

The Dungeon of Sorrow

A One-round AD&D Living City Adventure

by Liz Black

Fate can sure be tricky sometimes. You would not have thought you would find yourself looking for the treasure of a dead dragon today, but here you are. Hopefully the rumors that the dragon is dead are true. Well, it's a break from saving the city, so in a sense it is an unexpected vacation. The question is whether you'll survive the "relaxation." A dungeon crawl adventure for tiers 1-5.

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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

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

DM Summary

A long time ago an ancient bronze dragon called Murch-Dur, lost his daughter to a human lover. Full of remorse at his attitude, he later rushed to her rescue in a rash manner, destroyed part of a town, and was mortally wounded. He limped back to his lair and died, and never got a chance to tell his daughter of his change in feelings, because his initial anger drove them apart for the rest of his life.

That was nearly 700 years ago. The townspeople

never found his lair, because it was only accessible at the time from underwater. But since that time, others delved and dug into the area, never finding the lair but creating a series of caverns around it. In that time, rumors of the lost lair and the lost treasure circulated freely, and some fake maps were created which led nowhere. The lair became a legend during the years after the Glimmering Sword dwarves were eliminated, and so it remains until today.

The characters find themselves at the entrance to the cavern complex. Each was contacted by a mysterious old man, who gave them a sheet of parchment. The parchment promised the holder access to the lost treasure, and when the character showed some interest it activated a spell that brought the character to the cavern entrance.

The characters explore the cavern area, which is location-based. See the DM Map for the layout. Eventually they can find their way to the lair of the dragon. There, they have a surreal experience which allows them to heal the family breach before it is too late for the town.

In the mountains the PCs will find pieces of the dragon's writings, which were scattered into the cavern area during a cave-in and then carried around by rodents and other delvers. These handouts are located in encounters 1-5, one per encounter. They are not found in chronological order.

NOTE: Tell the players that this is a dungeon crawl/treasure hunt. If any member of the party feels that this is not a adventure that they would go on then let them change characters for one that would.

Player Introduction

The magic of transport fades and you find yourself standing before a large cavern entrance. A very large cavern entrance. You are equipped for adventuring, though you were not so equipped a moment ago. Others begin to appear, until there are (number of players) of you. Each of you has had the same experience; an old man offered to show you a treasure map. You looked at it and found it to apparently lead to the lost treasure of Murch-Dur, one of the legendary treasures of the Vast. The treasure probably does not exist, or it would have been found by now, but your interest was enough to cause a spell on the map to teleport you here.

This is a good time for players to introduce their characters, and talk a little about what has happened to them. They do not know where they are, but they can easily leave the adventure if they wish to do so. They are in fact eight days' travel from Ravens Bluff, north

along the seacoast. The Earthspur Mountains rise to the south of them.

The tunnel, before the party, goes down roughly 400 yards. It is very wide, as if it were a mine entrance for giants. There is no reason apparent as to why the passage should be so big. There are no signs of activity in the area.

When the PCs enter the cavern, they proceed down a passage for 40 feet until reaching Cavern One. The passage widens from 15 feet at the entrance to 24 feet at the other end.

The map is unnecessary for the adventure, but it is provided as **Player Handout #6**.

Cavern One: The Fungi Forest

You find yourselves entering a huge cavernous area of stalagmites and stalactites. The cave is as far across as you can see, and probably much further. The floor of the cavern is carpeted with moss, fungus and mushrooms. The vegetation is so thick that your footsteps are completely muffled. The silence is deafening, broken only the sound of your gear clinking. Glancing at the walls, you see they glisten with slime, causing them to shine slightly in light. The smell of damp moss and slime permeates the air.

This cavern is about 600 feet across, and is a natural formation. The dwarves that excavated this mine 700 years ago found it immediately, and used it as a base for further digs. Ore cart tracks have long since been covered in fungus growth.

The fungi in this cavern are useful as healing herbs, so if anyone wants to stock up they can. They should note quantities on their log sheets.

Remember the stalactites and stalagmites. This room should look like some kind of weird underground forest.

