

# **Fool's Luck**

**A One Round AD&D Living City Tournament**

**by Mac Chambers**

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

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

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

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

## Tier Structure

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

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

## DM'S BACKGROUND

By reaching the Valley of the Gods, Hobart Hoppalong has recently become the quasi-power of humor, pranks, insanity, and the protector of children. The only thing is, the other gods have cursed him to walk the Realms. Hobart came up with the idea that if he could absorb enough magic from magic items, he might become powerful enough to break the curse. Then he would be able to leave Faerun and find himself a home out in the planes.

He was on his way to Ravens Bluff, for a job he recently decided to take for fun, when he came upon a group of people on the side of the trail. The group reeked of magic, so Hobart decided to stay and

entertain the group, which was lead by a male half-elf by the name of Donavil Grapevine. The group took Hobart and the wine back to their camp. When they reached their hideout, Hobart told Donavil he had to do something and teleported to Ravens Bluff to hire some adventurers to come and get him, so he wouldn't forget and miss the performance that he was hired for.

The forgotten temple belongs to a god whose name has been forgotten over the years. Stillsong, as he is known now, was approached by a young female woman who made a bet with him. Stillsong lost this bet, but before he handed some of his powers over to Lliira (the carefree celebration portfolio), he placed some of his powers into a staff before he continued with his development. The staff is now in the possession of the leader of the cult that Hobart is currently entertaining.

## ENCOUNTER ONE: The Intro.

*It's a beautiful day in the city of Ravens Bluff. As you step out into the morning air to do your daily routine, the sound of someone or something clearing its throat draws your attention. Standing before you is a kobold in a three-piece suit. The scent of roses surrounds him. In a high pitch snobbish voice (normal for kobolds) he says in common, "Your presence has been requested at the offices of B&V Security Agency at noon." With that, the kobold hands you a piece of paper with directions on it. Then he turns around and walks off without any further comments.*

**Gevins "Gevs" Goldman, kobold male P4:** Int Exceptional (16); AL LN; AC 8 (dex); MV 6; hp 33; THAC0 18; #AT 1; Dmg 1d4; SA NA; SD NA; MR NA; SZ S; ML Steady (11-12).

If any of the characters have the observation or religion skills, they will see that the kobold has a golden coin on his jacket. The coin is a holy symbol of Waukeen. Once known as Gevins Goldman, an 8th level priest of Waukeen, he was reincarnated into his present form. If any of the characters attacks Gevs, he will call for the City Watch and have them arrested.

Let the characters do what they want until about highsun. This includes shopping, eating, praying to their gods, and memorizing spells.

*The directions the kobold gave you bring you to a brown three-story building with a sign that bears a raven with a crimson shield in its talons that reads in black lettering "B&V Security Agency". As you enter the brightly lit room, a chipper female voice greets you, "Welcome to B&V. How may I help you?" The*

*sweet voice belongs to an attractive, black-haired female elf who is sitting behind an oak desk*

There is a name plate on the desk that reads, "Brandi Brytt."

*"Ahh, you must be Mr. Vango's next appointment. He is currently with a client. If you could please take a seat, then I will tell him you are here." She motions you to some couches where some other people are sitting. She then presses a button on a little black box that sits on her desk. "Mr. Vango, your next appointment is here."*

The other people who are sitting on the couches are the other characters. This would be a good time to have the other characters introduce themselves to each other, if they don't already know each other.

Around the room, there are several ornate bookcases with an assortment of topics including poetry, history, and old Trumpeters. In the back of the room, there is a flight of stairs. From the stairways, Gevs the kobald and a beautiful lady bearing a holy symbol of Milil (Victoria Vango) descend from upstairs. Gevs escorts the lady to an exit of this room, and then turns his attention towards you.

He will escort the PCs up to flight of stairs and end in hallway. There are two doors here. The right door has a name plate which reads, "Ms. Blessing," and on the left door the name plate reads, "Mr. Vango." The kobold stops and knocks on the door. A moment later, a muffled reply can be heard.

*As the door is opened, a strong scent of cigars overwhelms you from the room. The floor of the office is covered with a lush black carpet. Bookcases line on one side of the room while the other side is covered with tapestries dedicated to Milil, the god of song. There are six red leather chairs facing a carved rosewood desk. The desk also has one of the little black boxes and a white ashtray in the shape of a skull. There is an ornate black leather chair behind the desk that starts to rotate upon your entrance. After the chair faces you, you see a handsome gentleman human in his late teens looking you over with his piercing brown eyes. His wavy black hair hangs down to his shoulders, as he waves you to the chairs in front of the desk. Dressed in a blue silk shirt that has a silver leafy harp pin on its left shoulder, he stands and approaches the kobold. The kobold nods and leaves the room. Returning to behind the desk, he straightens his shirt and says,*

*"You're probably wondering why I have asked you here. Let me start by introducing myself, I am Victor Vango."*

Vango explains the following:

*"You see Victoria, my twin sister, is getting married in a couple of days to Lord Clay Ardanay. I am in charge of organizing the whole thing. I have all but a few supplies left for the wedding and the party. A wagon with a shipment of wine for the event was supposed to arrive yesterday from Procampur. Also on this wagon was one of the entertainers for the engagement, a Mr. Hobart Hoppalong. This is where you come in. I need you to go out and see if you can find the wagon. I will pay you 250 gold pieces now and 1000 with a successful recovery of the wine and Mr. Hoppalong."*

This pay is total, not each. If any of the PCs decline, the adventure is over for them. If they accept the mission, then proceed to the next encounter.

