what is asked. Use [Judge Guide 1](#) for answers. If a question is not covered, ad-lib using the information presented in that Guide only.

After a certain amount of time (your discretion based on time remaining in the slot), an acolyte will rush into the room and tell the High Priest(s) that a small group of Sharran priestesses were seen walking through the Temple District towards the Moonflame. The acolyte will tense up, and then speak a little too loudly that the Sharrans were healing casualties. The acolyte will explain that she did not believe the messenger until the Sharran priestesses were standing at the steps of the Moonflame, and that their high priestess is asking for an audience. The acolyte will be very nervous, and she has not been magically influenced and actually was asked kindly by the apparent leader those very things. She will then whisper very quietly that the priestess is waiting outside the High Priest's offices in the central garden. Let whatever reactions occur. Barring a high priest in attendance, Darin will calmly ask the PCs to follow him out into the garden.

The main chapel, normally lit by Selûne, is very dark due to the New Moon. The silver glow normally given off by the walls of the Moonflame has dimmed, but you can still see the room clearly, a large altar lying near the south wall. A small, white-marble bench holds a beautiful woman in her late-twenties, in purple silks covered by a black shawl. The shawl does not fully cover the long tresses of dark hair that hang down her back. Her skin is also lightly darkened, almost olive, but not overly so, perhaps denoting Southern blood. Her finely chiseled features frame a pair of eyes the color of emeralds, bright and full of life. She smiles as she sees you, and you cannot detect the slightest hint of menace.

Her name is Jesibelle, and her stats are given below if the party cares to attempt to kill her. Lacking a High Priest, Darin will be adamant that she be allowed to speak. Her voice is smooth, the voice of a leader, and she is highly aware that this is not her temple. She has

been sent here by Shar, to lend aid by handing over information Jesibelle has acquired. Use **Judge Guide 2**. This is all the aid she has been allowed to render, though her fellow priestesses have been healing the wounded throughout the district. She only wishes to be left alone and is not seeking to build a temple or conduct religious ceremonies in the city, as she knows Ravens Bluff is not ready to accept her faith. Before she leaves, she will give the PCs a map into Sarbreen that has the location of the auction marked.

Nightseer Jesibelle hf P(sp)13: AL NE; AC -4 (*chainmail of darkness* +5); MV 12; hp 98; THAC0 12 (9; *mace* +3); #AT 1; Dmg 1d6+4/1d6+3 (*mace of Shar* +3); SA Spells; SD Special; Str 14, Dex 18, Con 16, Int 15, Wis 18, Cha 18; MR nil; SZ M; ML 20.

Spells: 1st – *cure light wounds* x3, *curse*, *darkness* x2, *sanctuary*; 2nd – *heat metal*, *hold person* x3, *silence*, *15' radius* x2; 3rd – *continual darkness* x2, *dispel magic* x2, *prayer*; 4th – *cloak of fear*, *free action* (precast), *protection from good*, *10' radius*, *protection from lightning* (precast), *spell immunity* (fireball); 5th – *flame strike*, *slay living*; 6th – *word of recall* (precast; she will leave if the going gets tough).

Once Q&A with the High Priests and Jesibelle has been finished, allow divinations by PCs. Use the two Judge Guides to create answers. Feel free to improvise, based on the deity of the PC, since the most-used spell, *commune*, will commonly give answers that further the deity's goals. Location spells will not operate (*non-detection* is in operation near the Orb), but the map provided is accurate from any spells. The area near the Orb has been placed under a *proof against teleportation* spell.

Encounter Three: “Dangerous Enemies”

If 1.5 hours has already elapsed in the slot, it is suggested that you skip this encounter to prevent the adventure from running out of time. If the PCs use magical transportation to get to the sewer entrance, or into Sarbreen, skip this encounter.

You are making your way to the sewer manhole detailed on the map when a group of revelers move in your direction. All of them appear to be enjoying themselves, several of them are hoisting wine bottles and ale tankards.

The PCs can use many different ways to avoid this encounter, so let them be intelligent and don't force them into a fight they might not want. If the PCs

attempt to move through the revelers, the Weretigers will transform and attack. They will fight until death. They will hunt down the PCs once engaged, and will try not to let them get away. Once the party has chosen to attack, be ruthless and show no mercy. The Weretigers will gang up on PCs, try to make back-attacks, and will go in to kill PCs that are down.

Cabal Weretigers (3 per Tier): Int High; AL LE; AC -5; MV 18, Cl 6, Jp 6; HD 6+6; hp 54; THAC0 10; #AT 2 + Special; Dmg 1d8+6/1d8+6 (claw/claw); SA See below; SD See below; MR 15%; SZ M; ML 18.

Special Attacks: Pinwheel Attack (4 additional claw attacks; +5 to hit; -2 to damage; next round -5 penalty to AC; capable of performing every 3 rounds); Clawed Kick (2 additional attacks; 1d6+1 dmg each; -2 AC penalty current round); Leg Sweep (attack roll for success; may use twice/round; 1d2+1 dmg; opponent -4 penalty to AC and attack roll current round and next; no other special attacks that round except Clawed Kick); Disarm Strike (attack roll for success, with +2 bonus; may use twice/round; -2 penalty to AC current round; no other special attacks that round); Bite (rarely used; 2d6+6 dmg; no other special attacks that round); +2 bonus to Initiative; 18/00 Strength.

Special Defenses: Hit only by silver or +1 or better weapons; Dodge (+5 bonus to AC; unable to be performed the round of special attacks, or the round after a Pinwheel); Defensive Flip (places Weretiger out of melee range that round; may be performed with Clawed Kick).

Encounter Four: “Perilous Dig/The Door”

If the time remaining is less than 1.5 hours, then allow the PCs to pass through the tunnel unscathed, find the mimic shattered, and no treasure.

There are numerous ways for the PCs to get into or around this encounter. The sewer manhole the PCs will need to enter to follow the map is at the intersection of Quevver Street and White Wyrn Way. The map is detailed enough that the PCs could use teleportation magic to get to a point in Sarbreen before the dwarven room. Describe long stretching tunnels, dank sewer, and the collapsing stonework if they go through the sewer to the junction. Once there, they will find that the sewer here has partially collapsed and must be dug out.

It will require several hours of digging and at least one person with 16 Strength to get through the rubble enough to crawl through. *Rock to mud*, *stone shape*, and a few other spells will speed things up. Any spells that alter stone, create stone, or repair things can safeguard

the wall. If none of these spells are used and the PCs just dig out rubble and trying to move through, unless someone with the Engineering, Mining, or Stonemasonry NWP makes a check, the major flaws that exist in the ceiling and walls of the tunnel won't be evident. Dwarves and gnomes may roll 1-3 on a d6 to figure this out as well.

The PCs must move in a single file through the area unless all of the rubble is cleared and the walls safeguarded. Each must make a Dexterity check or cause part of the wall to collapse, barring some type of support. PCs that simply fail the check take 1d6 damage. Those PCs that roll a natural 20 will cause the whole passage to collapse on them and partially on the PC directly before and after them. Those luckless PCs will suffer 4d6 damage, and be buried. The PCs before and after will be partially buried and suffer 2d6 damage. Being buried presents the chance of suffocation; the PC that is buried must be unburied in a number of rounds equal to one-quarter of their Constitution. After that amount of time the PC must make a Constitution check every round with a cumulative penalty of -2 after the first check. In order to uncover someone trapped requires Strength checks from each PC digging. Spells can be used to quick the pace. The amount of time is 2 turns minus the difference between the character's Strength and the number the player rolled on a d20 in rounds. Characters will not be trapped and the party split if the PCs dig (again, they must make Strength checks and the time is two turns minus the difference of the roll).

After the party has finished with the tunnel, they can follow the map farther into the earth, closer to Sarbreen. Dwarves will be able to tell that these tunnels were ones used to transport goods into the city itself. After nearly three hours of following the map down a long corridor that makes constant turns, the party will come to a huge stone doorway bearing crossed double-bladed axes. The double doors bear several crests and runes that mark it as an entrance point to Sarbreen. The doors appear locked, and do not detect for traps. If the PCs cast *passwall*, a hole will appear in the wall. Spells like *knock* and a *chime of opening* will cause an audible click to occur as if the door were unlocking. The door is a giant mimic which has survived in these tunnels for nearly one-hundred years, mainly killing various subterranean denizens and the occasional lone dwarf. It has learned the differences between spells dealing with locked doors. As soon as someone attempts to open the lock or the door, the mimic will attack. Its first attack will be to drop down as a solid object on the party. The party receives a Surprise roll with a -2 penalty, the individual that causes the mimic to attack (the one who opens the door or tries to unlock it) has a -4 penalty. If the party uses magic to unlock and open the "door," then the mimic will attack once the party approaches.

Only individuals that are 20' away will avoid having to make a Saving Throw vs. Breath Weapon, with only bonuses related to Dexterity or speed. Characters that fail the saving throw are trapped underneath the mimic and sustain 10d8 damage, and 1d4 every round after that until they are freed. The mimic has no glue, but it weighs over 3 tons, so this prevents characters with less than 16 Strength from even attempting a Bend Bars/Lift Gates roll. Characters with the needed Strength score may make the roll, but the score at which they succeed is *halved*. Characters that make the necessary roll will have slipped out from under it and can attack. Characters under the mimic cannot cast spells that require material or somatic components, and cannot draw weapons. The mimic's rock-hard skin makes damaging it difficult: piercing weapons do no damage, slashing weapons do only 1/4 damage, and blunt weapons do just 1/2 damage.

Giant Mimic (1): Int Very; AL NE; AC 4; MV 3; HD 15; hp 120; THAC0 10; #AT 1; Dmg 5d4 (smash); SA Superior Strength; SD Camouflage, Hard Skin; MR 20%; SZ H; ML 15.

Past the "doorway" the mimic was in are the bones of some of its victims, including a few dwarves, a few scattered kobolds and goblins, and a single human. The difference, though, is that the human is lying in a niche in the wall which was apparently once sealed. The pieces of the seal identify this person as someone of importance, but the name has been shattered and the pieces scattered and missing. The human is dressed in the remains of long, purple robes with an ancient scabbard attached to a belt. Dwarven runes decorate the mithril scabbard. Only if the party casts *detect magic* will they find the gem tightly grasped in the skeleton's hand, a *white chardalyn*. It will not function for the remainder of this adventure, but will activate afterward.

Encounter Five: "The Guardians of History"

The map appears to end, but the tunnels go onward. If you follow them, they turn and twist, always sloping downward, sometimes very steeply, with small stairways on either side of the corridor.

The tunnels lead on for hours, and the stonework appears to be very good, and dwarven. Divinations will reveal the party is just inside an upper level of Sarbreen. There is no way to tunnel through the rock (each wall is ten to twenty feet thick at least), or locate the Orb. It is also impossible to use teleportation magic near the Orb.

The tunnel finally stops at a flat wall. The wall has Dethek (Dwarven) runes:

*What you seek, we will find
What you need, we will give
What you ask, we shall answer.*

*Touch these runes, and speak the words
Your language lacking import
But speak them gently, and carefully.*

The reader of the runes must make a Saving Throw vs. Spell. Success will enchant the reader with a *comprehend languages* spell to read the runes above, as well as perceive the following runes which were hidden:

*We traveled through years
The guardians, sacred and protective.
We did not know what secret lie
Protected for a millennia in plain sight.*

The reader(s) can decide how to react. Any spell that could possibly take them past this wall will not function. Neither can divinations discover what those words are. Reading the first stanza of the first rune-set while touching the runes will cause the reader to vanish (there is no saving throw since they are touching the runes), and every other party-member must make a successful Saving Throw vs. Spells or also be teleported. Don't panic if the party gets split up. Attempts to erase the runes fail, but remember what happens to those who touch the runes or attempt to read them. Just touching the runes and stating anything other than the secret words (which, of course, no PC is going to know) gets them to the next part.