As the characters proceed, use the DM Map and run the appropriate encounter.

The Bat Aerie

In the area marked "Bats" on the DM Map, the ground suddenly changes character. Instead of fungi on the ground, there is a lot of bat guano. A LOT of guano. The stuff is about knee-deep, as bats have been living here for hundreds of years.

As you round a stalagmite/stalactite fusion, you find your-self facing a huge pile of some kind of mud. It just rises out of the surrounding fungi. A high-pitched screeching and flapping sound can be heard above you.

What the party hears is the sound of a family of bats (were-bats at higher tiers). They will not attack the party unless the party moves into their area or disturbs them somehow. Note that the bats are all 5-6 feet in size.

Tier #1

Large Bats (4): Int Animal; AL N; AC 8; MV 3, fl 18(C); HD 1; hp 3; THAC0 20; #AT 1; Dmg 1d4; SA rabies (1% chance per point of dmg suffered); SD nil; MR nil; SZ M (5'); ML 8.

Tier #2

Large Vampiric Bats (6): Int Animal; AL N; AC 8; MV 3, fl 18(C); HD 3; hp 18; THAC0 17; #AT 1; Dmg 1d4; SA rabies (1% chance per point of dmg suffered), blood loss (drains 1d4 points of damage from bite in addition to teeth damage); SD nil; MR nil; SZ M (5'); ML 8

Tier #3

Were-bats (5): Int Avg; AL NE; AC 5; MV 9, 15(D); HD 4+2; hp 30; THAC0 17; #AT 3; Dmg 1d4/1d4; SA infection (1% chance per point of damage suffered to contact lycanthropy); SD +1 or better magic weapons required to hit; MR nil; SZ M (6'); ML 11

Tier #4

Were-bats (6): Int Avg; AL NE; AC 5; MV 9, 15(D); HD 4+2; hp 34; THAC0 17; #AT 3; Dmg 1d4/1d4; SA infection (1% chance per point of damage suffered to contact lycanthropy); SD +1 or better magic weapons required to hit; MR nil; SZ M; ML 11

Large Bats (4): Int Animal; AL N; AC 8; MV 3, fl 18(C); HD 1; hp 3; THAC0 20; #AT 1; Dmg 1d4; SA rabies (1% chance per point of dmg suffered); SD nil; MR nil; SZ M (5'); ML 8.

Tier #5

Were-bats (6): Int Avg; AL NE; AC 5; MV 9, 15(D); HD 4+2; hp 34; THAC0 17; #AT 3; Dmg 1d4/1d4; SA infection (1% chance per point of damage suffered to contact lycanthropy); SD +1 or better magic weapons required to hit; MR nil; SZ M; ML 11

Large Vampiric Bats (6): Int Animal; AL N; AC 8; MV 3, fl 18(C); HD 3; hp 18; THAC0 17; #AT 1; Dmg 1d4; SA rabies (1% chance per point of dmg suffered), blood loss (drains 1d4 points of damage from bite in addition to teeth damage); SD nil; MR nil; SZ M (5'); ML 8

If the party searches the guano pile (yuck), they will find some treasure drop there by the monsters:

- 100 gp in gold and silver
- 2 adamantite coins (100 gp value each)
- A silver dagger worth 45 gp
- Polished silver belt buckle in the form of two intertwined serpents (worth 175gp)
- A gem of translucent blue with a white star highlighted within. This is a *star sapphire of armory*: The gem creates a field of force that provide wielder with AC 0 protection, and will also absorb all electrical attacks and *magic missiles*. The field lasts six rounds, and uses one charge. The gem has five charges left. The gem is worth 5,000 gp if the magical properties are known, 750 gp if they are not known.
- **Player Handout #3**, covered by guano. It has to be cleaned off carefully to be read.

Cavern Two: The Forge

The fungus grows on the floor give way to a stark cavern which shows signs of use. Smooth walls and empty brackets give evidence of what must have been a workshop of some sort. You can plainly see where tracks were mounted on the ground to carry ore cars into this room from the large cavern. On the far side, a cave-in has blocked what might have been the rest of the room. Who knows how much stone has fallen in that area?