## **ENCOUNTER TWO: Didn't We Just See You**

*Victor Vango provides a map with the wagon's general course of travel. With Gevs in the lead, you are just about to leave the offices of B&V when you run into the man to whom you were talking too.*

This is the real Victor Vango. If the party decides to confront him, then he explains that he has no idea what they are talking about a meeting they just had. The wedding and the party for his sister are true, and so is the situation with the wagon. He was just about to have Gevs contact some people to look for the wagon. Since the PCs are here already, he will hire them for the job. If he is told about the payment, he will agree to pay it (Gevs will tell him how much, if the characters start getting greedy). When the party decides to go back to Victor's office, the only thing they will find is a jingle-bell on the floor under the desk. The bell will radiate magic if detected. Let the PCs collect any supplies needed for the trip.

## **ENCOUNTER THREE: Testing Your Skills**

*It has been a few hours since you left the city and the sun begins to touch the horizon. You followed the given map, but you haven't seen any sign of the wagon. As you approach the foothills to the south when the scent of soot and sulfur hit your nose. By*

*reaching the top of the next hill, you can see the source of the smell. Between this hill and the next, there is a charred circular area. As you approach the site, you find everything is burnt except a wooden doll, dressed in a jester outfit, that is sitting on a burnt tree stump. Upon closer inspection of the doll, a sudden flash of light blinds you momentarily. After the light fades, you are face to face with some .....*

At this time, the PCs need to roll a surprise check at a -4 penalty or be surprised. Please remember that spells can't be casted in a surprise round. The monsters are from a monster summoning spell off a scroll. The source of the spell is from Maxamillion Darknote, former mentor of Ego Vango. He has cast the following spells: *sound bubble* (Complete Bard's Handbook), *undetectable alignment*, *fly*, *nondetection*, *contingency* (*teleport* when he takes any damage). He is also wearing *dust of disappearance*. PCs should have no way of finding him. He will stay and watch the fight, he will not cast any more spells except to get away.

The doll, Wood E. Barkley (Woody for short), will telepathically ask a random PC if they would like some help. If they say yes, Woody will do cast an *alternate reality* spell for that character for the previous round. Once the combat is over, have the character(s) that accepted the help make saving throws for *Tasha's uncontrollable hideous laughter*. There is a -1 penalty (cumulative) for each spell accepted. Hobart dropped a fireball to mark the area for the players to find and left Woody there guide them to him.

### **Tier One**

**Kobolds (12):** Int Average; AL LE; AC 7; MV 6; HD 1/2; hp 4; THAC0 20; #AT 1; Dmg 1d6 (spear); SA N/A; SD N/A; MR nil; SZ S; ML --

### **Tier Two**

**Gnolls (6):** Int Low; AL CE; AC 5; MV 9; HD 2; hp 16; THAC0 19; #AT 1; Dmg 2d4; SA N/A; SD N/A; MR nil; SZ L; ML --

### **Tier Three**

**Displacer Beasts (4):** Int Semi-; AL LE; AC 4; MV 15; HD 6; hp 48; THAC0 15; #AT 2; Dmg 2d4/2d4; SA N/A; SD -2 on opponent's attack roll; MR nil; SZ L; ML --

In addition, the beasts save as 12th level fighters; adding +2 to their die rolls.

### **Tier Four**

**Bulette (landsharks) (3):** Int Animal; AL N; AC -2/4/6; MV 14(3); HD 9; hp 72; THAC0 11; #AT 3;

Dmg 4d12/3d6/3d6; SA Nil; SD 8' jump; MR nil; SZ L; ML --

As the last enemy disappears, the doll on the tree stump stands up and stretches.

*"Wow, that was great. You really showed them who's boss. It reminds me of when the boss kicked that Marilith's butt a couple of months ago. (giggling) Oh, by the way, the name's Wood, Wood E. Barkley. But my friends just call me Woody.*

*I've got a joke for you. There are two people in a boat. They are Pete and Repete. If Pete falls out, who's left?"*

If the characters say repeat, the doll will say the following.

*"There are two people in a boat. They are Pete and Repete. If Pete falls out, who's left?"*

Woody will repeat the joke over and over until the characters stop saying repeat. If the characters ask Woody who his boss is, he will tell them it's Hobart but he's just a dummy. Woody doesn't know of Hobart's whereabouts, but he can lead the PCs to him (they are bonded and drawn together like a magnet). If the PCs decide to follow Woody, proceed to Encounter Four.

## **Encounter Four: I have no strings**

*After following Woody for about an hour past sunset, you are lead to a cave mouth in the foothills. Sitting outside of the cave is an abandoned wagon. Upon entering the cave, you can see, with your various light sources, that the cave is roughly about 75 feet by 75 feet. The only thing of apparent interest in the cave is a wooden door on the far wall of the cave.*

There is a permanent illusion of a solid floor, 15 feet in front of the door, that is covering a staircase that leads to the forgotten temple. The wooden door on the far wall leads nowhere. If the characters open it, there is solid stone behind it.

If you start from the door and walk 15 paces back toward the cave mouth, that is where the stairway starts. If a character walks over the staircase, have the player roll for surprise and a dexterity check. If both are failed, the PC takes the damage listed below. One failure results in half damage.

Tier 1: 2d4

Tier 2: 4d4

Tier 3: 6d4

Tier 4: 8d4

If the character falling down the staircase has stonemarks, remove the number of stonemarks by the number of dice that would have been rolled. (For example, a wizard falls down the stairs and had 7 stonemarks. If he was in the 3rd Tier, he would have one stonemark remaining. If he was in the 4th Tier, roll a 1d4).