The following text is for those who have been taken into the next room:

Your vision clears and you are now in a small room surrounded by mosaics. In each corner of the room stand stone statues raised on platforms. Each statue is of a different dwarf, wearing armor and bearing a battleaxe. Dethek runes cover the platforms, and in tile around the room. The room itself is large, easily fifty feet square. Quite noticeable is there are no doorways or passages. You are standing in the center of a large double-circle with embedded silver and gold. Dethek runes also surround it.

The mosaics depict these things:

- (North wall) Picture of a mighty dwarf in shining armor sitting on a throne of gold. He appears to be pondering a book lying flat on a stand before him.

- (East wall) Picture of a black dragon sitting on a massive horde and a furry beast with red eyes deep in the shadows near the dragon.
- (South wall) Picture depicting a horde of orcs attacking a smaller group of dwarves led by the dwarf in shining armor. Behind the orc horde is a massive, black, clawed beast's paw.
- (West wall) Picture of two broken, bloodied axes and below that weeping maids.
- (Ceiling) Picture of large numbers of dwarves bearing a large, silver orb, with streaks of silver striking down dark-elves.
- (Floor) Picture of a massive, silver orb with silver rays reaching outward.

The most startling thing is that the mosaics look alive. The North wall picture appears to have the dwarven king scratching his beard and moving his eyes searching the cover of the book. The East wall picture moves as the dragon breathes and seems to watch the party. The South wall picture has much movement, orcs waving spears and crude swords, and the dwarves waving their axes. The black claw seems to sometimes point forward. The West wall picture has axes that appear to bleed, the blood moving down the blades, and the maidens' tears move down their faces. The Ceiling picture has a orb that seems to shimmer and the rays of light strike different dark-elves, which make pained expressions. The Floor picture's rays move about. Each mosaic, though, does not physically move, and feeling them produces no sensation past touching cold tiles. The mosaics are impervious to all attacks. The runes appear to change, and any dwarf attempting to read them cannot before they change.

Once everyone (or mostly everyone, you never know about PCs, one might *teleport* out of the adventure) is there, the statues will animate. Describe them as very life-like and articulate. They will inquire why the PCs are there. These are more than just simple stone golems, but spiritually-possessed creations. They are also very intelligent and very powerful. If the party attacks, destroy them. The guards have been in this room since the Kingdom of Brightsword stood. The guards will help the party with information. Use Judge Guide 3. When the party asks about exiting, the guards will offer to "put you where you were going." At that point, when the party is ready, the guards will read off in dwarven some of the runes and they will be transported to the next encounter.

Dwarven Stone Guards (4): Int Very; AL LG; AC -12; MV 9, Run 18; HD 18+6; hp 150; THAC0 -10; #AT 4; Dmg 2d4+12/2d8+12 (bastard sword + Str); SA Strength 24; SD Only blunt weapons can damage; MR 35%; SZ M; ML 20.

Immune: Alteration, Enchantment/Charm, and Illusion/Phantasm magic, as well as any attacks that use fire, cold, electricity, or hold, paralyze, or seek to control.

Encounter Six: “The Chase Begins: Deadly Auction”

Your vision clears and now the surroundings are darker, you are in a large cavern. Stranger still, the map picks up perfectly, for as described there, a large boulder lies nearby with a green, glowing arrow. Beyond the boulder, you can hear echoes.

The party is now in a lower level of Sarbreen. Past the boulder is a large cavern, filled with bad guys. PCs with Hear Noise can definitely tell there are dozens of people. Divinations are still not operating, and teleportation magic is now null because of *proof against teleportation*. There are dozens of strategies for a smart party with good spellcasters. The important thing to do is read the information from **Judge Guide 4**, which describes some of the powers and abilities of Tehtravese. The members of the Cabal will also spot invisible characters. The first thing to remember is not to make any assumptions regarding what the PCs will do. Another important thing is not to forget what spells the PCs cast, or what items are used. I recommend you make a listing with each PC and what spells (and their duration) are cast, as well as any other effects. This is very important because the party will be jumping from combat to combat, basically a running fight. Even if the party stops to heal, stay in combat rounds, though when there are no bad guys around the party will naturally not have to roll initiative.

Okay, now that you are finished with the spells and other actions, you can start into what is occurring inside. Members of the faiths of Iyachtu Xvim, Lolth (members of the Ninth House with some guards), Malar (all females), Mask, and Talos; agents of the Black Network, the Cabal, Iron Throne, and Knights of the Shield are inside. At the back of the large cavern is Tehtravese (he is a middle-aged man wearing dark-blue robes with black-blue hair and glowing, dark-blue eyes), and behind him a dark-elf in a plain, black robe. Floating directly behind Tehtravese is a large, ornate, oak case holding the Orb of Selûne.

Tehtravese knows the party is in the entrance cavern, but wants to wait until they are entering the main cavern (whether invisible or rushing in), then he will run. He doesn't alert the others in the cavern because he knows that he is not in danger. If the PCs kill some of the bidders, he will just have to take the things they brought with them to buy the Orb. He holds

no loyalty to any of them, or to Galatheron, who is making sure the bidders don't start fighting. The area on the other side of the cavern is filled with a network of other caverns, most small, some huge.

The party will then be faced with a combat. If the party is invisible, then the Cabal and Tehtravese running will startle the remainder of the bad guys except Galatheron, who will also see anyone that is invisible. He will use a *ring of spell storing* to cast *dispel magic*, secretly, at 12th level (roll for each individual spell-effect currently operating on each PC that is affected by the *dispel magic*—don't forget that this spell destroys potions). He will then return to his sometime-abode and wait for Tehtravese to stumble in. As soon as the party attacks, or attempts to attack, many of the others will also run into different caverns, attempting to escape or prepare an ambush. If the party just stumbles in, Galatheron will not use his ring to dispel, and simply immediately exit.

Spells that are written with strike-thru text and include duration have been precast and are active. The priests have slightly different spell selections for each priest (sometimes you will find two spells separated by “or” which denotes that one priest took the first spell and the other priest took the second). Some spells appear from *Faiths & Avatars*, these are denoted with an asterisk (*). If you feel the party will smash this encounter (i.e.. they are heavily armed with multiple spell-effects running), then feel free to include a *dispel magic* in the repertoire of the Stormlords so those spell-effects can be brought down or spellcasters nullified for a round. The Iron Throne guards are not stupid or suicidal and are only seeking to cover their clients' escape. If the Stormlords, Authlims, and Cabal guards appear to have the party stopped, they will leave and not choose to engage. If they are getting severely beaten, they will drop their weapons and back away, only interested in not getting killed. Remember that this is just part of a series of battles, not the final battle.

Tier 5: Levels are 57-65

Sen'Krad Wen, hm P(sp)9 of Iyachtu Xvim: AL LE; AC -2 (plate mail + shield + Dex); MV 12; hp 62 (+8 from *aid*); THAC0 16 (14; Str + *aid*); #AT 1; Dmg 1d6+1/1d6+2 (mace + Str); SA Spells, See Below; SD Spells, See Below; Str 17, Dex 18, Con 16, Int 14, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Spells: 1st – *cause light wounds* x3, *darkness* x2, *curse*; 2nd – ~~*aid*~~ (7 rds), *flame blade*, *heat metal*, *silence-15ft radius* x2, *spiritual hammer*; 3rd – *cause blindness or deafness*, *prayer*, ~~*protection from fire*~~ (60 rds, 108 pts); 4th – *cause serious wounds*, ~~*protection from good 10ft radius*~~ (65 rds), ~~*protection from lightning*~~ (70 rds, 90 pts); 5th – *mystic lash**.

Special Powers/Skills: Unaffected by *fear*; heal self once/day 2hp/level; innate *mace of Xvim** one/day; innate *neutralize poison* or *poison* one/day; generate *aura of fear* in 10-foot radius; innate *reaving blades** or *cure serious wounds* one/day; innate *protection from good*, 10' radius for 1 rd/level one/day.

Cane Irruh, hm P(sp)9 of Talos: AL CE; AC 4 (leather + Dex); MV 12; hp 62 (+8 from *aid*); THAC0 16 (14; Str + *aid*); #AT 1; Dmg 1d6+2/1d6+3 (mace + Str); SA Spells, See Below; SD Spells, See Below; Str 18, Dex 18, Con 16, Int 11, Wis 18, Cha 8, MR nil; SZ M; ML 17.

Spells: 1st – *cause light wounds* x2, *darkness* x2, *protection from good*, *curse*; 2nd – ~~*aid*~~ (7 rds), *charm person or mammal* x2, *flame blade*, *heal metal*, *spiritual hammer*; 3rd – *continual darkness*, *prayer*, ~~*protection from fire*~~ (60 rds, 108 pts); 4th – *cause serious wounds*, ~~*control temperature 10ft radius*~~ (90 rds, 45 pts), *poison*; 5th – *storm cone**.

Special Powers/Skills: Endure natural extremes and cold/heat (but not magical cold/fire); immune to lightning and electrical damage; innate *shocking grasp* one/day; innate *call lightning* or *ride the wind* one/day; innate *water walk* at will; innate *control winds* one/day; innate *lightning bolt* one/day.

Iron Throne Guard Captain, hm F9: AL LN; AC -2 (full plate + shield + Dex); MV 9; hp 91; THAC0 12 (8; spec. + Str); #AT 2; Dmg 1d8+8/1d12+8 (long sword + spec. + Str); SA nil; SD nil; Str 18/00, Dex 16, Con 18, Int 12, Wis 11, Cha 10; MR nil; SZ M; ML 14.

Cabal Guards, hm F9 (2): AL LE; AC -2 (full plate + Dex); MV 9; hp 91; THAC0 12 (8, 11; 2-weap + spec. + Str, 2-weap + Str); #AT 3; Dmg 1d8+8/1d12+8 (long sword + spec. + Str), 1d6+6/1d8+6 (short sword + Str); SA nil; SD nil; Str 18/00; Dex 17, Con 18, Int 11, Wis 10, Cha 8; MR nil; SZ M; ML 15.

Tier 6: Levels are 66-77

Sen'Krad Wen, hm P(sp)11 of Iyachtu Xvim: AL LE; AC -3 (field plate + shield + Dex); MV 12; hp 66 (+8 from *aid*); THAC0 14 (12; Str + *aid*); #AT 1; Dmg 1d6+1/1d6+2 (mace + Str); SA Spells, See Below; SD Spells, See Below; Str 17, Dex 18, Con 16, Int 14, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Spells: 1st – *cause light wounds* x3, *darkness* x3, *curse*; 2nd – ~~*aid*~~ (9 rds), *flame blade*, *heat metal*, *silence-15ft radius* x2, *spiritual hammer*; 3rd – *cause blindness or deafness*, *continual darkness* x2, *prayer*, ~~*protection from fire*~~ (60 rds, 132 pts); 4th – *cause serious wounds* x2, *poison*, ~~*protection from lightning*~~ (70 rds, 110 pts); 5th – *dispel good*, *mystic lash**; 6th – *blade barrier*.

