

Hammer of Fire

**A Two-Round Living City Tournament
Round One: Perchance to Dream**

by Dave Gross

The Wizard's Guild needs some heroes to go on a very unusual quest. You must discover what cataclysmic danger rushes toward the unprepared city of Ravens Bluff, before it is too late. This is a challenging adventure for a well-rounded team.

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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+ | 36+ | 39+ | 42+ |

GM's Background

The Living City has faced many crises, but none so dramatic as that which it faces now. Only one man knows what cataclysmic danger rushes toward the unprepared city, and he has been captured within his own dreams.

For the past several months, diviners all over the Vast have been receiving auguries of great danger. For reasons unknown to them, their further inquiries—both

magical and divine—have proven fruitless. Some force has been interfering with divination magic. Many of the diviners curse the residual effects of the Time of Troubles for their inability to discover the source of this impending danger, and others mutter that the prophecies of doom are false. But the danger is real, and the force that prevented the diviners from learning more about the danger is equally deadly.

From the far reaches of wildspace, a fiery meteor rushes toward Toril. While he did not create it, Talos the Destroyer was the first to perceive the threat. Talos delighted in the prospect of such widespread destruction as the meteor would surely cause, and he did not wish anyone to interfere with the most cataclysmic event in the history of Abeir-Toril. Thus, he bent his power and his priests to obscure the omens that would otherwise have come. He was mostly successful.

One diviner, the man known to the general populace only as Oracle, overcame the magical barriers of Talos and his minions to see a glimpse of the doom to come. Unknown to Talos or Oracle, it was through the interference of another god, one unwilling to allow Toril's destruction, that Oracle received his vision. Unfortunately, Oracle's vision was discovered by Talos, who immediately commanded his minions to capture the diviner. Luckily for Oracle, the priests of Talos were reluctant to kill him for fear that his body might be recovered and his dead spirit questioned magically (either they did not stop to think that Talos could as easily block such divinations as he had those that concerned the meteor, or they did not wish to trouble him further). Far easier, they reasoned, to make Oracle unable to communicate.

An agent of Talos stole into Oracle's home and left near his bed the *Blue Lotus of Tu Lung*, a powerful magical flower that induces endless sleep and magical dreams. When Oracle retired for the evening, flush with trepidation about the morning's announcement of his vision, he succumbed to the magic of the flower. Now while he sleeps, Oracle finds himself in a magical nightmare, pursued by more agents of Talos, both priests and creatures from nightmare. The magic of the flower can be broken only by freeing the fragmented portions of Oracle's personality before the invaders ravage his sleeping mind.

Several of the Deans of the Wizards Guild were summoned as soon as Oracle's servants discovered that they could not wake their master. Fortunately, they believe they have a means of rescuing Oracle from his slumber. Unfortunately, none of them are willing to rescue him themselves. Their reasons are several, but almost all refuse to enter the sleeping diviner's mind because of a professional vow never to invade the mind of another Guild member without explicit permission. In actual fact, few if any of the Deans are willing to risk themselves in the enigmatic mage's dreaming mind. Far better to send some of the local heroes.

Adventure Synopsis

The player characters (PCs) are summoned to the house of Oracle, a high-ranking member of the Inner Circle of the Wizards Guild. There they meet several Deans of the Wizards Guild and are asked to rescue the sleeping Oracle from his own dreams. The Deans can project the PCs into the "dream lands" of Oracle's mind. There they will encounter real peril, as they are both physically and mentally transported into the dream.

Once in the dream, the PCs will find it fragmented into six discrete areas. Other areas existed, but they are now all destroyed or sublimated into the remaining "lands." As the PCs explore the dream lands, they will encounter various aspects of Oracle's personality, split and scattered in his hasty retreat from the attacking forces of Talos. The PCs may encounter as few as three of the personality fragments and still rescue Oracle; but complete success requires that the PCs rescue all five dominant fragments. The players will need to race against time if they wish to rescue all five fragments. When their time is up (only 30 minutes remain in the time slot), the PCs are removed from the dream wherever they happen to be, as you proceed to Part III: The Sleeper Awakes.

The Dream Lands

Oracle's personality is a part of his dream, yet each of the fragments of his personality has separated in the confused retreat from Talos' forces. Five main personality fragments have survived so far, each in its own land:

- The Beast of the Waste Lands
- The Librarian of the Clockwork City
- The Philosopher of the Pinnacle
- The Stag-Man of the Forest
- The Mermaid of the Pearl Beds

Additionally, a small fragment of Oracle's childhood innocence has survived in the plateau, where the PCs first arrive. From the plateau, the characters can move to any of the other lands and encounter the main fragments. If the PCs successfully rescue these fragments, they may receive rewards in the form of information and special powers which (with the exception of the Stag-man's and Mermaid's rewards) last throughout both rounds of this tournament.

The Fragments and the Lands

Each of the fragments is a different portion of Oracle's personality. The **Beast** reflects the man's immediate needs and desires, his most base and vital emotions. The **Librarian** is Oracle's rational mind, the part of him that

processes and organizes the information his senses perceive. The **Philosopher** is his moral and ethical center, the part of him which questions and ponders abstract issues. The **Stag-Man** and the **Mermaid** are reflections of his active and reactive sides, the far-roamer and the home-protector.

Each of the five lands is a reflection of the fragment which lives there, though in fact the fragment and the land are one and the same. The beast lives on a blasted **Waste Land** of stony earth from which erupt geysers of flame. The librarian huddles in a **Clockwork City** of doors and traps, all protecting his precious library. The philosopher perches on a high **Pinnacle**, away from worldly matters. The Stag-man stalks a rich, dark **Forest**, and the mermaid protects her watery **Pearl Beds**.

The Gifts

Each of the fragments can lend its aspect to one or more of the PCs as a reward for rescue.

| <u>Fragment:</u> | <u>Gift:</u> |
|------------------|----------------------|
| Beast | Strength |
| Librarian | Spell Bonus |
| Philosopher | Foresight |
| Stag-Man | Scroll: <i>Speed</i> |
| Mermaid | Pearl: <i>Heal</i> |

The Beast can lend his Strength to one or two PCs. If he gives his aspect to one character, the PC's Strength score rises to 24 for the duration of the tournament. If he lends it to two, each PC's strength rises to 20. This gift lasts throughout both rounds of this tournament, and certificates are provided that will be valid only through round two of the adventure.