If looking for a secret door in the room, the characters will find a chute that goes down. The chute is wide enough for a barrel. If the characters decide to investigate, they will find the other end of the chute sealed off.

Once all the characters descend the stairs, they find themselves on a landing before an iron door. The iron door is locked. Once the door is open, the characters will be overcome by a weird feeling. At this point, keep in mind the following modifiers.

- All chaotic spell-casters cast spells as a level higher (duration, range, area of effect, etc.). For example, a chaotic 5th level mage would be casting as a 6th level mage.
- All lawful spell-casters cast spells as a level lower (duration, range, area of effect, etc.). For example, a lawful 3rd level cleric would be casting as a 2nd level cleric.
- No movement spells will work (*teleport*, *passwall*, *dimension door*, etc.)
- Wild magic area. Please note, all spell-casters and spell-like abilities are affected by the wild magic (even specialty priests of Mystra). The source of the wild magic is from the amulet that Hobart is wearing. It is called the *amulet of anarchy*. Tiny bits of matter from the plane of Limbo and the winds from Pandemonium swirl inside an unbreakable crystal sphere. The amulet causes wild magic surges in a 600-yard radius, but within 100 feet of Hobart magic functions normally (like an eye of the storm). The amulet also allows Hobart to cast spells as a wild mage at the same level that he is as a jester (22nd). The amulet is grafted to him, so it can never leave his possession.

The table below is the chance of wild surges in the temple.

Tier 1: 10%  
Tier 2: 25%  
Tier 3: 40%  
Tier 4: 55%

All these modifiers stay in effect until the last room and combat.

## Encounter Five: The Forgotten Temple

The halls and other rooms in the temple have grape vine carvings in the walls.

### Room 1.

*Before you stands a large room, roughly 50' by 50'. Two rows of eight columns lead to a pair of golden double doors. The walls on both sides are covered with carvings of grape vines and rotten tapestries of people drinking and having fun. In the middle of the room and between the two rows of columns, stands a pedestal with a golden bowl resting upon it.*

There are no other exits in this room. If they look inside the bowl, the characters will find it is filled with some kind of liquid. Once someone touches the bowl, a magic mouth will appear on the golden double doors.

*"Welcome travelers, you must be thirsty from your long trip. So drink up."*

The bowl will refill itself. Once all the characters take a sip of the crisp wine, the double golden doors will open. There is a **golden key** under the bowl.

### Room 2.

*This 30' x 30' room is separated by a pit that is 12' wide and 15' deep. There is a 3' plank connecting the two parts of the room. On the far side of the room is a 2' dais with a blue flagon on a pedestal.*

If the PCs inspect the pit, they will discover the bottom of the pit is covered with red ants. When any of the characters decide to cross the plank, have them either make a dexterity check at -4 or a tightrope walking check (with a +2 to their check).

There is some green liquid (wine) in the flagon (5 gp). The wine has a fruity taste to it. The flagon is trapped (pressure plate). When triggered, the ceiling will open up and dump 10 gallons of honey in a 5' radius around the flagon's starting location. The velvet ants will swarm the honey. There is a **green key** under the flagon.

**Velvet Ants-Swarm (1000):** Int Animal; AL N; AC 8; MV 6; HD 1/4; hp- 1; THAC0 20; #AT 1; Dmg 1; SA Poison (save or suffer intense pain for the next 2d4 turns, making all attack rolls with a -2 penalty during this time); SD Nil; MR nil; SZ T; ML Unsteady (6)

### Room 3.

*This 30' x 30' room is littered with broken bottles and overturned furniture. There's a whole bottle sitting on top of a pedestal in the middle of the room, lighting the area (continual light). The walls have shadows of people dancing around, enjoying themselves. There is faint sound of laughter and music in the background.*

There is a secret compartment in the pedestal. Inside, there is a **red key** and a brown book with gold binding. The book is written in Thorassian. If someone can translate, the title of the book is, "Where is happiness in a bottle?" The book is worth 60 gp. Inside the bottle is a red wine. It has a Tannic (inky) taste to it.

### Room 4.

*The 40' by 40' room has pedestals in the middle of each of the other three walls. On the three pedestals, there are statues of harpies singing.*

When the characters investigate the room, they will find a plaque above the doorway on the inside of the room. The message is in ROT 13 code (**Player handout #1**), it will reveal where the secret panel is. The secret panel is on the pedestal right behind them. But the lever (harpy's tail to the left of the plaque) is needed to be pulled to open it. After decoding the message, it should read:

We be the harpies three.  
We will sing a song for thee.  
But left alone to sit and wail.  
Someone should pull my tail.

Inside the compartment, they will find a decanter filled with blue wine with a dry taste to it. There is also a **blue key**.

### Room 5.

*This 40' by 40' room has a pool of mud in the center. Possibly used as a mud bath at one time, there are no signs of it being used. There are 2' wide walkways on both sides of the pool. On the far side of the room is a small alcove in the wall. There is a tulip glass in the alcove.*

If any of the characters decide to use the walkways, have them make 2 dexterity checks at -2, due to a thin layer of mud on the walkways, to keep from slipping

and falling. Inside the tulip glass is a purple wine with a soft taste to it. There is also a **purple key** under the glass.

### Room 6.

*This 40' by 40' room looks like barracks or living quarters at one time. As you scan the room, you notice movement and a faint sound. The scent of wet oxidized metal hits your nose as a pair of rust colored antennas pokes into the air.*

**Rust Monster (1 per tier):** Int Animal; AL N; AC 2; MV 18; HD 5; hp 20; THAC0 15; #AT 2; Dmg Nil; SA Same as Monster Manual; SD Nil; MR nil; SZ M; ML Average (9).