This was once a dwarven forge, where implements, weapons, and armor were made from the produce of the mine that the characters will find further into the cavern complex. Exactly what happened here is unknown, and most of the things that were stored here are gone, but it appears that the mine dried up and the dwarves took their tools and shelves and tables and went elsewhere.

In the caved in area, there was left a suit of Dwarven-made chain mail. It is buried under rock, but is still in good condition. It detects as magical, so one can discover its location and free it with a lot of digging (about an hour and a half's worth). The armor is *Dwarven chain mail of underwater movement*.

Any digging in here will echo into the main cavern, and the orcs in Cavern Three will hear the sounds. They will send an orc to investigate, who will sneak around as best as he can until he can determine that there are PCs. Once that happens, the orcs prepare their ambush.

In this cave, near the entrance but tucked into a kind of corner, lies **Player Handout #1**. It seems to be discarded (it was; a rat carried it in here a long time ago, and found it inedible —there are a couple of bite marks on one edge).

Cavern Three

As you approach this passage mouth, you can hear faintly the echoes of running water. It must be very far away, or perhaps through the stone walls on this side of the cavern complex.

Allow the party to decide whether to proceed down the passage or north.

As you walk down this passage it starts to narrow to a width of about 5' wide and 5½' high..

The passage leads to a cavern occupied by a clan of orcs (and orogs), and they have a clever trap set here. There is a "hear"-out sitting behind a thin section of wall. When anything passes down the passage that does not give the signal (a special knock on the wall), he will alert the group further up, in the larger chamber. The orc can only hear who passes by, he cannot see them, so if the party has somehow silenced themselves there will be no warning to the orcs further on. Of course, if they dug out the Dwarven armor or fought the bats, plenty of warning has been given.

The passageway stretches for about 40 feet before opening on to a large cave, further across than you can see. On the far side, just in your range of vision, you can see a group of orcs. They turn towards you as you enter, and frantically grab at weapons.

The orcs that the PCs see are "bait." This is really a complex ambush. The "bait" orcs will attempt to get the PCs to come across the cavern in a pre-emptive strike of sorts. The orcs fight for a couple of rounds, and then try to surrender.

As this group surrenders or dies, the trap is sprung. From concealed alcoves in the walls and holes in the ceiling will drop the rest of the orc band. THIS IS AN AMBUSH!!!! These orcs will fight until they fail a morale check, which should not be made until two-thirds of them are down or all of the orogs are gone.

Tier #1

Orcs (4 bait, 6 hidden): Int Low; AL LE; AC 6; MV 9; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M ML 11

Tier #2

Orcs (8 bait, 12 hidden): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M ML 11

Tier #3

Orcs (8 bait, 15 hidden): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d8; SA nil;

SD nil; MR nil; SZ M ML 11

Orogs (4 hidden): Int High; AL LE; AC 4; MV 6; HD 3; hp 24; THAC0 17; #AT 1; Dmg 1d10; SA +1 to Dmg; SD nil; MR nil; SZ M; ML 13

Tier #4

Orcs (8 bait, 20 hidden): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M ML 11

Orogs (8): Int Avg; AL LE; AC 4; MV 6; HD 3; hp 24; THAC0 17; #AT 1; Dmg 1d10; SA +1 to Dmg; SD nil; MR nil; SZ M; ML 13

Tier #5

Orcs (10 bait, 30 hidden): Int Avg; AL LE; AC 6; MV 9; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M ML 11

Orogs (10 hidden): Int Avg; AL LE; AC 4; MV 6; HD 3; hp 24; THAC0 17; #AT 1; Dmg 1d10; SA +1 to Dmg; SD nil; MR nil; SZ M; ML 13

Where orogs are indicated they will be directing the fighting from the background until they are need.

Once the monsters are defeated the party can search for treasure. The band does not have much, but there are some coins.

- 200 gp
- 600 sp
- 1000 cp

Amongst the orcs' belongings can be found **Player Handout #2**. It is wrinkled and partially torn, but can be read.