The Librarian can grant one or two PCs the ability to cast their memorized spells (wizards or priests alike) more than once each. Any PC granted this power finds he or she can cast all memorized first- and second-level spells twice instead of just once. If a spell has been cast earlier in the adventure, it still can be cast once more. This benefit is the same whether bestowed to one or two characters. This gift lasts throughout both rounds of this tournament, and certificates are provided that will be valid only through round two of the adventure.

The Philosopher lends the power of foresight to any number of PCs up to six. The effects: For the duration of the adventure, each PC with foresight can re-roll any one failed die roll, including attack rolls, saving throws, and proficiency checks. Alternately, the PC can ask the DM to re-roll a successful attack made on the PC. The Philosopher's gift allows six such incidence of foresight. So if all six characters wish to benefit, each may re-roll one die. If only one receives the gift, then that PC may re-roll up to six times. If division of the foresight re-rolls leaves a remainder (six

rolls among four PCs, for instance) roll randomly to see which of the PCs is given the extra foresight (two of the four will have two re-rolls, two will have only one). This gift lasts throughout both rounds of this tournament, and certificates are provided that will be valid only through round two of the adventure.

The **Stag-man** and the **Mermaid** protect information vital to the PCs' later success. The Stag-man carries a scroll that he cannot read; one of the Mermaid's giant pearls is inscribed with clues. While the information is the most important part of the gifts, each also provides a later benefit: The scroll also acts as a *haste* scroll, and the pearl given by the guardian has the power to *heal* once. Neither these nor any other items from the dream lands will return to the real world with the PCs (though the real-world rewards will reflect the PCs' experiences.)

Note: If in any encounter the PCs cannot agree upon which members of the party shall receive the gift, then the wishes of the character with the highest Charisma score will determine the outcome. In the case of a tie, roll randomly to determine who will choose.

Rescue

Rescuing the fragments is as simple as meeting them or defeating their attackers in most cases. To rescue the Beast, the PCs must help him out of the pit. Rescuing the Librarian requires that the PCs meet him after defeating the minions of Talos in the Clockwork City. Rescuing the Philosopher requires that the PCs defeat the vultures that harry him. To rescue the Stag-man and Mermaid, the PCs must defeat the minions that pursue them.

PART I: TO SLEEP . . .

Player Introduction

When the players indicate they are ready, read or paraphrase:

Ravens Bluff bustles with life and industry, but no other city is better known for its wild community of "adventurers." Some fancy the name "hero," others "scoundrel," and still others no title at all. But there is no doubt that in Ravens Bluff, adventure is never far away. So it is not uncommon that you find yourselves, adventurers all, assembled in the Foaming Tankard Tavern, relaxing and chatting, with no promises to keep and all the day before you.

As much as you each sigh at the cliché, you know that rumor and previous employers can all reach you here. Why sniff out adventure in the Living City when it always makes the tavern rounds eventually?

It is a sunny late morning, and most of the patrons of the inn are eating an early dinner. Merchants, laborers, and fishermen make up most of the clientele, and none seem especially interested in your company.

Let the players respond as they will. Some might chuckle at the self-conscious joke of the introduction, but encourage them to start role-playing. If you need to help them start, ask each player to describe his or her character and let those that want drinks or meals order them. Feel free to give the tavern some ad-lib description. But as soon as they seem impatient, and certainly after no more than 10 minutes of initial role-playing, read or paraphrase the following:

The inn doors suddenly burst open. A pasty-faced man wearing a simple tunic with the city crest upon his breast tries to stop the slamming door. "Sorry! Sorry!" he apologizes. Nervously he looks around, taking little time to single you out and approach. He coughs into his fist and speaks:

"You look the sort for dangerous work. The Wizards Guild is calling for volunteers, and the first good candidates to arrive will likely get the job. You're close at hand, so what say you?"

You can't help but smile at him. What else can he be but the messenger of adventure?

The messenger, Barton Fisk, knows only a little more. The work entails something magical, though the Guild doesn't want a powerful wizard (none of the PCs will be considered a powerful wizard, compared to the Guild officials). The PCs will be paid, though Barton doesn't know how much. He will hint that the reward might be magical treasure—though he doesn't know that for sure. Most importantly, Barton says it is very urgent—there's no time to waste.

If the PCs refuse to follow Barton, he'll stress the urgency of his request.

"The wizards say they need someone now! I don't think the other messengers will find anyone like you in time."

If this flattery doesn't work, Barton will blurt out, *"But if you don't, we're all doomed!"* Prone to hyperbole, Barton is actually right on the money this time. If asked to explain himself, he won't be able to give specifics. He has picked up the urgent atmosphere from the tension among the wizards and servants at Oracle's house. If the PCs still refuse to follow Barton to Oracle's home, Barton will sigh heavily and rush out, saying *"There must be SOMEone brave enough . . ."* Unless the PCs chase the man down or seek out the Guild officials themselves, it's the end of the session.

If the PCs follow Barton, he leads them directly to Oracle's fine home.

The Diviner's Slumber

Barton leads you through the city streets. A few short cuts prove his earlier claim true: It isn't long before you stand before one of the stately town houses of the city's wealthier residents. It is a fine manor flanked by equally rich structures. But on its front porch stands a trio of the Watch, each adorned with the emblem of the city. They nod to Barton and you as you enter.

Inside, the manor is as splendid as without, but it seems nearly empty. A wide foyer reaches all the way to the back of the house with no interruption of furnishings. Blank doors stand on either side, but it is the gently curving steps that Barton indicates.

If the PCs insist on going anywhere but upstairs, Barton will object, but not fight about it. They will find the entire first floor is clean, but strangely empty. (Oracle has recently moved to the house and has little need of all the space.) Let the PCs wander for a chamber or two if they will, before a servant interrupts them and asks them to come upstairs to meet the Deans.

Upstairs, Barton leads the PCs to a door that two more guards hold open for them.

Inside the room you find a solemn convocation of what looks like wizards and city officials. They stand around a bed on which sleeps a dark-haired man of perhaps 30 winters. His pale skin gleams lightly with perspiration.

"Well met," says a man standing near the foot of the bed. "I am Alcides Von Tighe, Archmage of the Wizards Guild. Please tell me your names, and your reason for heeding our call for help. Then I will tell you of our need."

Allow the PCs an opportunity to respond, using Barton to prompt them with a polite cough or nudge if they seem anything less than eager and forthcoming. The Guild officials are desperate, but not so desperate that they do not care about the character of the PCs.

If the PCs begin with questions, feel free to paraphrase portions of the italicized text below. But give them only the scantest of information until they respond positively to Von Tighe's inquiry.