After the rust monsters are taken care of, the characters can search the room. They will find a trap door under one of the beds. The door is trapped with a poison needle. The poison will do 1d6 per tier, half that damage if they make their saving throw. Inside the trapped door, they will find a small barrel of wine which has an oaky taste to it. There is also a **brown key** in the bottom of the barrel.

### Room 7.

*This 40' by 40' room is completely bare except for some lines in the floor (in the shape of a tic-tac-toe board). When the door is opened, a magic mouth starts to speak.*

*One through nine are the numbers you use.  
If you use them twice, you will lose.  
Fifteen is the number you seek.  
The key is the reward, if you're meek.*

Each line must total 15. If the players are having problems, have someone make an intelligence check. If they make it, give them one of the numbers. The answer to the puzzle is the following:

Top row-left to right: 2/9/4  
Middle row-left to right: 7/5/3  
Bottom row-left to right: 6/1/8

Once the players solve the puzzle, the middle square will open up. Inside, they will find a bottle with wine inside. It will have a strong taste to it. There is also an **orange key**.

### Room 8.

*The wooden door to this room has the words, Café Cozy, engraved in it. Upon opening the door, you see a tavern room with a lot of empty tables. Near the door, there is a podium with a transparent gentleman*

*behind it. Seeing the door being opened, the gentleman, with a handlebar mustache, floats toward the door.*

*"Welcome to Café Cozy. How many in your party?"*

The maitre d' will lead the party to one of the empty tables. When they are all sitting down, he will start handing out wine lists (**Player's handout #2**). If the players look around, they will notice a booth with a closed curtain and a doorway leading somewhere. After the characters place their order, the maitre d' will float through this doorway. The key in this room is in the possession of one of the occupants of the booth. When the players open the curtain, they will see two people.

*When you open the curtain of the booth, you see two creatures drinking wine (Undermountain Alurlyath) by candle light.*

One of them is a drop dead gorgeous female with large wings and sinister glowing eyes. The other individual is a pitch-black scaly skinned male with white spiky hair, who flashes a crooked sickly fanged smile toward your group. He also wears spiky armor.

**Lady Hornblade (Succubus):** Int Exceptional (16); AL CE; AC 0; MV 12, Fl 18 (c); HD 6; hp 48; THAC0 15; #AT 2; Dmg 1d3/1d3; SA Energy Drain; SD +2 weapons to hit; MR 30%; SZ M; ML Elite (13-14)

Spell-like powers: darkness 15', infravision, teleport without error, become ethereal (as if using oil of etherealness), charm person, clairaudience, ESP, plane shift, shapechange, and suggestion

**Baron Bloodthorn (Cambion):** Int Genius (17); AL CE; AC 2; MV 15; HD 6; hp 45; THAC0 15; #AT 2; Dmg 1d10 (jagged long sword); SA spells, spell-like powers; SD tanar'ri immunities, spell-like powers; MR 30%; SZ M; ML Elite (13-14)

Spell like powers: darkness 15', infravision, teleport without error, detect magic, fear (by touch), levitate (7 times per day)

Spells (casting as 6th mage): 1st-*magic missile, burning hands, enlarge, sleep*; 2nd-*blur, invisibility, glittergust, scare*; 3rd-*vampiric touch, haste*

These two are lovers, who have taken some time out from the Blood Wars. Lady Hornblade also wants to hire him for an assassination. The lady also has a silver key around her neck. It will be up to the characters on how they will obtain the key from the lady. The sure way is to take it from her dead body.

## **Room 9.**

*This 70' by 70' room is filled with rows upon rows of tuns of wine. The wine selection in this room range from 1012 Evermead to present. They are categorized by year and date. There is a strong scent of wine in the air and the room is cooler than any of the other rooms. The room also looks well kept for there is no dust or cobwebs.*

After searching for a while, the characters will find the wine for the party. They are labeled with the words Procampur 1364. Under one of tuns is a brass key.

## **Room 10.**

*This 70' by 70' has a large fountain in the middle of the room. There are ten pudgy-faced upper planar with decanters facing a large statue of a handsome young man carrying a lyre and a thyrsus (staff twined with vines). The walls are covered with more worn tapestries depicting people having a good time. There are several broken wine bottles around the room.*

Under each of the cherubs, there is a plaque and a spot for a key (**Player handout #3**). The answer for the fountain is the following:

1. brass-aroma
2. silver-body
3. gold-crisp
4. blue-dry
5. (when #9 is inserted a small panel will open up on the center statue)/finish
6. orange-flavor intensity
7. green-fruity
8. brown-oaky
9. purple-soft
10. red-inky

When all the keys are in place, the statue will slide off to the side to reveal a stairway that leads downwards.

## **Encounter Six: The Deluded**

When the characters reach the bottom of the stairs, the weird feeling goes away. No more modifiers.

*After descending the stairway, you come upon a large chamber (100' by 100'). On the other side of the chamber, there is a handsome young man with a thyrsus sitting on a dais in front of a group of women. There is a smaller male, wearing a jester suit, off to one side of the dais. The handsome half-elf starts to speak.*

*"I see the intruders have arrived. They plan to take our wine and our entertainment away from us. Stop them, my pretties."*

The women are driven mad by wine and their devotion. Hobart will do nothing but watch during the combat.