Special Powers/Skills: Unaffected by *fear*; heal self once/day 2hp/level; innate *mace of Xvim* one/day; innate *neutralize poison* or *poison* one/day; generate *aura of fear* in 10-foot radius; innate *reaving blades* or *cure serious wounds* one/day; innate *protection from good*, 10' radius for 1 rd/level one/day; innate *cure critical wounds* one/day.

Cane Irruh, hm P(sp)11 of Talos: AL CE; AC 4 (leather + Dex); MV 12; hp 66 (+8 from *aid*); THAC0 14 (12; Str + *aid*); #AT 1; Dmg 1d6+2/1d6+3 (mace + Str); SA Spells, See Below; SD Spells, See Below; Str 18, Dex 18, Con 16, Int 11, Wis 18, Cha 8, MR nil; SZ M; ML 17.

Spells: 1st – *cause light wounds* x3, *darkness* x2, *protection from good*, *curse*; 2nd – ~~*aid*~~ (9 rds), *charm person or mammal* x2, *flame blade*, *heal metal*, *spiritual hammer*; 3rd – *continual darkness* x3, *prayer*, ~~*protection from fire*~~ (60 rds, 132 pts); 4th – *cause serious wounds* x2, ~~*control temperature 10ft radius*~~ (90 rds, 55 pts), *poison*; 5th – *slay living*, *storm cone**; 6th – *anti-animal shell*.

Special Powers/Skills: Endure natural extremes and cold/heat (but not magical cold/fire); immune to lightning and electrical damage; innate *shocking grasp* one/day; innate *call lightning* or *ride the wind* one/day; innate *water walk* at will; innate *control winds* one/day; innate *lightning bolt* two/day; innate *control weather* one/day.

Iron Throne Guard Captain hm F11: AL LN; AC -4 (full plate + shield + Dex); MV 9; hp 97; THAC0 10 (6; spec. + Str); #AT 2; Dmg 1d8+8/1d12+8 (long sword + spec. + Str); SA nil; SD nil; Str 18/00, Dex 18, Con 18, Int 12, Wis 11, Cha 10; MR nil; SZ M; ML 14.

Cabal Guards, hm F10 (2): AL LE; AC -3 (full plate + Dex); MV 9; hp 94; THAC0 11 (7, 10; spec. + Str, 2-weap + Str); #AT 3; Dmg 1d8+8/1d12+8 (long sword + spec. + Str), 1d6+6/1d8+6 (short sword + Str); SA nil; SD nil; Str 18/00; Dex 18, Con 18, Int 11, Wis 10, Cha 8; MR nil; SZ M; ML 15.

Tier 7: Levels are 78-89

Sen'Krad Wen, hm P(sp)13 of Iyachtu Xvim: AL LE; AC -4 (full plate + shield + Dex); MV 12; hp 70 (+8 from *aid*); THAC0 12 (10; Str + *aid*); #AT 1; Dmg 1d6+1/1d6+2 (mace + Str); SA Spells, See Below; SD Spells, See Below; Str 17, Dex 18, Con 16, Int 14, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Spells: 1st – *cause light wounds* x3, *darkness* x4, *curse*; 2nd – ~~*aid*~~ (11 rds), *flame blade*, *heat metal*, *silence-15ft radius* x3, *spiritual hammer* x2; 3rd – *cause blindness or deafness* x2, *continual darkness* x3, *prayer*, ~~*protection from fire*~~ (60 rds, 132 pts); 4th – *cause*

serious wounds x2, *poison* x2, ~~*protection from lightning*~~ (70 rds, 110 pts); 5th – *dispel good*, *mystic lash**; 6th – *blade barrier*, ~~*fire seeds*~~ (2 acorns).

Special Powers/Skills: Unaffected by *fear*; heal self once/day 2hp/level; innate *mace of Xvim* one/day; innate *neutralize poison* or *poison* one/day; generate *aura of fear* in 10-foot radius; innate *reaving blades* or *cure serious wounds* one/day; innate *protection from good*, 10' radius for 1 rd/level one/day; innate *cure critical wounds* one/day.

Cane Irruh, hm P(sp)13 of Talos: AL CE; AC 4 (leather + Dex); MV 12; hp 70 (+8 from *aid*); THAC0 12 (10; Str + *aid*); #AT 1; Dmg 1d6+2/1d6+3 (mace + Str); SA Spells, See Below; SD Spells, See Below; Str 18, Dex 18, Con 16, Int 11, Wis 18, Cha 8, MR nil; SZ M; ML 17.

Spells: 1st – *cause light wounds* x3, *darkness* x3, *protection from good*, *curse*; 2nd – ~~*aid*~~ (11 rds), *charm person or mammal* x2, *flame blade*, *heal metal* x2, *spiritual hammer* x2; 3rd – *continual darkness* x3, *prayer*, ~~*protection from fire*~~ (60 rds, 132 pts), *bestow curse* x2; 4th – *cause serious wounds* x2, ~~*control temperature-10ft radius*~~ (90 rds, 55 pts), *poison* x2; 5th – *slay living*, *storm cone**; 6th – *anti-animal shell*, *Sol's searing orb*.

Special Powers/Skills: Endure natural extremes and cold/heat (but not magical cold/fire); immune to lightning and electrical damage; innate *shocking grasp* one/day; innate *call lightning* or *ride the wind* one/day; innate *water walk* at will; innate *control winds* one/day; innate *lightning bolt* three/day; innate *control weather* one/day.

Iron Throne Guard Captain, hm F13: AL LN; AC -4 (full plate + shield + Dex); MV 9; hp 103; THAC0 8 (4; spec. + Str); #AT 5/2; Dmg 1d8+8/1d12+8 (long sword + spec. + Str); SA nil; SD nil; Str 18/00, Dex 18, Con 18, Int 12, Wis 11, Cha 10; MR nil; SZ M; ML 14.

Cabal Guards, hm F12 (2): AL LE; AC -3 (full plate + Dex); MV 9; hp 100; THAC0 9 (5, 8; spec. + Str, 2-weap + Str); #AT 3; Dmg 1d8+8/1d12+8 (long sword + spec. + Str), 1d6+6/1d8+6 (short sword + Str); SA nil; SD nil; Str 18/00; Dex 18, Con 18, Int 11, Wis 10, Cha 8; MR nil; SZ M; ML 15.

Tier 8: Levels are 90+

Sen'Krad Wen, hm P(sp)15 of Iyachtu Xvim: AL LE; AC -4 (full plate + shield + Dex); MV 12; hp 74 (+8 from *aid*); THAC0 12 (10; Str + *aid*); #AT 1; Dmg 1d6+1/1d6+2 (mace + Str); SA Spells, See Below; SD Spells, See Below; Str 17, Dex 18, Con 16, Int 14, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Spells: 1st – *cause light wounds* x3, *darkness* x4, *curse*; 2nd – ~~*aid*~~ (13 rds), *flame blade*, *heat metal*, *silence-15ft radius* x3, *spiritual hammer* x2; 3rd – *cause blindness or deafness* x2, *continual darkness* x3, *prayer*, ~~*protection from fire*~~ (60 rds, 132 pts); 4th – *poison* x3, *produce fire* x3, ~~*protection from lightning*~~ (70 rds, 110 pts); 5th – *dispel good*, *mystic lash**; 6th – *blade barrier*, ~~*fire seeds*~~ (2 acorns); 7th – *unholy word*.

Special Powers/Skills: Unaffected by *fear*; heal self once/day 2hp/level; innate *mace of Xvim* one/day; innate *neutralize poison* or *poison* one/day; generate *aura of fear* in 10-foot radius; innate *reaving blades* or *cure serious wounds* one/day; innate *protection from good*, 10' radius for 1 rd/level one/day; innate *cure critical wounds* one/day; innate *heal* one/tenday.

Cane Irruh, hm P(sp)15 of Talos: AL CE; AC 4 (leather + Dex); MV 12; hp 74 (+8 from *aid*); THAC0 12 (10; Str + *aid*); #AT 1; Dmg 1d6+2/1d6+3 (mace + Str); SA Spells, See Below; SD Spells, See Below; Str 18, Dex 18, Con 16, Int 11, Wis 18, Cha 8, MR nil; SZ M; ML 17.

Spells: 1st – *cause light wounds* x3, *darkness* x3, *protection from good*, *curse*; 2nd – ~~*aid*~~ (13 rds), *charm person or mammal* x2, *flame blade*, *heal metal* x2, *spiritual hammer* x2; 3rd – *continual darkness* x3, *prayer*, ~~*protection from fire*~~ (60 rds, 132 pts), *bestow curse* x2; 4th – *cause serious wounds* x2, ~~*control temperature-10ft radius*~~ (90 rds, 55 pts), *poison* x2, *produce fire* x2; 5th – *cause critical wounds*, *flame strike*, *slay living*, *storm cone**; 6th – *anti-animal shell*, *Sol's searing orb*; 7th – *destruction*.

Special Powers/Skills: Endure natural extremes and cold/heat (but not magical cold/fire); immune to lightning and electrical damage; innate *shocking grasp* one/day; innate *call lightning* or *ride the wind* one/day; innate *water walk* at will; innate *control winds* one/day; innate *lightning bolt* one/day; innate *control weather* one/day; innate *earthquake* one/tenday.

Iron Throne Guard Captain, hm F15: AL LN; AC -4 (full plate + shield + Dex); MV 9; hp 109; THAC0 6 (2; spec. + Str); #AT 5/2; Dmg 1d8+8/1d12+8 (long sword + spec. + Str); SA nil; SD nil; Str 18/00, Dex 18, Con 18, Int 12, Wis 11, Cha 10; MR nil; SZ M; ML 14.

Cabal Guards, hm F14 (2): AL LE; AC -3 (full plate + Dex); MV 9; hp 106; THAC0 7 (3, 6; spec. + Str, 2-weap + Str); #AT 7/2; Dmg 1d8+8/1d12+8 (long sword + spec. + Str), 1d6+6/1d8+6 (short sword + Str); SA nil; SD nil; Str 18/00; Dex 18, Con 18, Int 11, Wis 10, Cha 8; MR nil; SZ M; ML 15.

After the party has finished with these guys, they can go after Tehtravese. Use two of the three Encounters 6A - 6C as the PCs follow; Tehtravese slips out while

the foes in the encounter attack. DO NOT USE ALL THREE of these encounters; pick the two you like or which seem to provide the most fun for the players (even if the PCs get slaughtered, it might be more fun to die at the hands of drow than Thayvians). The only limitations are time and the party's ability to survive. Allow the party to at least try to get to Encounter 6D.

Encounter Six A: "The Chase, Part 1: Dark Sisters"

The party has gotten to this point because they are chasing Tehtravese. When they enter, they will see three beautiful ladies talking with him. The Orb is not in sight. He will immediately start backing away and the ladies will attack the party. He will then run through another passageway. If the party tries to round-about and leave, the ladies will viciously attack them.

Spells with an asterisk (*) are from *Faiths & Avatars*. Spells that are struck have been precast (durations and level-specific effects are noted next to it). Instances of "OR" note where each of the bad guys has selected a different spell for that slot.

Tier 5: Levels are 57-65

Sisters of the Stag, hf dual– (F7)/P(sp)10 of Malar (3): AL CE; AC -2 (plate mail + shield + Dex); MV 12; hp 87; THAC0 14/14 (12; Str); #AT 5/2; Dmg 1d6+4/1d4+4 (claws of Malar + Str); SA Spells, See below; SD Spells, See below; Str 18/51, Dex 18, Con 18, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 16.