Any positive response to the questions will set the Deans' minds at ease, and Von Tighe will respond:

"Very good. You seem like the agents we need. Help us, and you will be helping all the people of the city. At least, that is how it appears.

"The man you see sleeping here is Oracle, an important Inner Circle member of the Wizards Guild.

As one of the foremost practitioners of divination, he is well respected and trusted to warn of coming catastrophes. It was just such a warning he had promised this morning, after a night's divinatory studies to confirm his prediction.

"Unfortunately, he still sleeps. Oh, we have tried to wake him with magical means, but neither we nor the priests of Denier have met with success. And of course we have tried our own divinations, but none succeeded. Something or someone prevents the magic from working.

"This," he says, indicating a small night table on which rests a strange, blue, lily-like flower covered with a glass dome, "was discovered by his bed. We know it is the source of his magical sleep, and the alchemists are already studying one of its petals. But their work is slow.

"We fear that some malign force is keeping Oracle's revelation from us. If someone would go to such extremes, then the revelation must be dire indeed. We must learn what Oracle meant to tell us!

"There is one method within our power, one way in which we think we can communicate with Oracle while he sleeps. But it requires agents of no great magical ability—no offense intended. Each of us is too great a nexus of Art, and each has sworn never to pry into the minds of the other Guild members. But you are not like us, and you have sworn no such oath.

"And so we ask you to travel into the sleeping mind of Oracle, learn what he would tell us, and bring back his revelation.

"What say you?"

Also present with Von Tighe are Micah Starfire, Lady Belinda Moonglow, Martin MacGreggor, and Lady Penelope Norwood. The other Deans of the Wizards Guild are attending to different matters, most related to this one.

Alcides Von Tighe is an Invoker, a Knight of the Raven, and currently the Archmage of the Wizards Guild. He is here mainly in his role as Archmage, and he hopes that the Guild will not be made to look foolish for needing outside agents. If the PCs do a good job, however, perhaps this attack on one of its members will only strengthen the Guild. He is also concerned about the unknown threat to the city, but his first concern is for the Wizards Guild's reputation. *"Whoever has attacked Oracle will learn that the Wizards Guild is not to be trifled with,"* he may say.

Micah Starfire is a handsome, slender, carefree, and flighty moon elf with black hair, pale skin, and violet eyes and an inquisitive nature. He is the Wizards Guild's Dean of Divination. He is worried about the condition of Oracle, a highly valued member of the School of Divination. But he's also rather excited about all of this commotion and is quite eager to find out what's really going on. If questioned, he replies in a

lively, energetic voice that the most important thing is to find out what threatens the city, but that saving Oracle from this magical captivity is also very important. *"Our first concern must be to learn what threatens the city. But we mustn't abandon Oracle to whatever vile slumber has been cast over him."* Micah's natural curiosity leads him to keep a constant watchful eye on all of his associates, so if questioned, he knows that Oracle recently moved into this house but that nothing else unusual has happened to him recently and that he has no known personal enemies.

Lady Belinda Moonglow is a tall, beautiful, voluptuous moon elf with a pale, glowing complexion, bright green eyes, and silky black hair. She is dressed in provocatively cut red robes that cling to her body. She's very down-to-earth and will be friendly to anyone, but especially to any male PCs with a Charisma of 16 or higher. She is the Dean of Enchantment, and she will take part in the spell that sends the PCs into Oracle's dream. Belinda finds the flower fascinating, and to a certain extent she admires the cleverness of whoever put Oracle to sleep. She hopes to study the flower later, perhaps to develop spells that allow safe travel into dreams. But she also fears for the safety of the city if the divination is not discovered. Anyone who speaks pleasantly to her will be asked to report especially to her when this business is over, describing whatever is found in the dream lands. *"This is an amazing example of natural Art. With such a flower, what wonders we could weave!"*

Martin MacGreggor is the Dean of Alteration and a Knight of the Hawk. He's a craggy-feature, side-whiskered man whose black eyes snap with alert intelligence and inward humor. He's a shrewd judge of character who keeps a close eye happenings around the city. He will also participate in the *dreamsending* spell. He is intensely curious about who is behind this mysterious threat to the city and what it might mean. He will wonder aloud whether it might be the Sembians, or Thay, Mulmaster, or Calaunt, or any of the other "eager exploiters" waiting to swoop down on the rising prosperity of Ravens Bluff.

Lady Penelope Norwood, Dean of Invocation and Evocation, is a graceful, restrained woman of refined manners and great self-control, with a fiery temper that she keeps deeply buried. She is an attractive human with long brown hair and deep black eyes, and dresses in expensive but tasteful robes that make her noble status obvious, although there is no snobbery in her manner. She is here to contribute to the spellcasting, and also because she feels a strong obligation to defend the city from any possible threat. If asked, she'll say that it is important to act quickly and decisively to preserve the safety of the citizens under the protection of Ravens Bluff.

The PCs will likely have many questions. Here are the answers to some, which any of the NPC Deans can

provide. Do *not* simply hand out this information; give out the answers to relevant questions, making the PCs work for the information by asking questions at least similar to the ones below. The Deans are in a hurry, and unless the PCs guide the interview with questions, they will receive only short answers.

- What announcement was Oracle going to make?

It was two days ago that Oracle sent messages to the Deans of the Wizards Guild and to the Lady Mayor, announcing that Oracle had discovered a hidden omen. He expected to know much more about it within a day, and he promised to share what he had learned by this morning.

- How was he discovered?

When Oracle failed to arrive at the Deans' council chamber at the High House, messengers were sent to his home. There, they discovered that Oracle's servants could not wake him.

- How was he put to sleep?

Oracle's chief servant, Damion, discovered on his master's bed an exotic flower, partly crushed. Faint violet stains appeared on Oracle's face around his eyes, but they have since been wiped clean.

- What clues do you have?

The Deans have performed all variety of divinatory spells, all of which seem blocked rather than negative. Some force has clouded all divinatory spells for wizards.

- What about the priests?

The local priesthoods have been alerted, and they report a similar inability to perform divinatory magic that inquires about Oracle. The priests can, however, receive answers to divinatory prayers that do not involve him.

- How will we get into the Dream?

The Deans will send the PCs into Oracle's dream by means of an experimental combined spell called *dreamsending*. It requires three spellcasters at present, though MacGreggor, Lady Norwood, and Belinda (who devised the spell) hope eventually to create a single spell to reproduce the effect. There's no time for that now, of course.

- How does *dreamsending* work?