Closed Mine Shaft

Soon after you leave the main "forested" cavern, you come to a wooden trap door. It is about eight feet square, and looks to have been affixed to the floor as well as possible. It has clearly not been disturbed in ages. A piece of parchment is wedged into the boards.

The ceiling above has a bracket affixed just above the trapdoor. This was the entrance to the mine works, and the bracket held a rope system for raising and lowering mine cars. The mine has nothing of interest in it anymore.

The parchment is **Player Handout #5**. The dwarves needed a spacer when they were mounting this cover, and the old piece of parchment was perfect.

Cavern Four: The Mirror

You follow the passage beyond the wooden trap door and come to a rectangular room. The walls have been carved carefully, and runes are periodically carved into the walls at about four feet from the ground. At the far end of the room is a chair, or rather a throne. As you enter the room, the throne suddenly bursts into light, blinding you. When your eyes adjust, you see that the whole room is now lit with some magical light. You now see that the throne faces a huge mirror, which covers the whole of the far wall.

The mirror allows anyone seated in the throne to see everything in the room without facing the room (except for directly behind the throne). The whole room looks like a bizarre throne room, and does not fit into the cavern environment.

In fact, the whole room is covered in a *permanent illusion*, and the light effect is a permanent contingency magical effect, activating whenever any living beings enter the room. If anyone can see through illusions, they see an empty cavern of roughly the same shape as the illusionary room. The mirror is the only real thing in here, and it is magical.

Anyone sitting in the chair falls through, as it is an illusion. The mirror is the interesting item here. It creates magical images of whatever is reflected in it; in essence, the images reflected in the mirror "step out" of the mirror into temporary reality. The effect is activated by someone trying to sit in the throne, and then images appear every two minutes until someone tries to sit in the throne again.

The images created are backwards from reality, so if a PC wears her sword on the right side, the image wears it on the left side. Otherwise the image is exactly like the PC, except for magical items and magical powers. It has the same levels and classes as the original, but no spells (if the original is a spellcaster).

The images cannot leave this room, but act as if alive while in the room. They also act like the original, so this will require some creative roleplaying on your part. The images are illusions until they are attacked. If an image is attacked, it suddenly becomes a real copy of the original and defends itself to the death. When this happens, it is rather unsettling; a weapon passes through an illusion, which then pulls a real weapon and swings at the attacker. The images last for one hour, and then disappear.

If a real living being tries to walk into the mirror, that PC finds that it acts as a gateway. The PC appears behind the waterfall in Cavern Five. Walking through the waterfall in Cavern Five brings the person here. Murch-Dur used this room to create false images of himself to interact with others, and to scare adventurers

away who might be trying to kill him (there are evil adventurers too).

Cavern Five: The Waterfall

The passage in front of you clearly leads to the water you have been hearing. Standing before the opening, you feel a slight breeze and hear the sounds of a waterfall ahead.

When the PCs proceed, continue.

Traveling along this passage you begin to hear the waterfall much more clearly. Not far along the passage you start to encounter water that appears to be rising as you go along.

The passage has a slight decline into the underwater lake ahead. The PCs can walk another 20 feet or so until it becomes too deep to walk further. From that point they can swim into the lake. The floor of the passage drops more as the passage gets to the cavern. The characters are about 150 feet below the surface when they get to the cavern ahead.

After swimming for about 30 feet, you feel a strong current grip you. It pulls you into a large cavern filled with water. The sound of crashing water fills your ears, and across from you rises the waterfall that you have been hearing. It is about 80 feet high, and the top disappears into the cavern roof. The cavern itself is a large lake, with no other exits in sight. The cavern is lit by phosphorescent moss, and you can see most of the way across it.

This cavern is the entrance to the dragon's lair. It is a very deep lake, with an underground river that flows out to sea. There is a very large amount of coming down the waterfall, and yet the water does not rise, so this should be a clue.

To get to the dragon's lair, one submerges and swims through the underwater passage marked on the map. That is why no one has found the lair.