Spells: 1st – *curse*, *cause light wounds* x2, *darkness* x2, ~~*protection from good*~~ (20 rds); 2nd – *charm person or mammal* x2, *dust devil* x2, *heat metal* x2; 3rd – *continual darkness*, *dispel magic*, *hold animal*, ~~*protection from fire*~~ (60 rds, 120 pts); 4th – ~~*control temperature 10' radius*~~ (70 rds 50 pts), *cause serious wounds*, *poison*, ~~*protection from lightning*~~ (65 rds, 100 pts); 5th – *dispel good* or *cure critical wounds* or *flame strike*, *transmute rock to mud* or *dispel good* or *wall of fire*.

Special Powers/Skills: Can identify plants, animals, and pure water with 98% accuracy; innate *beast claw** one/day; immune to *charm* spells/effects cast by woodland creatures; innate *rage** or *animal transfer** one/day.

Tier 6: Levels are 66-77

Sisters of the Stag, hf dual– (F8)/P(sp)11 of Malar (3): AL CE; AC -3 (field plate + shield + Dex); MV 12; hp 92; THAC0 13/14 (11; Str); #AT 5/2; Dmg 1d6+5/1d4+5 (claws of Malar + Str); SA Spells, See below; SD Spells, See below; Str 18/91, Dex 18, Con 18, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 16.

Spells: 1st – *curse*, *cause light wounds* x2, *darkness* x3, ~~*protection from good*~~ (20 rds); 2nd – *charm person or mammal* x2, *dust devil* x2, *heat metal* x2; 3rd – *continual darkness*, *dispel magic*, *hold animal* x2, ~~*protection from fire*~~ (60 rds, 132 pts); 4th – ~~*control temperature 10' radius*~~ (70 rds 55 pts), *cause serious wounds*, *poison*, ~~*protection from lightning*~~ (65 rds, 110 pts); 5th – *dispel good* OR *cure critical wounds* OR *flame strike*, *transmute rock to mud* OR *dispel good* OR *wall of fire*; 6th – ~~*fire seeds*~~ (2 acorns) OR *harm* OR ~~*word of recall*~~ ("Bloodbath").

Special Powers/Skills: Can identify plants, animals, and pure water with 98% accuracy; innate *beast claw** one/day; immune to *charm* spells/effects cast by woodland creatures; innate *rage** or *animal transfer** one/day.

Tier 7: Levels are 78-89

Sisters of the Stag, hf dual– (F10)/P(sp)14 of Malar (3): AL CE; AC -4 (full plate + shield + Dex); MV 12; hp 102; THAC0 11/12 (8; Str); #AT 3/1; Dmg 1d6+6/1d4+6 (claws of Malar + Str); SA Spells, See below; SD Spells, See below; Str 18/00, Dex 18, Con 18, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 16.

Spells: 1st – *curse* x2, *cause light wounds* x2, *darkness* x3, ~~*protection from good*~~ (30 rds); 2nd – *charm person or mammal* x3, *dust devil* x2, *heat metal* x3; 3rd – *continual darkness* x2, *dispel magic* x2, *hold animal* x2, ~~*protection from fire*~~ (60 rds, 168 pts); 4th – ~~*control temperature 10' radius*~~ (70 rds, 70 pts), *cause serious wounds* x2, *poison* x2, ~~*protection from lightning*~~ (65 rds, 140 pts); 5th – *dispel good*, *cure critical wounds*, *flame strike*; 6th – ~~*fire seeds*~~ (2 acorns), *harm* OR ~~*word of recall*~~ ("Fangtooth") OR ~~*word of recall*~~ ("Bloodbath"); 7th – *creeping doom* OR *unholy word* OR *fire storm*.

Special Powers/Skills: Can identify plants, animals, and pure water with 98% accuracy; innate *beast claw** one/day; immune to *charm* spells/effects cast by woodland creatures; innate *rage** or *animal transfer** one/day.

Tier 8: Levels are 90+

Sisters of the Stag, hf dual– (F13)/P(sp)14 of Malar (3): AL CE; AC -4 (full plate + shield + Dex); MV 12; hp 105; THAC0 8/12 (5; Str); #AT 3/1; Dmg 1d6+6/1d4+6 (claws of Malar + Str); SA Spells, See below; SD Spells, See below; Str 18/00, Dex 18, Con 18, Int 12, Wis 18, Cha 17; MR nil; SZ M; ML 16.

Spells: 1st – *curse* x2, *cause light wounds* x2, *darkness* x3, ~~*protection from good*~~ (30 rds); 2nd – *charm person or mammal* x3, *dust devil* x2, *heat metal* x3; 3rd – *continual darkness* x2, *dispel magic* x2, *hold animal* x2, ~~*protection from fire*~~ (60 rds, 168 pts); 4th – ~~*control temperature 10' radius*~~ (70 rds, 70 pts), *cause*

serious wounds x2, *poison* x2, ~~*protection from lightning*~~ (65 rds, 140 pts); 5th – *dispel good*, *cure critical wounds*, *flame strike*; 6th – ~~*fire seeds*~~ (2 acorns), *harm* OR ~~*word of recall*~~ (“Fangtooth”) OR ~~*word of recall*~~ (“Bloodbath”); 7th – *creeping doom* OR *unholy word* OR *fire storm*.

Special Powers/Skills: Can identify plants, animals, and pure water with 98% accuracy; innate *beast claw** one/day; immune to *charm* spells/effects cast by woodland creatures; innate *rage** or *animal transfer** one/day.

Encounter Six B: “The Chase, Part 2: The Drow”

The party likely got here chasing Tehtravese. When they enter, they will see a beautiful dark-elven woman talking with him, and two dark-elven men watching the doorway. The Orb is no-where in sight. The guards will immediately go at the party, while Tehtravese backs away and into a nearby passageway. If the priestess is directly attacked, the Magus will try to destroy them. If the priestess’ life is in danger, the Magus will attempt to get her away with *teleport*, or the priestess will grab the Magus and use the *word of recall* to leave. In either case, the drow guards will fight until death.

The Drow below are using special quality items that disenchant and crumble after one week away from the Underdark radiation found in the deepest caverns. The unique properties, though, allow it to withstand sunlight exposure. Even using one of the special backpacks from Hathmar cannot save the material, and player-characters cannot hope to enter to these deeper areas and not be killed. Hence there are no certificates.

Spells with an asterisk (*) are from *Demihuman Deities*. Spells that are struck have been precast (durations and level-specific effects are noted next to it).

Tier 5: Levels are 57-65

Drow Guards, e(drow)m F10 (2): AL CE; AC -3 (*drow chain* +3 + Dex); MV 12; hp 85; THAC0 11 (4; *scimitar* +3 + spec. + Str); #AT 3; Dmg 1d8+11/1d8+11 (*scimitar* +3 + spec. + Str); SA nil; SD nil; Str 18/00, Dex 21, Con 17, Int 13, Wis 12, Cha 9; MR 70%; SZ M; ML 15.

Innate Spell-like Abilities: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, all one/day.

Drow Priestess e(drow)f P(sp)11 of Lolth: AL CE; AC -4 (*drow chain* +5 + Dex); MV 12; hp 66; THAC0 14 (10; *long sword* +3 + Str); #AT 1; Dmg 1d8+4/1d12+4 (*long sword* +3 + Str); SA Spells, See

below; SD Spells, See below; Str 17, Dex 19, Con 16, Int 14, Wis 18, Cha 16; MR 72%; SZ M; ML 16.

Spells: 1st – *curse*, *command* x2, *darkness* x2, *protection from good*, *cause fear*; 2nd – *charm person* or *mammal*, *heal metal*, *hold person* x2, *silence-15ft radius* x2; 3rd – *continual darkness* x2, *prayer*, ~~*protection from fire*~~ (80 rds, 132 pts), *bestow curse*; 4th – ~~*free action*~~ (60 rds), *poison*, ~~*protection from good-15ft radius*~~ (100 rds), ~~*protection from lightning*~~ (50 rds, 110 pts); 5th – *dispel good*, *slay living*; 6th – *blade barrier*.

Special Powers/Skills: Immune to spider venom; can communicate with spiders, and never harmed by spiders; innate *spider climb* or *spidereyes* (see WSC, Vol. 3 or Drow of the Underdark); innate *dispel magic* two/day; innate *summon shadow* or *spider summoning** two/day; innate *true seeing* or *spiderform** two/day.

Innate Spell-like Abilities: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, *detect lie*, *clairvoyance*, *suggestion*, *dispel magic*, all one/day.

Drow Magus, e(drow)f multi-W11/P(Cru)10 of Lolth: AL CE; AC -4 (*drow chain* +5 + Dex); MV 12; hp 55; THAC0 17/11 (7; *long sword* +3 + Str); #AT 1; Dmg 1d8+5/1d12+5 (*long sword* +3 + Str); SA Spells, See below; SD Spells, See below; Str 18, Dex 19, Con 16, Int 18, Wis 18, Cha 15; MR 72%; SZ M; ML 16.

Spells: Wizard: 1st – *enlarge*, *magic missile* x2, *spook*; 2nd – *continual darkness*, *invisibility*, *mirror image*, *web*; 3rd – *fireball*, *haste*, *slow*, *wraithform*; 4th – *Evard’s black tentacles*, *fumble*, ~~*improved invisibility*~~ (9 rds); 5th – *cloudkill*, *teleport*, *wall of force*.

Priest: 1st – ~~*bless*~~ (0 rds), *bless*, *cause light wounds*, *curse* x2, *protection from good*; 2nd – *aid* (8 rds), *aid*, *silence-15ft radius* x2; 3rd – *cause disease*, *prayer*, *bestow curse*, ~~*protection from fire*~~ (80 rds, 120 pts); 4th – *poison* x2, ~~*protection from good-15ft radius*~~ (30 rds), ~~*protection from lightning*~~ (60 rds, 100 pts); 5th – *cause critical wounds*, *flame strike*.

Special Powers/Skills: Innate *lighten load* one/day; innate *easy march* two/tenday; can cast a spell and parry (-4 AC) in same round.

Innate Spell-like Abilities: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, *detect lie*, *clairvoyance*, *suggestion*, *dispel magic*, all one/day.

Tier 6: Levels are 66-77

Drow Guards, e(drow)m F12 (2): AL CE; AC -3 (*drow chain* +3 + Dex); MV 12; hp 91; THAC0 9 (2; *scimitar* +3 + spec. + Str); #AT 3; Dmg 1d8+11/1d8+11 (*scimitar* +3 + spec. + Str); SA nil; SD nil; Str 18/00, Dex 21, Con 17, Int 13, Wis 12, Cha 9; MR 74%; SZ M; ML 15.

Innate Spell-like Abilities: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, all one/day.

Drow Priestess, e(drow)f P(sp)13 of Lolth: AL CE; AC -4 (*drow chain* +5 + Dex); MV 12; hp 70; THAC0 12 (8; *long sword* +3 + Str); #AT 1; Dmg 1d8+5/1d12+5 (*long sword* +3 + Str); SA Spells, See below; SD Spells, See below; Str 18, Dex 19, Con 16, Int 14, Wis 18, Cha 16; MR 76%; SZ M; ML 16.

Spells: 1st – *curse*, *command* x2, *darkness* x3, *protection from good*, *cause fear*; 2nd – *charm person or mammal*, *heal metal*, *hold person* x3, *silence-15ft radius* x3; 3rd – *continual darkness* x3, *prayer*, *protection from fire* (80 rds, 156 pts), *bestow curse* x2; 4th – *free action* (60 rds), *poison* x2, *protection from good-15ft radius* (100 rds), *protection from lightning* (50 rds, 130 pts); 5th – *dispel good*, *slay living*; 6th – *blade barrier*, ~~*word of recall*~~ (“Draughah,” drow for Spider).