\* DM's note: Joanne, the monk, has the tumbling NWP and is using her intelligence's slot to martial arts as described in the *Player's Handbook* (under INT-additional languages).

### Tier One:

**Donavil Grapevine, hem W3/P3:** Int Genius; AL CN; AC 2 (armor dex); MV 12; hp 15; THAC0 20 AT 1; Dmg 1d6 (staff); SA: spells; SD spells; MR 30% resistance to sleep and charm person; SZ M; ML 14;

Spells Remaining: Cleric: 1st: *command*, *protection from good*, *cause light wounds* x2; 2nd: *silence 15 radius* x2, *hold person*

Wizard: 1st: *magic missile*, *shield* (pre-cast), *taunt*, 2nd: *blur* (pre-cast)

**Joanne, hf P2 (monk):** Int High; AL CN; AC 2 (armor dex); MV 12; hp 14; THAC0 13; AT 2; Dmg- M.A. chart +6; SA: spells; SD spells, tumbling; MR Nil; SZ M; ML 14.

Spells Remaining: Cleric: 1st: *cure light wounds* x4

**Trisha and Paula, hf F2:** Int Average; AL CN; AC 5 (chain mail); MV 12; hp 15; THAC0 18 AT 1; Dmg 1d8+2 (spec. w/ long sword); SA: Nil; SD Nil; MR Nil; SZ M; ML 14;

**Molly, hf T2:** Int Average; AL CN; AC 5 (leather, dex); MV 12; hp 10; THAC0 20 AT 1; Dmg 1d6 (short sword); SA: Back-stab (x2); SD Nil; MR Nil; SZ M; ML 14;

Molly will hide by the doorway and backstab the last person in the room.

### Tier Two:

**Donavil Grapevine, hem W4/P4:** Int Genius; AL CN; AC 2 (armor dex); MV 12; hp 19; THAC0 18 AT 1; Dmg 1d6 (staff); SA: spells; SD spells; MR 30% resistance to sleep and charm person; SZ M; ML 14;

Spells Remaining: Cleric: 1st: *command* x2, *protection from good*, *cause light wounds*, *cause fear*, 2nd: *silence 15' radius* x2, *hold person*, *chill metal*

Wizard: 1st: *magic missile*, *shield* (pre-cast), *taunt*, 2nd: *blur* (pre-cast), *detect invisibility* (pre-cast)

**Joanne, hf P4 (monk):** Int High; AL CN; AC 2 (armor dex); MV 12; hp 19; THAC0 10; AT 2; Dmg M.A.

chart +7; SA: spells; SD spells, tumbling; MR Nil; SZ M; ML 14;

Spells Remaining: Cleric: 1st: *cure light wounds* x4, *bless*; 2<sup>nd</sup>: *silence 15' radius*, *aid*, *mind read*, *hesitation*

**Trisha and Paula, hf F4:** Int Average; AL CN; AC 5 (chain mail); MV 12; hp 21; THAC0 16 AT 1; Dmg 1d8+2 (spec. w/ long sword); SA: Nil; SD Nil; MR Nil; SZ M; ML 14;

**Molly, hf T4:** Int Average; AL CN; AC 5 (leather, dex); MV 12; hp 18; THAC0 19 AT 1; Dmg 1d6 (short sword); SA: Back-stab (x2); SD Nil; MR Nil; SZ M; ML 14;

Molly will hide by the doorway and backstab the last person in the room.

### Tier Three:

**Donavil Grapevine, hem W7/P7:** Int Genius; AL CN; AC 2 (armor dex); MV 12; hp 40; THAC0 16 AT 1; Dmg 1d6 (staff); SA: spells; SD spells, 7 stonelines; MR 30% resistance to sleep and charm person; SZ M; ML 14.

Spells Remaining: Cleric: 1st: *command* x2, *protection from good*, *cause light wounds*, *cause fear*, 2nd: *silence 15' radius*, *hold person* x2, *chill metal*, *aid*, 3rd: *dispel magic*, *prayer*, *protection from fire* (pre-cast), 4th: *protection from lightning* (pre-cast), *spell immunity-dispel magic* (pre-cast)

Wizard: 1st: *magic missile* x2, *shield* (pre-cast), *taunt*, 2nd: *blur* (pre-cast), *detect invisibility* (pre-cast), *strength* (pre-cast on Trisha), *hold person*, *lightning bolt*, *stoneskin* (pre-cast)

**Joanne, hf P7 (monk):** Int High; AL CN; AC 2 (armor, dex); MV 12; hp 45; THAC0 7; AT 2; Dmg M.A. chart +8; SA: spells; SD spells, tumbling, 7 stonelines, free action; MR Nil; SZ M; ML 14.

Spells Remaining: Cleric: 1st: *cure light wounds* x4, *bless*, 2nd *silence 15' radius*, *aid*, *mind read*, *hesitation* x2, 3rd: *choose future*, *prayer*, *feign death*, 4th: *mental domination*, *probability control*

Trisha and Paula: hf F7: Int Average; AL CN; AC 1 (plate mail, dex); MV 12; hp 59; THAC0 12/14, 13/15 AT 3; Dmg 1d8+5 (spec. w/ long sword) 1d6+3 (short sword), 1d8+2 (spec. w/ long sword) 1d6 (short sword); SA: Nil; SD 5 stonelines each; MR Nil; SZ M; ML 14;

**Molly, hf T7:** Int Average; AL CN; AC 5 (leather, dex); MV 12; hp 45; THAC0 17 AT 2; Dmg 1d6 (short sword) 1d4 (dagger); SA: Back-stab (x3); SD 5 stonelines; MR Nil; SZ M; ML 14;

Molly will hide by the doorway and backstab the last person in the room.