Behind the waterfall the PCs can find **Player Handout #4**. The parchment has been wedged into a crack above the water level, and has remained dry. Remember that the mirror gate from Cavern Four deposits PCs behind the waterfall, but that passing through the waterfall sends PCs to Cavern Four. To get behind the waterfall from this room, the PCs have to go in from the side rather than through the water. The area behind the waterfall is a small cavern, about large enough for one person.

Sahuagin Lair

Opposite the waterfall, there is the lair of a sahuagin. This sahuagin was wounded in a fight with others of its kind and swam up the underground river to escape. It has lived here ever since, but leaves via the river to raid for food. It is an outcast from its race, and would be killed on sight by other sahuagin.

If the PCs approach its lair, it will swim out underwater to fend them off. It still hates all other life, but does not have a rash desire to kill everything it sees (this is what made it an outcast). Read this if the PCs swim towards its lair:

You see the edge of the cavern ahead, and there is a ledge rising out of the water. On the ledge you see a net and some shells. (Pick a PC) feels something brush against (his/her) leg.

The sahuagin wants to scare off the PCs, and will attack to do so. If the PCs overpower it, the creature will try to flee out the underground river to the sea.

If the characters are not hostile and back off, the sahuagin will stop attacking and just watch them, keeping them at a distance if possible. Talking to the sahuagin is impossible without magic, as the sahuagin language consists of body language and sounds made through its gills. If communications are established, it will explain that it is an outcast and wants only to be left alone. If asked about the cavern, it tells the PCs that there are two underwater passages out of here: one to the sea and the other to a cave. There was a dead dragon in the cave, which the sahuagin did not find interesting, so it has not visited again.

Sahuagin: Int High; AL LE; AC 5; MV 12, sw 24; HD 2+2; hp 18; THAC0 16; #AT 1/5; Dmg 1d6+4 (*trident* +3) or 1d2/1d2/1d4/1d4/1d4; SA entangle with net; SD nil; MR nil; SZ M ML 12

Magic: *trident of yearning* +3 (the yearning magic of the trident does not affect the sahuagin, as it is a water-based creature).

Sahuagins fight by entrapping foes in a net if possible, and then stabbing the trapped character (automatic hits) until dead. The trapped victim must free itself from the net before attacking. Sahuagins use all three dimensions of their underwater environment, and are very fast in the water (remember that PCs are swimming at 6, while the sahuagin is swimming at 24). The sahuagin will not leave the water to fight.

Cavern Six: The Dragon's Lair

The underwater passage to the dragon's lair is 60 feet, so swimming it while holding breath is possible for all PCs (one can hold one's breath in AD&D for Con/3

rounds, and the distance requires 1 round to swim). But it is very dark, and the characters might have to explore the passage to be sure.

Swimming through the huge underwater passage, you emerge into a cavern with no other exits. Above the water you can see the form of a dragon lying as if asleep, its bronze scales dull in the slight light from the phosphorescent moss growing by the water.

The PCs have to get out of the water to see any more.

If they look for treasure, they find that there is not much here. Bronze dragons love to salvage shipwrecks, but do not otherwise kill for treasure. The following can be found lying around in the cave:

- *Bone club* +2: When the user hits with a natural 20, the bone club can cast a ray of enfeeblement spell on the creature hit. Normal saving throws apply. Each use of the spell uses one charge, and there are 12 charges in the club.
- 2,000 gp in gems (all worth 50 gp or less each) and coins. There are only silver, copper, and gold coins.
- *Soulvox, bastard sword* +3: This sword was carried by an ancient knight who used the griffin as his personal image (it is carved on the hilt and embossed in gold and emeralds). The sword allows the user to cast *detect lie* once per adventure, and the spell lasts for one round after being cast.

If they examine the dragon's body:

Examining the body, you see that this dragon died after a fierce fight. Scales are cracked or chipped, and a dried brownish substance covers the ground around the body.

The dragon swam back in here and died after the fight with the villagers.

If the characters disturb the body in any way (bronze dragon parts make good spell components, or cast *detect magic* within the cavern, the flashback scene described below takes place. If they don't meet these conditions, then it does not.