Special Powers/Skills: Immune to spider venom; can communicate with spiders, and never harmed by spiders; innate *spider climb* or *spidereyes* (see WSC, Vol. 3 or Drow of the Underdark); innate *dispel magic* two/day; innate *summon shadow* or *spider summoning** two/day; innate *true seeing* or *spiderform** two/day; innate *domination* (elves/half-elves receive no resistance roll).

Innate Spell-like Abilities: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, *detect lie*, *clairvoyance*, *suggestion*, *dispel magic*, all one/day.

Drow Magus, e(drow)f multi-W13/P(Cru)13 of Lolth: AL CE; AC -4 (*drow chain* +5 + Dex); MV 12; hp 58; THAC0 16/8 (4; *long sword* +3 + Str); #AT 1; Dmg 1d8+5/1d12+5 (*long sword* +3 + Str); SA Spells, See below; SD Spells, See below; Str 18, Dex 19, Con 16, Int 18, Wis 18, Cha 15; MR 76%; SZ M; ML 16.

Spells:

Wizard: 1st – *enlarge*, *magic missile* x3, *spook*; 2nd – *continual darkness* x2, *invisibility*, *mirror image*, *web*; 3rd – *fireball*, *haste*, *slow* x2, *wraithform*; 4th – *Evard’s black tentacles*, *fumble*, ~~*improved invisibility*~~ (9 rds), *stoneskin* (10 attacks); 5th – *cloudkill*, *feeblemind*, *teleport*, *wall of force*; 6th – ~~*contingency*~~ (*stoneskin*, 10 attacks, when first *stoneskin* ends), *disintegrate*.

Priest: 1st – ~~*bless*~~ (0 rds), *bless*, *cause light wounds* x2, *curse* x2, *protection from good*; 2nd – *aid* (8 rds), *aid* x2, *silence-15ft radius* x3; 3rd – *cause disease* x2, *prayer*, *bestow curse* x3, *protection from fire* (80 rds, 156 pts); 4th – *poison* x3, ~~*protection from good-15ft radius*~~ (30 rds), ~~*protection from lightning*~~ (60 rds, 130 pts); 5th – *cause critical wounds*, *flame strike*; 6th – *blade barrier*, *harm*.

Special Powers/Skills: Innate *lighten load* one/day; innate *easy march* two/tenday; can cast a spell and parry (-4 AC) in same round.

Innate Spell-like Abilities: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, *detect lie*, *clairvoyance*, *suggestion*, *dispel magic*, all one/day.

Tier 7: Levels are 78-89

Drow Guards, e(drow)m F14 (2): AL CE; AC -3 (*drow chain* +3 + Dex); MV 12; hp 97; THAC0 7 (0; *scimitar* +3 + spec. + Str); #AT 7/2; Dmg 1d8+11/1d8+11 (*scimitar* +3 + spec. + Str); SA nil; SD nil; Str 18/00, Dex 21, Con 17, Int 13, Wis 12, Cha 9; MR 78%; SZ M; ML 15.

Innate Spell-like Abilities: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, all one/day.

Drow Priestess, e(drow)f P(sp)15 of Lolth: AL CE; AC -4 (*drow chain* +5 + Dex); MV 12; hp 74; THAC0 12 (8; *long sword* +3 + Str); #AT 1; Dmg 1d8+5/1d12+5 (*long sword* +3 + Str); SA Spells, See below; SD Spells, See below; Str 18, Dex 19, Con 16, Int 14, Wis 18, Cha 16; MR 76%; SZ M; ML 16.

Spells: 1st – *curse*, *command* x2, *darkness* x3, *protection from good*, *cause fear*; 2nd – *charm person or mammal*, *heal metal*, *hold person* x3, *silence-15ft radius* x3; 3rd – *continual darkness* x3, *prayer*, ~~*protection from fire*~~ (80 rds, 180 pts), *bestow curse* x2; 4th – *cause serious wounds* x2, ~~*free action*~~ (60 rds), *poison* x2, ~~*protection from good-15ft radius*~~ (100 rds), ~~*protection from lightning*~~ (50 rds, 150 pts); 5th – *cause critical wounds*, *dispel good*, *flame strike*, *slay living*; 6th – *blade barrier*, ~~*word of recall*~~ (“Draughah,” drow for Spider); 7th – *energy drain*.

Special Powers/Skills: Immune to spider venom; can communicate with spiders, and never harmed by spiders; innate *spider climb* or *spidereyes* (see WSC, Vol. 3 or Drow of the Underdark); innate *dispel magic* two/day; innate *summon shadow* or *spider summoning** two/day; innate *true seeing* or *spiderform** two/day; innate *domination* (elves/half-elves receive no resistance roll).

Innate Spell-like Abilities: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, *detect lie*, *clairvoyance*, *suggestion*, *dispel magic*, all one/day.

Drow Magus, e(drow)f multi-W14/P(Cru)14 of Lolth: AL CE; AC -4 (*drow chain* +5 + Dex); MV 12; hp 60; THAC0 16/7 (3; *long sword* +3 + Str); #AT 1; Dmg 1d8+5/1d12+5 (*long sword* +3 + Str); SA Spells, See below; SD Spells, See below; Str 18, Dex 19, Con 16, Int 18, Wis 18, Cha 15; MR 78%; SZ M; ML 16.

Spells:

Wizard: 1st – *enlarge, magic missile* x3, *spook*; 2nd – *continual darkness* x2, *invisibility, mirror image, web*; 3rd – *fireball, haste, slow* x2, *wraithform*; 4th – *Evard's black tentacles, fumble, improved invisibility* (9 rds), *stoneskin* (10 attacks); 5th – *cloudkill, feeblemind, teleport, wall of force*; 6th – ~~*contingency*~~ (*stoneskin*, 10 attacks, when first *stoneskin* ends), *disintegrate*; 7th – *prismatic spray*.

Priest: 1st – ~~*bless*~~ (0 rds), *bless, cause light wounds* x2, *curse* x2, *protection from good*; 2nd – *aid* (8 rds), *aid* x2, *silence-15ft radius* x3; 3rd – *cause disease* x2, *prayer, bestow curse* x3, ~~*protection from fire*~~ (80 rds, 156 pts); 4th – *poison* x4, ~~*protection from good 15ft radius*~~ (30 rds), ~~*protection from lightning*~~ (60 rds, 130 pts); 5th – *cause critical wounds* x2, *flame strike*; 6th – *blade barrier, harm*; 7th – *wither*.

Special Powers/Skills: Innate *lighten load* one/day; innate *easy march* two/tenday; can cast a spell and parry (-4 AC) in same round.

Innate Spell-like Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic*, all one/day.

Tier 8: Levels are 90+

Drow Guards, e(drow)m F16 (2): AL CE; AC -3 (*drow chain* +3 + Dex); MV 12; hp 103; THACO 5 (-2; *scimitar* +3 + spec. + Str); #AT 7/2; Dmg 1d8+11/1d8+11 (*scimitar* +3 + spec. + Str); SA nil; SD nil; Str 18/00, Dex 21, Con 17, Int 13, Wis 12, Cha 9; MR 82%; SZ M; ML 15.

Innate Spell-like Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*, all one/day.

Drow Priestess, e(drow)f P(sp)17 of Lolth: AL CE; AC -4 (*drow chain* +5 + Dex); MV 12; hp 78; THACO 10 (6; *long sword* +3 + Str); #AT 1; Dmg 1d8+5/1d12+5 (*long sword* +3 + Str); SA Spells, See below; SD Spells, See below; Str 18, Dex 19, Con 16, Int 14, Wis 18, Cha 16; MR 80%; SZ M; ML 16.

Spells: 1st – *curse* x2, *command* x2, *darkness* x3, *protection from good, cause fear*; 2nd – *charm person or mammal, heal metal* x2, *hold person* x3, *silence-15ft radius* x3; 3rd – *continual darkness* x4, *prayer, protection from fire* (80 rds, 204 pts), *bestow curse* x2; 4th – *cause serious wounds* x3, ~~*free action*~~ (60 rds), *poison* x2, ~~*protection from good 15ft radius*~~ (100 rds), ~~*protection from lightning*~~ (50 rds, 170 pts); 5th – *cause critical wounds, dispel good, flame strike, slay living* x2; 6th – *blade barrier, harm, word of recall* (“Draugah,” drow for Spider); 7th – *unholy word, energy drain*.

Special Powers/Skills: Immune to spider venom; can communicate with spiders, and never harmed by spiders; innate *spider climb* or *spidereyes* (see WSC, Vol. 3 or Drow of the Underdark); innate *dispel magic* two/day; innate *summon shadow* or *spider summoning** two/day; innate *true seeing* or *spiderform** two/day; innate *domination* (elves/half-elves receive no resistance roll).

Innate Spell-like Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic*, all one/day.

Drow Magus, e(drow)f multi-W15/P(Cru)16 of Lolth: AL CE; AC -4 (*drow chain* +5 + Dex); MV 12; hp 62; THACO 15/5 (1; *long sword* +3 + Str); #AT 1; Dmg 1d8+5/1d12+5 (*long sword* +3 + Str); SA Spells, See below; SD Spells, See below; Str 18, Dex 19, Con 16, Int 18, Wis 18, Cha 15; MR 78%; SZ M; ML 16.

Spells: Wizard: 1st – *enlarge, magic missile* x3, *spook*; 2nd – *continual darkness* x2, *invisibility, mirror image, web*; 3rd – *fireball, haste, slow* x2, *wraithform*; 4th – *Evard's black tentacles, fumble, improved invisibility* (9 rds), *phantasmal killer, stoneskin* (11 attacks); 5th – *cloudkill, feeblemind* x2, *teleport, wall of force*; 6th – ~~*contingency*~~ (*stoneskin*, 11 attacks, when first *stoneskin* ends), *disintegrate*; 7th – *prismatic spray*.

Priest: 1st – ~~*bless*~~ (0 rds), *bless, cause light wounds* x3, *curse* x2, *protection from good*; 2nd – *aid* (8 rds), *aid* x2, *silence-15ft radius* x4; 3rd – *cause disease* x3, *prayer, bestow curse* x3, ~~*protection from fire*~~ (80 rds, 156 pts); 4th – *cause serious wounds* x3, *poison* x2, ~~*protection from good 15ft radius*~~ (30 rds), ~~*protection from lightning*~~ (60 rds, 130 pts); 5th – *cause critical wounds* x2, *flame strike* x2; 6th – *blade barrier, harm* x2; 7th – *wither*.

Special Powers/Skills: Innate *lighten load* one/day; innate *easy march* two/tenday; can cast a spell and parry (-4 AC) in same round.

Innate Spell-like Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic*, all one/day.

Encounter Six C: “The Chase, Part 4: Black Guard”

The party was likely following Tehtravese into this encounter. When they enter, they will see Tehtravese mumbling to himself and three men in black armor, one of which appears to be conversing with him. The three guards will then attack, while Tehtravese will run into a separate passageway. The Orb is not anywhere in view.

Keel (pronounced similar to “bell”) is from the lands of Thay, though he is not directly Thayan. His master has cast a special version of *chain contingency* that can be cast on another. This contingency casts a body-only *teleport* that likewise heals and returns Keel to life if he has died. Keel’s *ring of protection +3* and *cloak of protection +4* are under a separate *contingency*-like spell that causes them to be *disjoined* (as *Mordenkainen’s disjunction*) if they are handled by any other than Keel. Keel’s *bracers of defense AC 2* function as *bracers of defense AC 4* on any other person. Keel will attempt escape if the situation is getting out of hand.