#### **Tier Four:**

**Donavil Grapevine, hem W9/P9:** Int Genius; AL CN; AC 2 (armor dex); MV 12; hp 58; THAC0 16 AT 1; Dmg 1d6 (staff); SA: spells; SD spells, 8 stonelines; MR 30% resistance to sleep and charm person; SZ M; ML 14.

Spells Remaining: Cleric: 1st: *command* x2, *protection from good*, *cause light wounds*, *cause fear*, 2nd: *silence 15' radius*, *hold person* x2, *chill metal*, *aid* x2, 3rd: *dispel magic* x2, *prayer*, *protection from fire* (pre-cast), 4th: *protection from lightning* (pre-cast), *spell immunity-dispel magic* (pre-cast), *free action* (pre-cast), 5th: *flame strike*

Wizard: 1st: *magic missile* x2, *shield* (pre-cast), *taunt*, 2nd: *blur* (pre-cast), *detect invisibility* (pre-cast), *strength* (pre-cast on Trisha), 3rd: *hold person*, *lightning bolt*, *slow* 4th: *stoneline* (pre-cast), *monster summoning II*, 5th: *feblemind*

**Joanne, hf P9 (monk):** Int High; AL CN; AC 2 (armor, dex); MV 12; hp 65; THAC0 5; AT 2; Dmg M.A. chart +10; SA: spells; SD spells, tumbling, 8 stonelines, free action; MR Nil; SZ M; ML 14.

Spells Remaining: Cleric: 1st: *cure light wounds* x4, *bless*, 2nd *silence 15' radius*, *aid* x2, *mind read*, *hesitation* x2, 3rd: *choose future*, *prayer* x2, *feign death*, 4th: *mental domination* x2, *probability control*, 5th: *mind-shatter*

**Trisha and Paula, hf F8:** Int Average; AL CN; AC -1 (plate mail, dex); MV 12; hp 59; THAC0 9/11, 12/14 AT 3; Dmg 1d8+8 (spec. w/ long sword) 1d6+6 (short sword), 1d8+2 (spec. w/ long sword) 1d6 (short sword); SA: Nil; SD 6 stonelines each; MR Nil; SZ M; ML 14;

**Molly, hf T9:** Int Average; AL CN; AC 2 (armor, dex); MV 12; hp 49; THAC0 16 AT 2; Dmg 1d6 (short sword) 1d4 (dagger); SA: Back-stab (x4); SD 5 stonelines; MR Nil; SZ M; ML 14;

Molly will hide by the doorway and backstab the last person in the room.

After the combat is over, Woody will run over to Hobart and hug his leg. Hobart will start laughing and walk toward Donavil. Hobart will pick up Donavil's staff and start to glow (absorbing power from staff).

If anyone touches the staff that isn't chaotic neutral (that would be any PC), have them save at -3 per tier versus breath weapon. If they fail, they take 10 points of damage per tier. Success results in half damage. This saving throw is required for every round they touch the staff.

There is a treasure trove behind Donavil's seat. It contains 2,000 gp and 200 pp.

When Hobart is done, he will turn toward the party and introduce himself. He will thank the party for coming and getting him (shifting to Victor Vango's voice, then giggling).

*After getting the wine and Hobart out of the cave, you return back to Ravens Bluff. Along the way, Hobart stops at every child he sees and gives them a toy from his hat. When you return back to B&V, Victor is ecstatic to see you.*

*"Good, you have done a great job. Here is the money I owe you. And as a bonus, you each are invited to the wedding tomorrow (handing out invitations). Please wear your best attire, it is formal. If you please excuse Hobart and myself, we have much to plan and talk about."*

### **End of Fool's Luck**

## **Experience Point Summary:**

Experience is calculated as follows for Living City events.

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

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

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

Defeating summoned monster	100 xp
Collecting all 10 keys in the forgotten temple	200 xp
Solving the harpy puzzle	75 xp
Solving the number puzzle	75 xp

Getting key from Lady Hornblade without violence	100 xp
OR	
Getting key from Lady Hornblade with violence	50 xp
Defeating Donavil Grapvine and followers	100 xp
Returning wine shipment and Hobart to Ravens Bluff	100 xp
Total Experience for Objectives:	750 xp
Roleplaying Experience:	0-500 xp
<b>Total Possible Experience:</b>	<b>1,250 xp</b>
For Tier 2:	2,500 xp
For Tier 3:	3,750 xp
For Tier 4:	5,000 xp
For Tier 5:	6,250 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.

- *Silver jingle bell*: this bell dispels silence in a five-foot radius around the ringer. It works once per adventure and each use drains one charge. The bell has 10 charges, and cannot be recharged.
- 1,250 gp for completing the mission
- 200 pp in treasure trove in the forgotten temple
- 5 Sembian trade bars worth 4,000 gp each in treasure trove in the forgotten temple

### Fame Award

1 Fame point in the Merchant Category if the mission is successful

**Player Handout #1**

—

JR OR GUR UNECVRF GUERR.

JR JVYY FVAT N FBAT SBE GURR.

OHG YRSG NYBAR GB FVG NAQ JNVY.

FBZRBAR FUBHYQ CHYY ZL GNVY.

## **Player Handout #2**

### **Wine List**

Arabellan Dry: This fine red wine is very dry. It exhibits a woody undertones and a slightly berrylike taste.

Berduskan Dark: This wine is a heavy, sweet, and burning wine. It is very dark in hue, almost black, and high in alcohol content.