This flashback is a magical effect, and there is no saving throw. However, those with *scarabs of protection* can make a save. If they succeed in this save, they miss the scene; send the players away until the rest of the players are done with the scene.

Flashback

Suddenly, space seems to twist and change around you. When the twisting stops, you see before you the great bronze dragon that you thought was dead. It is

angrily talking with a smaller bronze dragon which was not there before.

"I said you will not go, and that is final."

"What do you know about love, father?" says the smaller dragon. "You can't even remember the name of the dragonness that was my mother, let alone loved her. I on the other hand not only know the name of the one I love, but I can describe every wonderful thing about him. Name just one thing about my mother. You can't. And you know why, because it's not the way of our kind. Where, father, are my brothers and sisters? Whatever the reason that they are gone, it matters not, I intend to follow my heart. As soon as you accept that, the better off you'll be."

As you watch, the young dragon dives into the water and disappears, leaving behind the older one. As you stand there, you suddenly realize that for the first time since you arrived the dragon is aware of your presence, as he turns to look at you all.

"Why are you here?" he asks in a most threatening tone.

Allow the PCs to find an answer for the dragon. The dragon senses the magic that brought the characters to this time and is wary of some kind of trap. He is also still extremely angry with his daughter, who has just left. At this moment the PCs should be able to put two and two together from the handouts, and realize they must get the older dragon to talk to his daughter about the reason he was against her going off with her human lover.

If the characters have any of the letters that were left in the mountain all they need do is show them to the dragon. If they do not have the letters their job will be more difficult. They will have to be very convincing. Try not to make it too difficult, but at the same time don't just give it to them.

If they convince the dragon, proceed with "Family Reunion." If not, proceed with "Failure."

Family reunion

You watch as your words sink into the dragon and a new determination can be seen in his eyes. And as you feel yourself fading from reality, you hear him exclaim, "Yes it is time I spoke my true heart. Maybe, just maybe the past will not repeat itself." With that the dragon's form fades from your sight and is replaced with a much older version of himself; one that sits side by side with a much older version of the female, his daughter.

They both look down upon you, and the older of the two says, "I thank you for your efforts. I could not believe that my own prejudices would have caused such a rift between me and my, most beloved daughter." He glances briefly at the female at his side.

“To think I would have died not having seen my grand-children.”

As he says that, a small human child walks from behind the front paw of the female dragon, cast a wary glance at you then runs full tilt in the into the older male who shakes his head with a long-suffering look.

Again the dragon speaks to you. “For your efforts on the behalf of myself and my daughter I give you a token of my appreciation. It is not much by my standards, but my daughter says you might find it of use.”

Yes, the dragon which was dead is now alive. It is one of those time paradoxes. The actions of the PCs changed the past. The village that the dragon destroyed is still gone, but this time as a result of humanoid raiders. Time does fix itself.

The dragon hands the characters a talisman, which is described in the treasure summary. They can also keep anything they gathered up before the flashback scene began; the dragon won't notice them missing. If they PCs try to give them back, he lets them keep whatever it is. Of course, any dragon body parts harvested for spell components or armor are no longer in the PCs' possession.

The PCs must leave through the underwater passage.

Note: The PCs never get to know the history that the dragon refers to.

Failure

Every word that comes out of your mouth seems to anger the dragon even more. And just as you realize that he is about to attack everything goes black, and you find yourself standing again in the cavern with the remains.

History has continued on the course it took. The dragon destroyed the town and was killed. The daughter was estranged. Nothing has changed.

The characters do NOT get the talisman if this is how they end the adventure.