The Deans believe they can project a small group of agents into Oracle's sleeping mind. The agents would actually be transported into the sleeper's dream, where they may face real and mortal danger—but the wizards know little more, having never tried this before. If any party spellcasters ask, the wizards will explain that the

spells involved include altered and combined forms of the spells *teleport*, *sending*, and *dream*.

- What's this nonsense about your not going yourself?

If pressed on the issue of why they don't go into the dream themselves, the Deans will protest that it is too dangerous to send a powerful wizard into the mind of another. Pressed further, some (Belinda and MacGreggor) admit they don't dare. And all will agree that they have sworn not to meddle with the minds of the other Guild members (an oath shared by all who assume a Deanship).

- Let's see this flower.

The flower has been placed in a glass jar, and the PCs may examine it if they will. The wizards will warn against touching it, explaining that one of the other servants touched it and immediately fell into a deep, unbreakable slumber. Anyone touching the flower must make a saving throw vs. spells or fall into an unbreakable sleep (any PC so afflicted is essentially out of the game, though he or she might be revived after the crisis). It is similar to a lily, but with the tough glossy strength of an orchid. White with violet streaks and spots, it is quite lovely. Its aroma is quite heady and not unlike that of an orchid. (Smelling the flower does not put one to sleep.)

- Why did whoever put him to sleep not simply kill Oracle?

Theories vary, but the Deans agree that something or someone has put Oracle to sleep rather than slay him so as to prevent the use of a *Speak with Dead* spell. No one can explain why something powerful enough to interfere with divination spells for an entire region couldn't also prevent clerical divinations, though Micah will point out that the priests are able to receive some divinatory revelations.

Dreamsending

MacGreggor, Lady Norwood, and Belinda form three points of a triangle around your group.

"Don't resist this," says Belinda. "It should make you feel sleepy, and perhaps a bit dizzy. But let the slumber take you."

"Indeed, we can try this only the once, and then we'll have to maintain it as long as we can," adds MacGreggor, his sharp eyes narrowed in calculation. "You should act as quickly as possible once you're in the dream, because we're not certain how long we will be able to hold this."

"Now," is all Lady Norwood says. Her nonsense demeanor gives you the impression that she is accustomed to having her orders obeyed.

All three Deans raise their arms, each performing a different series of gestures. Three voices rise, one after the other. MacGreggor's deep, rich voice creates a foundation for the chant. Then Belinda's sweet soprano begins a gentle lulling melody. Behind them both you can barely hear a weird third voice which can only belong to Lady Norwood. It whispers and teases like a dream you can't quite remember, and with the others it draws you in a sleepy spiral, lulling you, turning you, drawing you farther away from . . .

If for any reason a PC tries to resist the spell, figure out the character's Save vs. Spells, roll a die behind your screen, breath a sign of relief, and report that he or she failed the saving throw anyway.

The PCs have been transported to the dream lands with all of the equipment they had at the start of the adventure. Nothing they have acquired *during* this adventure goes with them, as what they perceive as their real equipment is really a dream reflection of those things with which they have become familiar. Thus, they cannot bring into the dream land either the flower nor anything taken from the guards or Deans.

Special Note on PC Death:

Because of the unusual nature of the captured dream lands, any character slain once is not really slain, but only expelled from the dream, shaken and feeling near death. Should any PC suffer death for the first time during the adventure, take the player aside and read the following:

This is the end, you are sure. But rather than sink into an eternal darkness, you fall only to rise up from what must have been a slumber. Your heart pounds, your hands and feet are cold, and your head aches. MacGreggor, Belinda, and Lady Norwood all stand where you remember them from the spell, but all of them are too busy to look at you, apparently maintaining the spell.

"You must have been ejected from the dream," says Von Tighe. "You weren't . . . killed. Were you?"

Give the player just a few moments to interact with Von Tighe. The expelled PC may elect to remain outside the dream, or the Deans can send the PC back with the warning that a second expulsion may well slay the character (and it will). If the PC elects to return, Von Tighe directs him or her to stand once more within the triangle formed by the wizards casting the spell. If the PC tries to resist the spell *this* time, give him or her a genuine saving throw. Failure means that the obstinate PC is out of the game.

If the PC fails the save or does not resist, then the character appears exactly where he or she "died," only now the PC is whole and sound. The adventure

continues with this new mystery of the dream lands to perplex the players.

If an expelled PC delays or refuses to return, then read or paraphrase the following:

"There is little time—if you wish to rejoin your companions, you must do so at once, while the magic is still active."

Give the player no more than two minutes to decide. Von Tighe will be agreeable, but he will keep insisting that there's no time to argue if the PC wishes to return to the dream. If the PC does not choose to return after two minutes of debate, give him or her one last chance to return. If the PC won't return or delays, then the player is essentially out of the game.

PART II: PERCHANCE TO DREAM

The PCs enter the dream on the Plateau, below. They can travel from that spot to the five dream lands in any order. Let them move among the lands as they wish, until time is up (when only 30 minutes remain in the time slot). At that time the PCs are removed from the dream no matter where they are or what they may be doing, as you proceed to Part III: The Sleeper Awakes. If they manage to traverse all five lands and rescue all five personality fragments before time is up, then proceed to Part III when they are finished.

Plateau

Sandy-eyed and slow-limbed, you wake in a grassy field ringed with gentle woods. Rising, you find yourselves on a wide plateau. The sky is a clean grey expanse, and the air smells of the promise of rain.

The edges of the green plateau seem equally distant on all sides; you stand near the center of a circle. Beyond the plateau, you see a strange patchwork of terrain.

In one direction lies a waste of barren land, fire spouts erupting periodically from its ragged face. A great darkness near its center suggests a pit, ringed with the orange glow of fire.

To the right of the wasteland you see a strange city all of wood and stone. Thin rectangular towers rise from hectic clutters of stairs and bridges, buildings and wheels. It is too complex to fathom, its queer movements difficult to watch.

Turning, you see a slender mountain rising incongruously from a level plain. Half-way to the summit, a ring of light flickers as on a giant finger, and farther up the spire wheel tiny specks, perhaps birds.

The next area is a rolling land of deep forests veined with bright creeks. An afternoon sun brightens the trees and dapples the ground. Some distant sound resounds from those forests, but it is elusive and undefinable.

Finally you see a dark expanse of water. A tiny chain of sand-rimmed islands stretches out into the moonlit sea, the waves rippling darkly all around. Sloping hills lead down to a wide beach beside this ocean.