Blood Wine: A heavy bodied wine with a deep-red tone. It has a lush and full taste with a slight afterbite.

Clarry: A blend of table wines sweetened with honey and spices.

Evermead: Evermead is the elven mead-the one against which all other meads are compared.

Fire Wine: This thick, dark almost black wine is named for the fire it creates in one's belly. It is an extremely strong and spicy wine, reputed to have medicinal qualities.

Saerloonian Glowfire: Renown for its faint luminescence. It's neither sweet nor very dry, and has a taste reminiscent of summer breezes and pears.

Saerloonian Topaz: Yellow-amber color is what lends it its name. Slightly dry taste and has a nutty quality balanced by bold fruit overtones.

Undermountain Alurlyath: A surprisingly sweet white wine with a slightly nutty aftertaste. Its wonderful taste and full body are further enhanced for romantic evenings by its prominent silver and green luminescence.

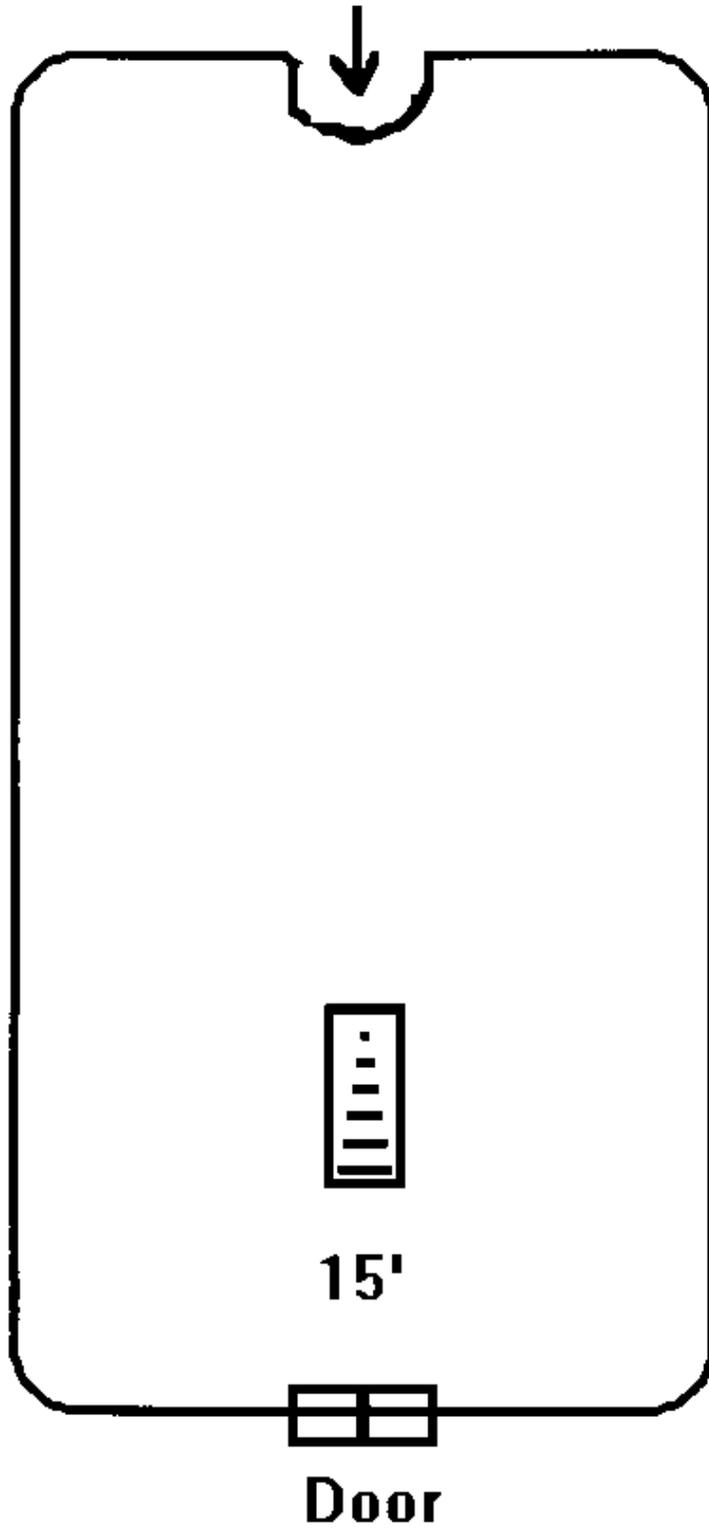
Westgate Ruby: A bold crimson wine with a slightly acid inclination