FIN

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. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

Cavern One

Defeating the bats 100 xp

Cavern Three

Defeating the orcs 100 xp

Cavern Four

Figuring out the mirror transport 50 xp

Cavern Five

Defeating the sahuagin in combat 50 xp

Cavern Six

Convincing the dragon and changing history 200 xp

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

Total Possible Experience: 1,000 xp

For Tier 2:	2,200 xp
For Tier 3:	3,000 xp
For Tier 4:	4,000 xp
For Tier 5:	5,000 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot

keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

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

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

Cavern One: Bat Area

- 100 gp in gold and silver
- 2 adamantite coins (100 gp value each)
- A silver dagger worth 45 gp
- Polished silver belt buckle in the form of two intertwined serpents (worth 17 gp)
- A gem of translucent blue with a white star highlighted within. This is a *star sapphire of armory*: The gem creates a field of force that provide wielder with AC 0 protection, and will also absorb all electrical attacks and *magic missiles*. The field lasts three rounds, and uses one charge. The gem has five charges left. The gem is worth 5,000 gp if the magical properties are known, 750 gp if they are not known.

Cavern Two: The Forge

- Dwarven *chain mail of underwater movement +2*: This armor, sized for dwarves, allows a dwarf to move at regular movement rate underwater, whether swimming or walking. It does not grant water-breathing power, nor does it affect combat underwater in any way (penalties for underwater attacks still apply). The chain mail itself is of faulty

design, and provides only AC 4 protection including the magical bonus.

Cavern Three: Orc Lair

- 200 gp
- 600 sp
- 1000 cp

Cavern Six: The Dragon's Lair

- Bone club +2*: When the user hits with a natural 20, the bone club can cast a *ray of enfeeblement* spell on the creature hit. Normal saving throws apply. Each use of the spell uses one charge, and there are 12 charges in the club.
- 2,000 gp in gems (all worth 50 gp or less each) and coins. There are only silver, copper, and gold coins.
- Soulvox, bastard sword +3*: This sword was carried by an ancient knight who used the griffin as his personal image (it is carved on the hilt and embossed in gold and emeralds). The sword allows the user to cast *detect lie* once per adventure, and the spell lasts for one round after being cast.

Failure only:

- 2,000 gp worth of spell components from the dragon.

The dragon's hide is too damaged to collect enough to make dragon scale armor, but some decorative scales can be found that can be mounted on armor. These provide no AC benefit.

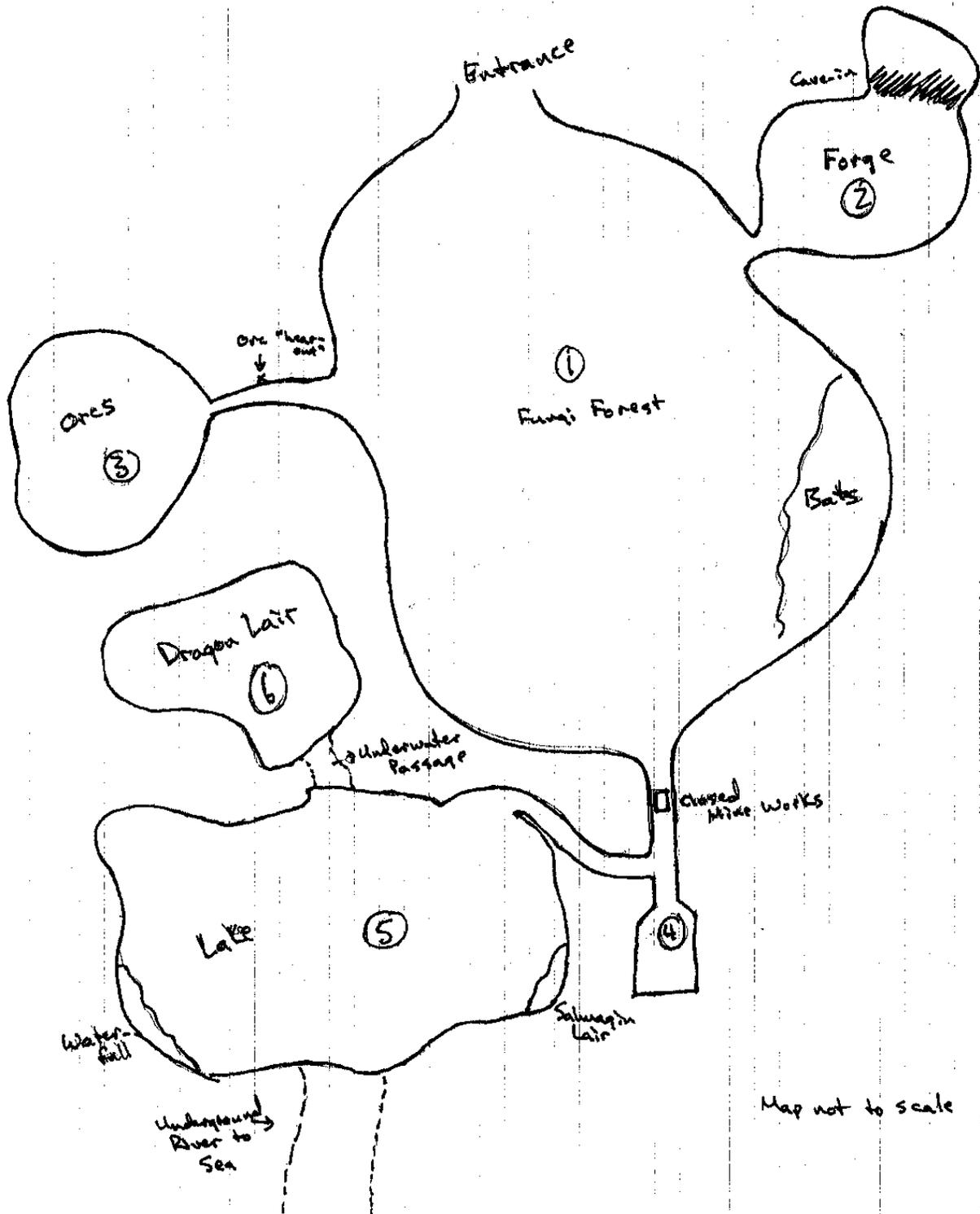
Success only:

- Talisman of purity*: When worn by a person of good intent and alignment, and while the wearer and those protected (anyone within a 10-foot radius of the wearer) perform no aggressive acts, the talisman provides protection as a *sanctuary* (1st level cleric) spell cast at 6th level (duration 8 rounds), and evil beings have a -4 penalty to saving throws vs the *sanctuary* effect. The effect can only be activated before any aggressive actions have taken place. The magic does not affect any creature to whom the wearer has been aggressive in word or deed. The magic of the talisman does not affect undead or extra-planar beings of greater than 8 HD.

Fame Award

None. Who knew you were even on the adventure?

DM Map



Player Handout #1

What have I done? She has left and it was my entire fault. I can blame no one else, just me and my fears and stubbornness.

Why oh why could I have not opened up to her? Told her the truth.

She is all I have left and if I can't get her back it will kill me.....

Player Handout #2

.....Oh how I miss her mother and sibling.

To have lost them in such a way.

I guess it's why I have been unable to except her choice of mates.....bye all the spirits, a HUMAN.....

Player Handout #3

.....Does life and the Spirits seek to taunt me with my past? To remind me of my loss, and to visit it upon the only thing I have left to remind me of my lost Love? Or am I being foolish, it is possible the same tragedy may not befall her; she my live to see her human love live to grow old and die within his normal life span; The both of them able to enjoy their offspring and their offspring's offspring. Oh what am I to do?

Player Handout #4

Well I have done it now.

How could I have been so rash? To have taken a simple human altercation and reacted so drastically.

All it was, was name calling, something humans do all the time and most times lead to nothing, and I treat it as if they were threatening them; To have killed for such a small thing. All I saw was my Jade and the mob of human fools and their prejudice of our joining. Well they are coming for me for real this time. I will not fight them this time. My time is done. If it were not for my Char'Myst I would have died with Jade and the other young one when they came after us so long ago. Well Myst is old enough to live her own life now, as she has told me, I will now go and join her mother and brother. I pray to all the Spirits in the world that the same that happened to me and her mother does not befall her and her love...

I am dying now....

Player Handout #5

.....I guess only time will tell the tale.

I only regret not being able to tell her of her mother and brother and how they ended their lives, maybe then she might have known why I was so unyielding about her choice of mates. Now there is no time I hear them coming now.....

Player Handout #6: Map