"Hello?" calls a tentative voice. Surprised, you turn to see a young boy not 30 feet away. He looks wary, but hopeful, ready to dart away at any moment.

"Are you here to help?"

The child is a lesser fragment of Oracle's personality. Mostly because it represented so little of the diviner's knowledge, the attackers have overlooked this innocuous land. But while this fragment guarded no crucial information about the coming catastrophe, it has watched the events of the attack unfold.

The boy sees the attack as a storm, as do the other fragments. He knows that all the "people" have run to their homes, and some did not make it before the invaders came. He can describe the invaders only as terrible warriors and monsters who fought with fire and lightning. He fled to this high plateau, and so far no one has followed.

In the time that he has hidden here, the boy has seen three domains (a valley, a town, and a rich plain) vanish, so now there are only five more remaining. If asked about any of them, he can offer only a little more information. As before, make the PCs prompt him for this information, responding with the most appropriate information based on the questions. Don't feel that you need to give all the information to the PCs, but also don't deny it them if they ask good questions.

- ◆ The **fiery waste** frightens him, and he thinks he saw two giants fighting near the pit. One of them defeated the other and cast the loser into the darkness of the pit.
- ◆ The **clockwork city** moves all the time, with bridges contracting or expanding to fill a gap, fountains rising and floating above the avenues, or whole buildings sinking below the streets. The boy can't watch the city very long, as the weird motions make his head hurt.
- ◆ The ring of light around the **high spire** started at its base and has moved up. It has been a little higher before, but it seems to have trouble going farther. Something is keeping it down.
- ◆ The rolling **forests** look like a better place to hide, but the boy has heard hunting horns and frightening

howls from the dark woods. Those sounds frighten him.

- ◆ The **islands** also look appealing, though they are always dark, and there seem to be few hiding places.

If asked his name, his home, or even how long he has been here, the boy cannot answer. In fact, he can't remember anything about a normal life: no parents, family, friends, familiar places . . . nothing. He seems slightly frustrated that he can't answer, but he doesn't grow angry. He absolutely does not want to go to one of the other lands, though he does hope the PCs will come back to tell him if one is safe.

If for any reason the PCs try to force the boy into another land, he will flee from them. Describe it as dramatically as you like, and ask for a series of attack rolls or Dexterity checks from any player trying to catch him, but ultimately describe the boy rushing into the sparse foliage, effectively escaping. If worse comes to worst, he simply falls down and blends into the land, actually becoming earth and grass which just folds down into the ground. He and the plateau are essentially the same entity, the boy just the aspect with which the PCs can communicate.

Note: Don't "play down" when presenting the boy. He speaks just like a polite adult, and he is intelligent if not very knowledgeable.

The PCs will find nothing else of use on the plateau, though they can retreat to this location to rest or to escape the minions of Talos from the other domains. None of the minions will come here unless chasing escaping PCs, and even then there is a 50% chance that fleeing to the plateau will allow the PCs to escape any pursuit (though the pursuers will then return to the domain in which they were encountered).

The PCs can travel from the center to any of the five obvious terrain features. Oddly, it takes very little time to reach any of them. Furthermore each time they travel to a new domain, it becomes the new "center," the other five domains, including the plateau, reforming around the new center.

Waste Land

As you move into the wasteland, the sky grows dark. The air is hot and still on these ragged barrens. But the ground beneath your feet is hotter still, and every few moments you hear the gassy hiss of another fire spout. So far, none have exploded near you. But from the sulfuric stench of the place, you've no doubt one could envelope you at any moment.

In fact, the PCs are at risk of moving too close to a fire spout. Some of them are open pools of steam or even

magma, but some roil beneath what looks like perfectly safe ground.

Determine a marching order and the distance between each PC. If they travel in single-file, then they will encounter only one surprise firespout, which will be triggered by the first PC in the marching order. If they travel in two columns, they will encounter two, each triggered by the first in line. Spread out any further, the PCs will encounter a maximum of three surprise firespouts. If more than three PCs take the lead, determine which step on the firespouts randomly.

Read to the lead PC(s), one at a time:

The foot you just put down sinks slightly into the ground, which trembles hot and sudden!

If the player immediately declares the character is leaping away, allow a Dexterity check. Consult the following table to determine how much damage the player takes:

| Tier | Damage - failure | Damage - success |
|-------------|-------------------------|-------------------------|
| 1 | 1d4 | none |
| 2 | 1d6 | 1 point |
| 3 | 2d4 | 1d4 |
| 4 | 2d6 | 1d6 |

Any PC within five feet of the firespout victim has exactly the same opportunity to declare that he or she is leaping away. Successful Dexterity checks indicate the PC suffers no damage. Failure results in the PC taking splash damage in the amount listed above under the "success" column.

After the PCs have endured up to three firespouts (one for each PC in the "lead"), they will see the Guardian.

The horizon contracts to a thin red line dividing the brown land from a black sky. You can make out the other lands only faintly, and still you travel over blasted flats and sudden canyons, sweating in the constant heat.

There, not 100 yards away—you see the dull orange glow of the vast pit. Tusk-like rock formations curve inward, like the wicked fangs of some buried giant gasping for breath. But far more arresting is the sight of the huge figure that paces the perimeter of those teeth.

It must be nearly 20' tall, and it is not flesh but stone. Built like a muscular man, the giant marches like a sentry, but then stops to raise up its thick arms. Lightning surges out of the giant's body like a sheen of sweat, then flows like water to gather at its fists. Crack! A white lance flashes out to dig a ragged furrow in the brown flesh of the land, seething magma spurting from the wound. Fortunately, the

giant stands on the far side of the pit and does not seem to take any notice of you - at least not yet.

The giant is a special sort of stone golem (actually not nearly as powerful as a normal stone golem except at higher tiers). After defeating the inhabitant of this land and casting him into the pit, the Guardian now stalks the perimeter, cruelly striking out at the land itself. Each blow to the land hurts the Beast as well.

The PCs should not confront the Guardian alone. However, the Guardian will fight them if attacked or if he sees them. The Guardian's statistics are at the end of this encounter. It fights to the death.

If the PCs try to avoid the Guardian, they can approach the pit carefully and reach the edge of it without alerting the Guardian. But any explosive spells or other loud noises will attract the Guardian's attention. Until the PCs have freed the Beast, a confrontation with the Guardian is almost certain to spell doom.

Those approaching the pit can easily see inside.

Below you yawns a deep pit ringed with bright spouts of fire. Near the center cringes a huge, manlike beast. Would it stand, it must be the height of two tall men. Its limbs are thick with muscle, rough with coarse red hair. And when the lightning flashes from above, a bestial howl escapes the suddenly raised face.