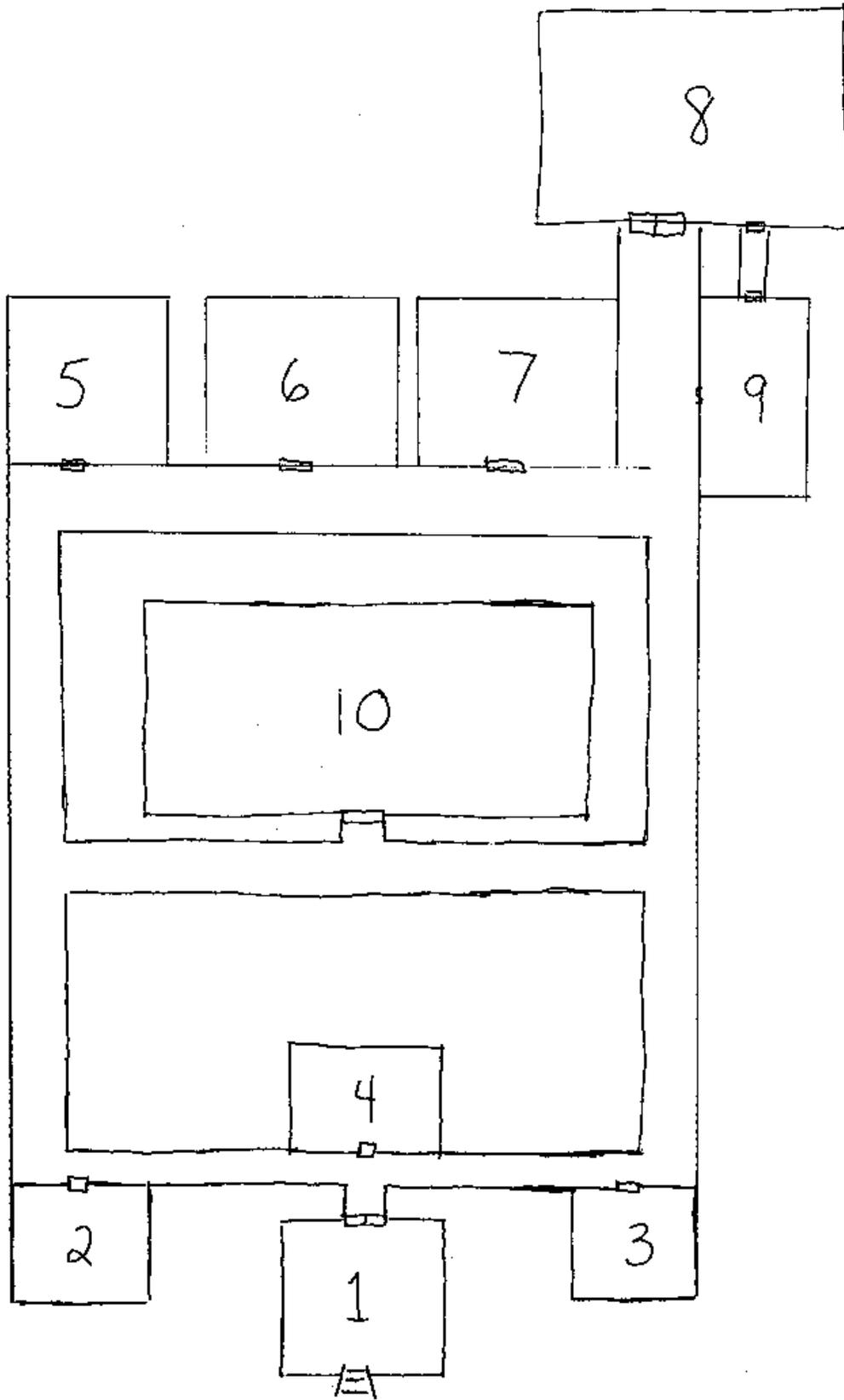
### **Player Handout #3**

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1. The smell of the wine.
2. The apparent weight of a wine in your mouth.
3. A wine with refreshing acidity.
4. Not sweet.
5. The impression a wine leaves as you swallow it.
6. How strong or weak the flavors of a wine are.
7. A wine that has aromas and flavors of fruit.
8. A wine that has oak flavors.
9. A wine that is smooth and not crisp.
10. A red wine that is firm and leaves the mouth feeling dry.

**Cave Mouth**





fectured by the wild magic.

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

### EFFECTS OF WILD MAGIC

Dice Roll      Result

- 01-19 Spell rebounds on caster with normal effect. If the spell cannot affect the caster, roll again.
- 20-23 A pit 10 feet across opens beneath the caster's feet. It is 5 feet deep for every level of the caster.
- 24-27 The target of the spell is pelted with red flowers, leaves, or vegetables, which vanish immediately upon striking. The blossoms or other missiles inflict no damage, but the target(s) will not be able to fire missile weapons or use wands while being attacked this way.
- 28-31 Spell affects a random target. DM should choose (randomly or otherwise) another target among those available, or set the spell off

in a different area 10-60 yards away (use the grenade missile scatter diagram).

- 32-35 Spell functions normally, but material components (if any) are not consumed and knowledge of the spell is not lost (it can be cast again). In case of spell-like abilities, the ability can be used again. Magical items do not lose a charge.
- 36-39 Spell does not function, but instead everyone within 10 yards of the caster (friend or foe) receives the benefits of the priest's *heal* spell.
- 40-43 Darkness and silence descend on the caster (as the spells) with a 30 yard radius and lasts for 2-8 rounds. The spell does not function.
- 44-47 *Reverse gravity* (as the spell) affects all within 30 yards of the caster, including the spell-caster, lasting one round. The spell does not function.
- 48-51 Shimmering colors appear and swirl around the caster, blinding

the caster and all around him for 1-4 rounds.

- 52-59 Nothing happens. The spell does not function. Spell components, memory of the spell, or charges (if any) are lost.
- 60-71 Nothing happens. The spell does not function. Spell components, memory of the spell, or charges (if any) are not lost.
- 72-98 Spell functions normally.
- 99-00 Spell functions with maximum possible effect, full damage, and maximum duration. Saving throws against the spell (if applicable) have a -2 penalty.

### Modifiers to the Dice Roll

- +1 For every level of the spellcaster or HD of the creature.
- 2 For every level of the spell being used (spell-like abilities ignore this modification).
- +6 If spell is from a magical item.
- +12 If spell is from an artifact.
- +2 If alteration magic.
- 5 If invocation magic.