Spells with an asterisk (*) are from *The Seven Sisters*. Spells that are struck have been precast (durations and level-specific effects are noted next to it).

Tier 5: Levels are 57-65

Zhent Guards, hm F9 (2): AL LE; AC -2 (plate mail + shield + Dex); MV 9; hp 91; THAC0 12 (9; spec. + Str); #AT 2/1; Dmg 1d8+6/1d12+6 (long sword + spec. + Str); SA nil; SD nil; Str 18/51, Dex 18, Con 18, Int 12, Wis 11, Cha 10; MR nil; SZ M; ML 16.

Keel, hm W(IN)11: AL NE; AC -9 (*bracers AC 2 + cloak +4 + ring +3 + Dex*); MV 12; hp 45; THAC0 17 (16; Str); #AT 1; Dmg 1d4+1/1d3+1 (dagger + Str); SA Spells; SD Spells; Str 17, Dex 18, Con 16, Int 18, Wis 13, Cha 11; MR nil; SZ M; ML 14.

Spells: 1st – *enlarge*, *magic missile* x3, ~~*protection from good*~~ (13 rds); 2nd – *darkness-15’ radius*, *invisibility*, *levitate*, ~~*mirror image*~~ (22 rds, 8 images), *web*; 3rd – *dispel magic*, *haste*, *lightning bolt* x2, ~~*lightning reflection**~~ (8 rds); 4th – ~~*improved invisibility*~~ (11 rds), *stoneskin* (9 attacks), *wall of fire*, *wall of ice*; 5th – *cloudkill*, *cone of cold*, *teleport*, *wall of force*.

Special Powers/Skills: +1 save vs. Inv/Evo spells; -1 opponents save vs. Inv/Evo spells cast; additional Inv/Evo spell per level.

Tier 6: Levels are 66-77

Zhent Guards, hm F10 (2): AL LE; AC -3 (field plate + shield + Dex); MV 9; hp 94; THAC0 11 (7; spec. + Str); #AT 2/1; Dmg 1d8+8/1d12+8 (long sword + spec. + Str); SA nil; SD nil; Str 18/00, Dex 18, Con 18, Int 12, Wis 11, Cha 10; MR nil; SZ M; ML 16.

Keel, hm W(IN)13: AL LE; AC -9 (*bracers AC 2 + cloak +4 + ring +3 + Dex*); MV 12; hp 47; THAC0 16 (15; Str); #AT 1; Dmg 1d4+1/1d3+1 (dagger + Str); SA Spells; SD Spells; Str 17, Dex 18, Con 16, Int 18, Wis 13, Cha 11; MR nil; SZ M; ML 14.

Spells: 1st – *enlarge* x2, *magic missile* x3, ~~*protection from good*~~ (13 rds); 2nd – *darkness-15’*

radius, *flaming sphere*, *invisibility*, *levitate*, ~~*mirror image*~~ (22 rds, 8 images), *web*; 3rd – *dispel magic* x2, *haste*, *lightning bolt* x2, ~~*lightning reflection**~~ (8 rds); 4th – ~~*improved invisibility*~~ (11 rds), *stoneskin* (10 attacks), *Otiluke’s resilient sphere*, *wall of fire*, *wall of ice*; 5th – *cloudkill*, *cone of cold*, *feeblemind*, *teleport*, *wall of force*; 6th – *Bigby’s forceful hand*, *the howling chain**.

Special Powers/Skills: +1 save vs. Inv/Evo spells; -1 opponents save vs. Inv/Evo spells cast; additional Inv/Evo spell per level; previously cast *contingency* with *stoneskin* (10 attacks), any condition that results in the discontinuation of Keel’s current *stoneskin* activates the contingency.

Tier 7: Levels are 78-89

Zhent Guards, hm F11 (2): AL LE; AC -4 (full plate + shield + Dex); MV 9; hp 97; THAC0 10 (6; spec. + Str); #AT 2/1; Dmg 1d8+8/1d12+8 (long sword + spec. + Str); SA nil; SD nil; Str 18/00, Dex 18, Con 18, Int 12, Wis 11, Cha 10; MR nil; SZ M; ML 16.

Keel hm, W(IN)15: AL LE; AC -9 (*bracers AC 2 + cloak +4 + ring +3 + Dex*); MV 12; hp 49; THAC0 16 (15; Str); #AT 1; Dmg 1d4+1/1d3+1 (dagger + Str); SA Spells; SD Spells; Str 17, Dex 18, Con 16, Int 18, Wis 13, Cha 11; MR nil; SZ M; ML 14.

Spells: 1st – *enlarge* x2, *magic missile* x3, ~~*protection from good*~~ (13 rds); 2nd – *darkness-15’ radius*, *flaming sphere*, *invisibility*, *levitate*, ~~*mirror image*~~ (22 rds, 8 images), *web*; 3rd – *dispel magic* x2, *haste*, *lightning bolt* x2, ~~*lightning reflection**~~ (8 rds); 4th – ~~*improved invisibility*~~ (11 rds), *Otiluke’s resilient sphere* x2, *stoneskin* (11 attacks), *wall of fire*, *wall of ice*; 5th – *cloudkill*, *cone of cold*, *feeblemind* x2, *teleport*, *wall of force*; 6th – *Bigby’s forceful hand*, *the howling chain**; 7th – *Bigby’s grasping hand*, ~~*The Simbul’s spell supremacy**~~ (see spell).

Special Powers/Skills: +1 save vs. Inv/Evo spells; -1 opponents save vs. Inv/Evo spells cast; additional Inv/Evo spell per level; previously cast *contingency* with *teleport*, any condition that results in the discontinuation of Keel’s bodily control activates the *contingency*; previously cast *limited wish* that *stoneskin* protects against double the attacks; previously cast *limited wish* that caster is unaffected by the first four spells cast on him.

Tier 8: Levels are 90+

Zhent Guards, hm F12 (2): AL LE; AC -4 (full plate + shield + Dex); MV 9; hp 100; THAC0 9 (5; spec. + Str); #AT 2/1; Dmg 1d8+8/1d12+8 (long sword + spec. + Str); SA nil; SD nil; Str 18/00, Dex 18, Con 18, Int 12, Wis 11, Cha 10; MR nil; SZ M; ML 16.

Keel, hm W(IN)17: AL LE; AC -9 (*bracers* AC 2 + *cloak* +4 + *ring* +3 + Dex); MV 12; hp 51; THAC0 15 (14; Str); #AT 1; Dmg 1d4+1/1d3+1 (dagger + Str); SA Spells; SD Spells; Str 17, Dex 18, Con 16, Int 18, Wis 13, Cha 11; MR nil; SZ M; ML 14.

Spells: 1st – *enlarge* x2, *magic missile* x3, ~~*protection from good*~~ (13 rds); 2nd – *darkness-15' radius*, *flaming sphere*, *invisibility*, *levitate*, ~~*mirror image*~~ (22 rds, 8 images), *web*; 3rd – *dispel magic* x2, *haste*, *lightning bolt* x2, ~~*lightning-reflection**~~ (8 rds); 4th – ~~*improved invisibility*~~ (11 rds), *Otiluke's resilient sphere* x2, *stoneskin* (12 attacks), *wall of fire*, *wall of ice*; 5th – *cloudkill*, *cone of cold*, *feblemind* x2, *teleport*, *wall of force*; 6th – *Bigby's forceful hand*, *fire eyes**, *the howling chain**, *Otiluke's freezing sphere*; 7th – *Bigby's grasping hand*, ~~*limited wish*~~ (first five spells cast on him have no effect), *reverse gravity*, ~~*The Simbul's spell supremacy**~~ (see spell); 8th – *Abi-Dalzim's horrid wilting*, *lightning ring**, ~~*Serten's spell immunity*~~ (35 rds, cast all himself and his guards).

Special Powers/Skills: +1 save vs. Inv/Evo spells; -1 opponents save vs. Inv/Evo spells cast; additional Inv/Evo spell per level; previously cast *contingency* with *teleport*, any condition that results in the discontinuation of Keel's bodily control activates the *contingency*; previously cast *limited wish* that *stoneskin* protects against double the attacks; previously cast *limited wish* that caster cannot lose concentration (such as if struck or damaged) during spell-casting for 1 day/level from *limited wish* (9 days remain).

Encounter Six D: “The Chase Ends: The Wyrn”

The party has been chasing Tehtravese to this point. When they enter the room, they will find a dark room. Tehtravese is standing next to a large box. The remainder of the room seems completely black. He will wave at the party. “I’ve been waiting for you. I see that you are here for this thing, so I kept it here.” He will banter with the party. He knows they want the Orb, and he’s already made an agreement with Galatheron for the Orb or half of any magic adventurers hunting for it have. He took the Orb because he wanted to see if it could be done, and because he was not paid for helping Selûne recover it from the horde of “Dark Jewel.” He won’t specify what he did, but he will say it was the only reason the Selûnite clergy survived. He will tell them that he has already sold the Orb to a fellow traveler who came a long distance to be at the auction and act as a hired bodyguard. He will then suggest they negotiate unless they want to force a fight. Tehtravese will tell the party that if they give him half of their magical wealth, he’ll give them the Orb. When they say

no, he will then shrug and say that the person he made the agreement with has the right to take repayment for the Orb by force. If the party says they are ready for a fight, he will make one final stipulation: if they fight, they give up claim on half of their magical wealth when they lose. He will say the current owner has also agreed if he loses to give up half of his wealth.

The party goes all-out with *speed* weapons and multiple *staff of rapid magery* spells: Well then, using **Judge Guide 4** you know that Tehtravese is capable of just leaving if the party gets rude. As soon as he has left, Galatheron will use his breath weapon from the darkness, which is multiple *darkness* spells (5 in fact).

It doesn’t really matter what happens now, the party will have to fight. The Orb of Selûne is sitting to the side of the cavern, and the cavern itself is monstrous (over 200,000 square feet). Galatheron will always use his breath weapon at the beginning of the combat (even if he has to catch Tehtravese, he knows that Tehtravese can take the breath weapon and Galatheron will just pay him more later). There is a good chance the party can snatch the Orb and run. Remember, though, that we are working in a cavern almost large enough on one end as the Empire State Building in New York City. This means the Orb is over 400 feet away. That’s over three rounds of continuous movement (at 12’ movement rate). Galatheron cannot go after the party in dragon form until they get to the first cavern in Encounter 6. Whether he goes after them is up to you, but I suggest you remember that there are very few spaces capable of holding a dragon.

Reminder: Dragons can use Special Abilities in addition to making melee attacks.

Special Attacks Common to All Tiers:

Wing Buffet (damage same as claw; target must roll Dex check or be knocked prone); Tail Slap (damage same as 2 claw attacks; affects as many targets as age [Tier 5 11, Tier 6 12, Tier 7 13, Tier 8 14]; creatures struck must save v. petrification [penalty: Tier 5 -11, Tier 6 -12, Tier 7 -13, Tier 8 -14] or be stunned for 1d4+1 rounds/minutes); Kick (rear attack; damage same as claw; Dex check or be kicked back 1d6+[Tier 5 11, Tier 6 12, Tier 7 13, Tier 8 14] feet).