It sees you! Even as the monstrous Beast clutches its wounded side in agony, its other arm reaches out toward you . . . and you are glad of the 50' between its ragged nails and you.

The Beast can approach the pit edges but won't, unless the PCs show that they can help it escape. It approaches anyone climbing into the pit or standing by the edge and beckoning.

Talking to the Beast:

Whether they address it before or after releasing it from the pit, the PCs will find that the beast does not respond to reason, only to declarations that agree with its own desires: escape and revenge. It is not stupid, but it is limited in its thinking. It *can* provide the PCs with limited information, but it will not volunteer any. As before, answer the PCs' questions based on their own cues. If they ask questions containing the keywords (or close synonyms) highlighted in the answers below, the beast will respond with the relevant information. Contrary to its bestial appearance, the Beast can speak in complete if simple sentences. Its voice is deep as the greatest canyon, rough as a badlands.

- The beast has no knowledge of **Oracle** or any other existence. It recognizes no other **lands**, nor does it call this the wasteland (this is "the land").

- The **enemy** are many, but this **statue** (or **golem**, or **giant**) was the one that mattered. The beast scattered **men** before it, but then the statue defeated the beast.
- This **pit** doesn't bother the beast, except that it has no **freedom**. If released, the beast would attack the statue and then seek out the **invaders** who have overrun the land.
- The beast doesn't mind if the PCs are here to **help**, but it won't work with anyone nor follow **orders**. It doesn't care for **company** or **friendship**.

If the PCs manage to trigger all of the above information, or if anyone mentions the word **dream**, the beast will add this summary:

"I dreamed about a comet. It was falling to the land, too powerful to stop. I was going to warn everyone. First I had to learn how to stop it, so I went to sleep to dream some more.

But something poisoned my dreams and then sent things here to kill me.

The lightning-statue came to fight me. We fought a long time, but then the statue threw me in the pit. If I could get out of this pit, I would throw the statue in."

Freeing the Beast:

There are two relatively easy ways to free the Beast: to push one of the several huge slabs of rock over the edge of the pit to form a ramp, or to cause a landslide at the pit's edge, forming a climbable slope.

PC parties may come up with other solutions, and if so you should allow them. But the Beast is too heavy to levitate and too clumsy and pain-wracked to climb without a slope or ramp. It will stare dumbly at a rope, and anyone brave enough to try tying a rope to the Beast will be subject to one attack from the creature as another painful lightning strike on the land makes it lash out at the nearest target. Furthermore, pulling the Beast out of the pit will require a combined Strength of 100 and no less than a triple-bond of rope.

Pushing a big slab of rock into the pit is much easier, as there are several big chunks right near the edge. Only 60 points of combined Strength are required to tilt a slab into the pit.

Causing a landslide is only slightly harder. The PCs must cause 80 points of damage with spells, weapons, or (if any thought to bring them) digging tools. Picks and other digging implements will cause double-damage to the ragged edge of the pit. Shovels will inflict the equivalent of 2d6 damage.

Once the Beast climbs up to the edge of the pit, it pauses only briefly to speak with the PCs. Bent on

revenge, it will rush out after the Guardian after no more than 10 minutes of real time.

The Gift:

The Beast gives the gift of Strength to one or two PCs simply by touching them. If he lends his aspect to one character, the PC's Strength score rises to 24 for the duration of the tournament. If he lends it to two, each PC's Strength rises to 20. When the PCs have freed the Beast, simply inform them that two of them can receive extra Strength (don't say how much), but they must choose now who receives it. If they cannot agree, then randomly choose two PCs to get it. This gift lasts throughout both rounds of this tournament. Give the **certificate(s)** for the Gift of Strength to the PC or PCs who receive it.

Battling the Guardian:

After he has bestowed the Gift of Strength, the Beast will rush the Guardian and attack it. He is not a match for it, and will need some help if he is to prevail. The Guardian will ignore the PCs unless and until they attack it. Even after the PCs join the battle, the Guardian's primary target is always the Beast. Since the Beast regenerates, he will survive even if dropped into negative hit points, as long as the PCs do not leave without defeating the Guardian.

Tier 1:

Lightning Golem: Int Semi; AL CE; AC 4; MV 6; HD 5; hp 40; THAC0 16; #AT 1; Dmg 1-8; SA Lightning attack (usable once every six rounds), 60' range, 2d6 damage; SD Immune to mind-affecting spells, fire, cold, and lightning; MR nil; SZ L (20' tall); ML 19.

The Beast: Int Low; AL CN; AC 7; MV 12; HD 5; hp 30; THAC0 16; #AT 2; Dmg 1-6/1-6; SA nil; SD regenerates 1hp/round; MR nil; SZ L; ML 16.

Tier 2:

Lightning Golem: Int Semi; AL CE; AC 2; MV 6; HD 8; hp 50; THAC0 13; #AT 1; Dmg 2-12; SA Lightning attack (usable once every 3 rounds), 60' range, 3d6 damage; SD Immune to mind-affecting spells, fire, cold, and lightning; MR nil; SZ L (20' tall); ML 19.

The Beast: Int Low; AL CN; AC 6; MV 12; HD 6; hp 35; THAC0 15; #AT 2; Dmg 1-8/1-8; SA nil; SD regenerates 1hp/round; MR nil; SZ L; ML 16.

Tier 3:

Lightning Golem: Int Semi; AL CE; AC 0; MV 6; HD 10; hp 60; THAC0 11; #AT 1; Dmg 3-12 (3d4); SA Lightning attack (usable once every 3 rounds), 60' range, 4d6 damage; SD Immune to mind-affecting spells, fire, cold, and lightning. Electrical attacks heal 1

point of damage for every die of damage it would normally have done; MR nil; SZ L (20' tall); ML 19.

The Beast: Int Low; AL CN; AC 4; MV 12; HD 8; hp 50; THAC0 13; #AT 2; Dmg 1-8/1-8; SA nil; SD regenerates 1hp/round; MR nil; SZ L; ML 16.

Tier 4:

Lightning Golem: Int Semi; AL CE; AC 0; MV 6; HD 12; hp 86; THAC0 9; #AT 1; Dmg 3-18 (3d6); SA Lightning attack (usable once every three rounds), 60' range, 6d6 damage; SD +1 or better weapon to hit, spell immunities (see below); MR nil; SZ L (20' tall); ML 19.