Tier 5: Levels are 57-65

Galatheron, deep dragon (1): Int Supra-Genius; AL CE; AC -7; MV 12, Fl 30(C), Br 6, Sw 9; HD 21; hp 168; THAC0 0; #AT 3 + Special; Dmg 3d4/3d4/3d8 (claw/claw/bite); SA Breath Weapon, Spells, See Below; SD See Below; MR 55%; SZ H; ML 18.

Immunities: *Charm*, *Sleep*, and *Hold* magic; Extreme cold/heat (-3 to each die of dmg, to min of 1 per die).

Special Abilities: Infravision, *true seeing*, *detect magic*; assume snake form 4 times/day; assume “human” form 4 times/day; regenerate 1d4 hp/4 rounds; *free action* at will; *levitate* 3 times/day; *transmute rock to mud* and *telekinesis* 4 times/day; *move earth* 4 times/day; *passwall* and *disintegrate* 3 times/day; *stone shape* 2 times/day; *tongues* once/day.

Dragonfear: 45 yards, -3 save v. petrification.

Breath Weapon (22d8+11, gas (-2 to save if exposed skin), 50’ long, 40’ wide, 30’ high).

Spells (cast at 20th level):

Wizard: 1st – *magic missile* x2, ~~*shield*~~ (180 rds), *spook*; 2nd – *invisibility*, *stinking cloud*, *web*; 3rd – *blacklight*, *dispel magic*, *vampiric touch*; 4th – *fumble*, ~~*stoneskin*~~ (13 attacks).

Priest: 1st – *darkness*, *faerie fire*, ~~*protection from good*~~ (25 rds); 2nd – *hold person*, *silence-15’ radius*.

Tier 6: Levels are 66-77

Galatheron, deep dragon (1): Int Supra-Genius; AL CE; AC -8; MV 12, Fl 30(C), Br 6, Sw 9; HD 22; hp 176; THAC0 -1; #AT 3 + Special; Dmg 3d4/3d4/3d8 (claw/claw/bite); SA Breath Weapon, Spells, See Below; SD See Below; MR 60%; SZ H; ML 18.

Immunities: *Charm*, *Sleep*, and *Hold* magic; Extreme cold/heat (-3 to each die of dmg, to min of 1 per die).

Special Abilities: Infravision, *true seeing*, *detect magic*; assume snake form 4 times/day; assume “human” form 4 times/day; regenerate 1d4 hp/4 rounds; *free action* at will; *levitate* 3 times/day; *transmute rock to mud* and *telekinesis* 4 times/day; *move earth* 4 times/day; *passwall* and *disintegrate* 3 times/day; *stone shape* 3 times/day; *tongues* 2 times/day; *repulsion* 3 times/day.

Dragonfear: 50 yards, -4 save v. petrification.

Breath Weapon: 24d8+12, gas (-2 save if exposed skin), 50’ long, 40’ wide, 30’ high

Spells (cast at 21st level):

Wizard: 1st – *magic missile* x2, ~~*shield*~~ (60 rds), *spook*; 2nd – *invisibility*, *stinking cloud*, *web*; 3rd – *blacklight*, *dispel magic*, *vampiric touch*; 4th – *fumble*, ~~*stoneskin*~~ (14 attacks); 5th – *wall of force*.

Priest: 1st – *darkness*, *faerie fire*, ~~*protection from good*~~ (30 rds); 2nd – *charm person or mammal*, *hold person*, *silence-15’ radius*; 3rd – *continual darkness*.

Tier 7: Levels are 78-89

Galatheron, deep dragon (1): Int Supra-Genius; AL CE; AC -9; MV 12, Fl 30(C), Br 6, Sw 9; HD 23; hp 184; THAC0 -2; #AT 3 + Special; Dmg 3d4/3d4/3d8 (claw/claw/bite); SA Breath Weapon, Spells, See Below; SD See Below; MR 65%; SZ H; ML 19.

Immunities: *Charm*, *Sleep*, and *Hold* magic; Extreme cold/heat (-3 to each die of dmg, to min of 1 per die).

Special Abilities: Infravision, *true seeing*, *detect magic*; assume snake form 4 times/day; assume “human” form 4 times/day; regenerate 1d4 hp/2 rounds; *free action* at will; *levitate* 3 times/day; *transmute rock to mud* and *telekinesis* 4 times/day; *move earth* 4 times/day; *passwall* and *disintegrate* 3 times/day; *stone shape* 3 times/day; *tongues* 3 times/day; *repulsion* 3 times/day.

Dragonfear: 55 yards, -5 save v. petrification.

Breath Weapon: 26d8+13, gas (-2 save if exposed skin), 50’ long, 40’ wide, 30’ high

Spells (cast at 22nd level):

Wizard: 1st – *magic missile* x2, ~~*shield*~~ (100 rds), *spook*; 2nd – *invisibility*, *Melf’s acid arrow*, *stinking cloud*, *web*; 3rd – *blacklight*, *dispel magic*, *vampiric touch*; 4th – *fumble*, ~~*stoneskin*~~ (14 attacks); 5th – *chaos*, *wall of force*.

Priest: 1st – *darkness*, *faerie fire*, ~~*protection from good*~~ (40 rds); 2nd – *charm person or mammal*, *hold person*, *silence-15’ radius*; 3rd – *continual darkness*, *hold animal*.

Tier 8: Levels are 90+

Galatheron, deep dragon (1): Int Supra-Genius; AL CE; AC -9; MV 12, Fl 30(C), Br 6, Sw 9; HD 24; hp 192; THAC0 -3; #AT 3 + Special; Dmg 3d4/3d4/3d8 (claw/claw/bite); SA Breath Weapon, Spells, See Below; SD See Below; MR 70%; SZ H; ML 19.

Immunities: *Charm*, *Sleep*, and *Hold* magic; Extreme cold/heat (-3 to each die of dmg, to min of 1 per die).

Special Abilities: Infravision, *true seeing*, *detect magic*; assume snake form 4 times/day; assume “human” form 4 times/day; regenerate 4 hp/round; *free action* at will; *levitate* 3 times/day; *transmute rock to mud* and *telekinesis* 4 times/day; *move earth* 4 times/day; *passwall* and *disintegrate* 4 times/day; *stone shape* 3 times/day; *tongues* 3 times/day; *repulsion* 3 times/day.

Dragonfear: 60 yards, -6 save v. petrification.

Breath Weapon: 28d8+14, gas (-2 save if exposed skin), 50’ long, 40’ wide, 30’ high

Spells (cast at 23rd level):

Wizard: 1st – *magic missile* x2, ~~*shield*~~ (100 rds), *spook*; 2nd – *invisibility*, *Melf’s acid arrow*, *stinking cloud*, *web*; 3rd – *blacklight*, *dispel magic*, ~~*haste*~~ (16 rds), *vampiric touch*; 4th – *Evard’s black tentacles*, *fumble*, ~~*stoneskin*~~ (15 attacks); 5th – *chaos*, *feeblemind*, *wall of force*.

Priest: 1st – *darkness*, *faerie fire*, ~~*protection from good*~~ (40 rds); 2nd – *charm person or mammal*, *hold person*, *silence-15’ radius*; 3rd – *continual darkness*,

hold animal; 4th – ~~*protection from lightning*~~ (160 rds, 230 pts).

Snake form (1): (all other stats as above); AC 6; MV 9, Fl 4(D), Sw 11; Dmg no claw attacks, Constriction (attack roll required; inflicts 3d8 damage per round; hampers movement, spellcasting; causes -1 on attack rolls and a 1-point AC penalty).

“Human” form (1): (all other stats as above); AC 10; MV 12, Sw 12; Dmg By weapon or spell; Special: Armor can be worn, but will be destroyed (and cause 2d4 damage to dragon) in any transformation of shape. Can appear as any other person (66% likely it unconsciously is identical to a known NPC/PC).

Bad Conclusion: “Dead?”

At this point, the party has died or dropped under the onslaught of bad guys. Depending on just where they were, you will have to ad-lib.

Encounter 1: Their killers are driven away and they are taken to the Temple of Lathander. They receive a free *raise dead*. If they’re an elf, they get a free *resurrection* (but this only applies to elves). Depending on what happened (if the party died because of bad rolls), you may take mercy on them and allow them to continue the adventure.

Encounter 3: Their bodies are taken by the killers and the PCs are Trapped. Use the Event Resolution sheet at the end of the adventure to record this, and be sure to note on their log forms that the PCs are trapped until further notice. No chance of coming back from the dead here.

Encounter 4: Their bodies are digested. The characters are all dead until someone goes below and finds the scraps and casts *resurrection* on each of them. That will only happen if HQ or one of the Campaign Directors allows it.

Encounter 5: Their bodies are delivered to somewhere dark and deep in Sarbreen. The characters are all dead until someone goes below and finds whatever remains and casts *resurrection* on each of them. That will only happen if HQ or one of the Campaign Directors allows it.

Encounter 6-6C: Their bodies are used to trap their souls (as the 8th-level Wizard Spell *trap the soul*). The PCs are Trapped. Use the Event Resolution sheet at the end of the adventure to record this. There is no way to come back from this until further notice.

Encounter 6D: They wake up at 1 hp with three-quarters of their magical wealth taken. The Orb of Selûne is there, waiting for them. Go to “Good Conclusion” and alter it to fit what happened.

Note that if the bodies are taken, digested, or lost, then all magical and non-magical items carried by the PCs must be voided; they are lost forever.

Good Conclusion: “Leaving Sarbreen/Midsummer’s Celebration”

Galatheron will not die so easily. Before his body hits the cavern floor, it will disappear in a shimmer of energy. Divinations will not reveal anything except “Galatheron returned to his lair.” His death will cause spell-effects and spells operating to cease, including the *darkness* spells, which will reveal just how large the place is. Galatheron’s small horde (Galatheron only kept a small part of his horde here, about half) consists of 5,000 platinum, 50,000 gold, and 25,000 GP in sapphires. Magical treasure consists of *candle of invocation—neutral good*, *rod of smiting (4 charges)*, and *stone of improvement*.

The PCs will notice that the map they were given by the Sharrans has a drawing on the back which faintly resembles the caverns the party was just in. It will be impossible to follow the bad guys that got away (meaning the ones Tehtravese did not follow). Divinations will only reveal they are back where they wish to be (it’s impossible to know the names of any of those villains to get an accurate answer).

You follow the map to the surface with the Orb of Selûne. The sun’s rays greet you as your group comes above ground. It has been quite some time since you left. After returning to the Moonflame, you are once again hailed as great heroes. The scars of this attack will remain, and the villains behind are still to be found. Only by remaining vigilant can evil’s shadow remain small.

If a High Priest is in the party:

With this crisis past, the business of the temple must turn to restoration and protection. You return to the altar which held the Orb. The altar, though, does not re absorb the Orb. You then take the Orb to the altar within the Main Chapel, where it originally had joined with the temple before that altar was moved. As you watch, a latticework of pure silver forms out of nowhere and joins with the main altar, which has its

form shifted. The lines of silver appear to support the Orb. The altar changes to resemble two disks of pure silver, lines of silver joining and supporting one above the other. Between the disks lies the Orb now, and a hole opens the upper disk to Selûne's light. The lines of silver between the disks near the front seem to be open, and would allow someone to reach in and touch it. A second observation is that the upper disk now reflects the phase Selûne lies in.

The Midsummer's Festival and Moonsilver Night celebrations continue, if this attack stopped the celebrations, evil would have a victory, however minor. While things have been returned to some normalcy, many people gave of themselves to aid the temple. Answers to what should be done and why the Lady might allow the danger of others touching the Orb have drawn you to gain guidance from Her.