The lightning golem is immune to all spells except as follows: A *rock to mud* spell slows a golem for 2d6 rounds; *mud to rock* heals the golem, restoring all lost hit points; *stone to flesh* makes the golem vulnerable to any normal attack for the following round; electrical attacks heal 1 point of damage for every die of damage it would normally have done.

The Beast: Int Low; AL CN; AC 4; MV 12; HD 10; hp 60; THAC0 11; #AT 2; Dmg 1-8/1-8; SA nil; SD regenerates 1hp/round; MR nil; SZ L; ML 16.

Clockwork City

Entering the Clockwork City is easy enough, but you find yourselves lost almost at once. Archways you passed seem to have turned into clock faces or carved walls, and stairs you are sure you avoided rise up behind you. Turning at every sudden click or clatter, you sometimes catch a glimpse of the columns shifting, the walls turning, stairs rolling like waves, fountains swallowing themselves up.

Encounter Background:

Any attempt to leave the Clockwork City succeeds if the PC leading the party can make an Intelligence check at a -4 penalty.

In a strange, seemingly cluttered city of staircases, clock towers, water wheels, and far too many doors, the Librarian oversees the organization and distribution of thousands upon thousands of books and pictures. The clockwork city is a strange, ever-changing place made mainly of tooled stone and wood, though even that moves and shifts with a mechanical sort of life. (Think of a drawing by M.C. Escher to get a feel for this unusual place).

Each city block is essentially a cube in which the laws of physics no longer apply. Stairs rise straight up, only to twist at a seemingly unclimbable angle. And sometimes there is a fountain hanging upside-down, yet its jet of water falls back "up" into the reservoir.

To envision each block, imagine the interior of a cube. From each "floor," the opposite side is "up." But,

in fact, standing on any of the six sides is possible. Only in the very center of the cube is there no gravity. Actually, there is equal gravity in all six directions, so someone who manages to get to the center of the block can be temporarily trapped in a "weightless" spot. Any reasonable rescue attempts, like thrown ropes or even hurled objects intended to push the trapped character away, will automatically work, though the trapped PC will then "fall" 20' and suffer 2d6 points of damage unless caught on a successful Dexterity *and* Strength check by another PC (both must be successful, failure indicating that the falling PC and the catching PC suffer 1d6 damage each), or saved with a *feather fall* or similar spell.

When the PCs first enter the clockwork city, they will encounter a battle between some of the Talosian invaders and the clockwork defenders of the city (section 1). If the PCs choose to intervene, the Librarian will see that they are friends. If they choose to avoid the combat, then the PCs will be attacked by clockwork defenders soon after (section 2). Refer to the clockwork furnishings statistics in the next section.

Regardless of which course they choose, the PCs will encounter a sundial court in which a floating "arm" illogically casts a shadow upon each of five different clock faces (section 3). That "arm" is in fact the key that will open up the clock tower at the center of the city.

1. Encountering the Invaders

As you ascend a twisted staircase that leans out at a dizzying angle above the courtyard below, you hear the clash of steel from beyond the next landing. Looking down over the balcony, you see the source of the clamor. A half dozen men in black and silver armor fight a group of clockwork automatons: animated clocks, doors, banisters, chairs, cupboards, and more—all frighteningly human in their movements.

The men seem to be winning, but even as one of them blasts a scuttling chest with a bolt of lightning, two ogre-like wardrobes hurl a screaming warrior down the stairs to his death.

If the players seem to have a sense of fear and horror about these dream lands, describe the clockwork furnishings in surrealistic terms, emphasizing the terror of the minions as the chair arms bend impossibly to grasp at them. If, on the other hand, the players seem to find the idea of clockwork furnishings silly, emphasize the comic nature of the furniture, describing a portly love seat, a cheerful cabinet, and a playful chest snapping like a small dog. The numbers will all be the same, but let the tone suit the demeanor of the players.

If the PCs help the clockwork furnishings to fight the minions of Talos, then the furnishings will eliminate one minion per round of combat, finally attacking the priest when none of the warriors are left. The

furnishings will **not** attack the PCs, unless the PCs first attack the furnishings. If the players are confused about which side are the good guys in this conflict, tell any PCs with Religion or Local History proficiency that they recognize the holy symbol of Talos the Destroyer on one of the men.

Tier 1:

Minions of Talos, hm F1 (6): AL CE; AC 7 (studded leather); MV 12; hp 6 each; THAC0 20; #AT 1; Dmg 2d4 (broadsword) or 1d4 (light crossbow w/10 bolts each); SA nil; SD nil; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 15

Priest of Talos, hm P5: AL CE; AC 10; MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d4+1 (warhammer); SA spells, *shocking grasp* 1/day; SD immune to lightning and electrical damage; Str 12, Dex 12, Con 10, Int 15, Wis 15, Cha 16; MR nil; SZ M; ML 16

Spells: 1st level - *cure light wounds* x2, *darkness*; 2nd level - *heat metal*, *produce flame*; 3rd level - *dispel magic*

Clockwork Furnishings (8): Int Low; AL N; AC 6; MV 9; HD 1; hp 5 each; THAC0 20; #AT 1; Dmg 1d4 or 1d6 (four of each); SA nil; SD nil; MR nil; SZ S, M, and L (assorted); ML 20 (they never flee unless the Librarian orders them to do so)

Tier 2:

Minions of Talos, hm F2 (6): AL CE; AC 7 (studded leather); MV 12; hp 15 each; THAC0 19; #AT 1; Dmg 2d4 (broadsword) or 1d4 (light crossbow w/10 bolts each); SA nil; SD nil; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 15

Priest of Talos, hm P7: AL CE; AC 8 (leather); MV 12; hp 36; THAC0 16; #AT 1; Dmg 1d4+1 (warhammer); SA spells, *shocking grasp* 1/day, lightning (see below); SD immune to lightning and electrical damage; Str 12, Dex 12, Con 10, Int 15, Wis 17, Cha 16; MR nil; SZ M; ML 16

Spells: 1st level - *cause fear* (reversed form of *remove fear*), *cure light wounds* x2, *darkness*, *protection from good*; 2nd level - *heat metal*, *obscurement*, *produce flame*, *wind lash* (F&A); 3rd level - *dispel magic*, *resist fire*, *storm shield* (F&A); 4th level - *produce fire*

Special power: *lightning bolt* once per day. Note that in this encounter, the priest has already cast his *lightning bolt*; but if the PCs skip this encounter and proceed to "Ambush!" they will face another like him who will be fully prepared.