Selûne will tell her faithful High Priest(s) that she wishes others to touch her Orb and gain guidance. Obviously, the High Priest(s) will have touched the Orb, and will gain the *Gift of the Silver Lady*. Whether they tell their fellow party-members is all dependent on their wishes and if they wish to anger Selûne. All who touch the Orb will receive the *Gift of the Silver Lady* certificate. Describe touching the Orb as surreal, with each PC going into a vision (you can leave what each character envisions to the player).

Parties that do not have a High Priest:

You find yourselves invited to a small party to celebrate the return of the Orb. Among the crowd are the less-experienced who you learn rescued a kidnapped member of the priesthood. Watching them might remind you of yourselves, younger, bolder, perhaps more reckless. Darin of Selûne appears to be in better spirits and body since you last met. He smiles and waves each of you over. "I understand the sacrifice and risk you all took for the return of the Orb. I have wished to find a way to reward you, and the Lady has shown me her will." He leads you together toward a beautiful altar of silver, two silver disks laid on each other with the Orb within the center. "You will each be allowed to bath yourselves in the power of the Orb, and gain whatever the Lady wishes."

Each PC will be allowed to "touch" the Orb. Each character will receive a vision and the *Gift of the Silver Lady*.

All groups:

Finally the party thins out, and you are glad to enjoy a few moments of peace before the final night of the Midsummer's Festival. The bustle of the city is visible,

as well as audible. Yet you know that just under the surface of that happiness and joy, another Red Threat lies, waiting...

Here Ends *Dealing With Darkness*

Experience Point Summary

Experience is calculated as follows for Living City events.

- Sum the experience listed below for objectives.
- 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.
- Finally, multiply the total by the tier according to this chart:

Tier 5:	Total levels 57-65
Tier 6:	Total levels 66-77
Tier 7:	Total levels 78-89
Tier 8:	Total levels 90+

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

Encounter One

Defeated all of the weretigers	150 xp
OR	
Defeated most of the weretigers	50 xp

Encounter Two

Cooperated well with Jesibelle	50 xp
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Encounter Three

Defeated weretigers	200 xp
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Encounter Four

Defeated mimic	200 xp
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Encounter Six

Defeated Priests	250 xp
Defeated Cabal Guards	150 xp

Encounter Six A

Defeated Black Claws	250 xp
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Encounter Six B

Defeated Drow Guards	250 xp
Defeated Drow Priestess and Magus	350 xp

Encounter Six C

Defeated Zhent Guards	200 xp
Captured Keel	350 xp
OR	
Killed Keel	250 xp

Encounter Six D

Defeated Galatheron	700 xp
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Total Experience for Objectives:	2,900 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience:	3,400 xp
For Tier 5:	17,000 xp
For Tier 6:	20,400 xp
For Tier 7:	23,800 xp
For Tier 8:	27,200 xp

Treasure Summary

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

Encounter Four

- *white chardalyn* – This white stone glows with an inner light. The stone, when placed over a magical weapon, releases the ancient magic it has been holding, altering the enchantment of the weapon. Write your Real Name and RPGA Number on the bac, then mail the certificate with a Self-Addressed Stamped Envelope, to: Troy Daniels; PO Box 405; Hilliard, OH 43026.
- *mithril scabbard* – This non-magical scabbard is sized for a bastard sword. It is encrusted with small rubies. In Dwarven runes, the words “DeathStryke” are etched down the scabbard. GP Value: 8500

Encounter Six C

- *bracers of defense AC 4* – Etched within these silver bracers is the strange symbol of a crossed staff and sword, along with some elven runes that roughly translate to “Spell Weaver.” Etched on the outside of the bracers is a large, stylized “Z,” which is the symbol of the Black Network.

Encounter Six D

- 5,000 Platinum Pieces
- 50,000 Gold Pieces
- 25,000 GP in sapphires
- *candle of invocation* – This candle works only for Neutral Good priests. It burns in increments of one hour, and any burning uses at least one hour off the candle.

- *rod of smiting* – This rod destroys golems on a roll of a natural 20 only. Further, it does not maintain its bonuses on attacks as it moves through the planes. Otherwise it works as described in the Dungeon Master Guide. This rod has 4 charges remaining.
- *stone of improvement* – This black stone, when set upon any magical item, improves the enchantment of the item. It only functions for items that give a bonus (called a “plus”). Upon these items, the stone improves the item by one “plus,” to a maximum of +4. This improvement only operates while the owner is playing a HLC (High-Level Campaign) event. (Ex. A *cloak of protection* +2 with the stone would act as a *cloak of protection* +3 during HLC modules, and on other planes would have the usual bonus reductions.) The magical item which this stone is used on can only accept one such alteration to its enchantment. Further attempts to “stack” additional stones onto the item destroys the stones and the item. Staple the stone certificate to the item which is enhanced. The enhancement is not valid without both certificates together.

Conclusion

- *Gift of the Silver Lady* (one per PC) – This character touched the Orb of Selûne and has been granted a powerful vision of his or her destiny. The character exhibits this divine gift with a glowing silver tattoo of a moon, the location of which may be chosen. Characters receive a +2 Reaction Bonus in future relations to clergy of Selûne and her allies. The tattoo is permanent and remains for the life of the character. It cannot be transferred to another by any means.

Fame Point Award

Each PC receives 1 Fame Point in Temples.

Knights

Squires and Knights receive a Chivalry Point if they acted honorably in regards to: Not attacking Jesibelle; Not attacking the dwarven stone guards; Not dealing with Tehtravese.

Squires and Knights of the Pillar receive *The Silver Pendant* if he/she aided the Altarside temples by destroying the weretigers, and specifically the Temple of Selûne by returning the *Orb of Selûne*.

Judge Guide #1 – “Selûnite Q&A”

Q: “Who has the Orb?”

A: Tehtravese.

Q: “Who is Tehtravese?”

A: A dealer in exotic goods from Sigil.

Q: “Where is Tehtravese?”

A: I don’t know.

Q: “Where is the Orb?”

A: I don’t know.

Q: “Who stole the Orb?”

A: Terrax.

Q: “Who is Terrax?”

A: A powerful Rakshasa Maharajah Lord.

Q: “Where is Terrax?”

A: I don’t know.

Q: “Why did Terrax steal the Orb?”

A: Tehtravese hired him.

Q: “How did Terrax steal the Orb?”

A: He used the tools at his command.

Q: “What tools did Terrax use to steal the Orb?”

A: A *ring of spell storing* with *disintegrate*.

Q: “What will Tehtravese do with the Orb?”

A: Auction it off.

Q: “Who will buy it?”

A: I don’t know.

Q: “What did Tehtravese offer Terrax to steal the Orb?”

A: Control over weretigers and were panthers.

Q: “Where will this auction be?”

A: I don’t know.

Q: “How do we find out where the Orb is?”

A: Unlikely allies will appear.

Q: “What were the things that attacked the Festival?”

A: Weretigers controlled by the Cabal.

Q: “Who is ‘the Cabal’?”

A: A group of powerful Red Wizards.

Q: “Where can we find the Cabal?”

A: I don’t know.

Q: “Who is likely to try and buy the Orb?”

A: Too many enemies.

Judge Guide #2 – “Sharran Q&A”

Tehtravese – “He is a inter-planar trader of odds and ends. He might not even be a he, since I have heard of his appearance as a female. He’s been in the city for the last winter (year), skulking around, making deals with merchants for goods. He might have been involved with some robberies, I don’t know. If he knows Cerephane and Glasya, he hasn’t let that on, though he’s from Sigil. I know he’s worked for several deities, and doesn’t stick to any specific pantheon. This isn’t the first time he’s been on Faeržn either. He claims he’s owed for the discovery of the Orb of Selûne, but I haven’t asked him about it. He offered me a spot in the auction, but I had to refuse, because I don’t want a war started.”

Terrax – “A rakshasa lord that used to work as Cerephane’s bodyguard. He obviously wasn’t good enough for the job, or Cerephane wouldn’t have been caught. He is extremely powerful, and Tehtravese had to pay alot, including pulling in a favor with Malar. I think it had to do with being able to control weretigers and were panthers. I know he had gotten a premium item off of Navarre that would disintegrate anything.”

Auction – “The auction is going to take place in Sarbreen. I’m not the only one to get offered. I’ve heard word that even priests of Lolth will be there. That’s the reason why my Lady is unhappy about this. If Lolth gets her claws on the Orb, she might be able to stand up to my Lady. I’m pretty sure that Talos and Iyachtu Xvim are also interested in the Orb for their own reasons.”

Judge Guide #3 – “Guardian Q&A”

Q: What are the mosaics?

A: The mosaics are a visual history of the dwarven people of the Kingdom of the Brightsword.

Q: Why were you placed here?

A: We are here to guard the history of our people. Within these walls lies countless memories and stories.

Q: How did we get here?

A: You did not read the words correctly, or did not know them.

Q: What are the words?

A: That is not our responsibility to tell you, but yours to find them.

Q: Is the Orb presented here the Orb of Protection?

A: Yes.

Q: Is the Orb of Protection the same as the Orb of Selûne?

A: We do not know, we are not followers of Selûne.

Q: How do we get out of here?

A: Ask, and we will transport you from this hall to the true destination you sought.

Q: Did other people come this way?

A: Yes, many of them, all of them evil to the core. It is not our place to destroy evil, though, so we sent them to where they sought.

Q: Did any of them carry an Orb?

A: No.

Q: Can you tell us exactly who came through?

A: Many, filling many evil religions we do not know.

Judge Guide #4 – “Tehtravese”

Tehtravese

Powers: Tehtravese can *reflect* or *absorb* any spell cast at him in a round (he may absorb all spells in a round or reflect all spells in a round, but not switch mid-round). Tehtravese cannot make melee attacks or cast spells in a round he is absorbing. Absorbed spells do not count against his spells total. His reflection ability reflects 100% of the spell-effect at the level and effect of the original caster. Tehtravese can *teleport without error* once per day, and *dimension door* once per turn. He is protected by *stoneskin* (15 attacks), as well as a *contingency* that holds another *stoneskin*. He gains a +3 initiative bonus and always has a staff that acts like a *staff of rapid magery*. He wears a *collar of protection* at all times, and *ironguard* can be activated from the collar instantly. He is immune to spells that affect him mentally, alter his ability to control his body, or alter his physical form. His life-force cannot be attacked by beings lesser than demipower ability. He regenerates 4 hit points per two rounds. Poisons have no effect on his body. Spells that deal indirect damage via area effects deal -3 damage per die (to minimum of 1), and are always half-damage. Tehtravese is considered a 35th-level Wizard regarding any effects that depend on the HD/Level of the target.

Desperately Seeking Selûne

Event Resolution Form

For coventions through October 1999, return this form to Convention HQ, who will see that it gets to RPGA HQ (& the author). Conventions after October 1999 do not need to return the form.

Were the PCs able to kill all of the weretigers in Encounter One? Yes No

Did the PCs kill Jesibelle? Yes No

Did the PCs kill the Sisters of the Stag? Yes No

Did the PCs kill the Drow Priestess? Yes No

If yes, write character names and player names and RPGA#s: _____

Did the PCs capture Keel? Yes No

Did the PCs kill Keel? Yes No

If yes, write character names and player names and RPGA#s: _____

Did the PCs kill Galatheron? Yes No

If yes, write character names and player names and RPGA#s: _____

If PCs were Trapped, write Player and Character Name and player RPGA#:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____