Clockwork Furnishings (8): Int Low; AL N; AC 6; MV 9; HD 2; hp 12 each; THAC0 19; #AT 1; Dmg 1d4 or 1d6 (four of each); SA nil; SD nil; MR nil; SZ S, M,

and L (assorted); ML 20 (they never flee unless the Librarian orders them to do so)

Tier 3:

Minions of Talos, hm F4 (6): AL CE; AC 4 (chain mail and shield); MV 12; hp 30 each; THACO 17 (adjusted THACO 15 with broadsword); #AT 1; Dmg 2d4+5 (broadsword) or 1d4 (light crossbow w/10 bolts each); SA nil; SD nil; Str 18(01), Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 15

Priest of Talos, hm P8: AL CE; AC 4 (*magical vestment*); MV 12; hp 40; THACO 16; #AT 1; Dmg 1d4+1 (warhammer); SA spells, *shocking grasp* 1/day, lightning (see below); SD immune to lightning and electrical damage; Str 12, Dex 12, Con 10, Int 15, Wis 17, Cha 16; MR nil; SZ M; ML 16

Spells: 1st level - *cause fear* (reversed form of *remove fear*), *cure light wounds* x2, *darkness*, *protection from good*; 2nd level - *heat metal*, *produce flame* x2, *wind lash* (F&A); 3rd level - *dispel magic*, *magical vestment* (precast), *resist fire*, *storm shield* (F&A); 4th level - *cure serious wounds*, *produce fire*

Special power: *lightning bolt* once per day. Note that in this encounter, the priest has already cast his *lightning bolt*; but if the PCs skip this encounter and proceed to "Ambush!" they will face another like him who will be fully prepared.

Clockwork Furnishings (8): Int Low; AL N; AC 6; MV 9; HD 5; hp 30 each; THACO 16; #AT 1; Dmg 1d4+3 or 1d6+3 (four of each); SA nil; SD nil; MR nil; SZ S, M, and L (assorted); ML 20 (they never flee unless the Librarian orders them to do so)

Tier 4:

Minions of Talos, hm F6 (6): AL CE; AC 2 (plate mail and shield); MV 12; hp 40 each; THACO 15 (adjusted THACO 13 with broadsword); #AT 1; Dmg 2d4+5 (broadsword) or 1d4 (light crossbow w/10 bolts each); SA nil; SD nil; Str 18(01), Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 15

Priest of Talos, hm P10: AL CE; AC 3 (*magical vestment*); MV 12; hp 48; THACO 14; #AT 1; Dmg 1d4+1 (warhammer); SA spells, *shocking grasp* 1/day, lightning (see below); SD immune to lightning and electrical damage; Str 12, Dex 12, Con 10, Int 15, Wis 17, Cha 16; MR nil; SZ M; ML 16

Spells: 1st level - *cause fear* x2 (reversed form of *remove fear*), *cure light wounds* x2, *darkness*, *protection from good*; 2nd level - *heat metal* x2, *produce flame* x2, *wind lash* (F&A); 3rd level - *dispel magic*, *magical vestment* (precast), *resist fire*, *storm shield* (F&A); 4th level - *cure serious wounds*, *produce fire* x2; 5th level - *flame strike*

Special power: *lightning bolt* once per day. Note that in this encounter, the priest has already cast his *lightning bolt*; but if the PCs skip this encounter and proceed to "Ambush!" they will face another like him who will be fully prepared.

Clockwork Furnishings (8): Int Low; AL N; AC 4; MV 9; HD 6; hp 36 each; THACO 15; #AT 1; Dmg 1d6+3 or 1d8+3 (four of each); SA nil; SD nil; MR nil; SZ S, M, and L (assorted); ML 20 (they never flee unless the Librarian orders them to do so)

2. Ambush!

Skip this encounter if the PCs helped the clockwork furnishings in the earlier fight.

If the PCs did not intervene in the earlier fight, then they are ambushed by another group of Talosian invaders, this time without the aid of the clockwork defenders—and without the benefit of the priest having cast his *lightning bolt* before the PCs arrive.

If no PC is taking steps to scout ahead or otherwise be especially alert, the party is automatically surprised, and the minions of Talos gain one free round of actions. If a stealthy character leads the way, or if any other reasonable precautions are taken, allow the PCs to roll for surprise normally. Use the statistics from the previous encounter, but note that the priest has cast no spells nor used his *lightning bolt* yet. He will cast that *lightning bolt* on the first PC to attack him, or on the first PC to cast a spell if none attack him.

3. Sundial

Regardless of the PCs' path into the Clockwork City, they will eventually encounter the central square. Like the other blocks of the city, this one has five "grounds," the sixth surface open to the sky.

You reach what must be the center of the Clockwork City, another odd "square" consisting of four walls and a floor, all of which seem to be the real floor. A fountain spouts straight out and back "down" from one wall, and a series of stairways give you mild dizziness with their impossible angles.

The "floors" share one feature. Each has a large round sundial face set in its center, yet none has a stem.

In the center of the square, floating equidistant from each sundial surface, is a flat, straight metal rod, somehow casting its shadow on all five sundials at once, each time indicating half past noon.

Anyone inspecting the sundial faces finds the legend, "The End of Time" carved in Common characters around the edge of the circle. Likewise, any character who can read and write in Common and who examines

the suspended rod will find the letters "VER" carved on the end of one side of the rod, the letters "FORE" carved on the other side. Do not tell players whose characters cannot read Common what these letters are.

This rather heavy-handed clue is from the Librarian, who hopes the Talosians will be too blunt and direct to figure out a simple riddle, while anyone who might come to save him will be cleverer. The rod itself is a key to the Librarian's inner sanctum.

To use the key, the PCs must first recover it from its position 20' from the center of each of the five sundials. *Levitation* spells, the use of a lasso, or even stacking benches and shelves to form a ladder can accomplish this task.

That done, any party member who tries will find that he or she can bend the rod on a simple Strength check. Bending the rod in a circle—after twisting it once, so that the word FOREVER is formed by the characters on each side—forms a moebius strip, a flat strip which has only one outer surface (i.e., one can trace a finger from one point all the way back to the same point while covering each point on the strip without leaving the surface). In essence, it forms a line that goes on forever.

After forming a moebius strip with the rod, the PCs must restore the rod to its original position. Again, this is a relatively simple task, which the PCs can overcome with any good plan or use of magic. When the moebius strip sundial rod is back in place, read or paraphrase the following:

The moment the bent rod is in place, it begins to turn, slowly building up speed. On all the sundial faces, a dozen shadows turn faster and faster across the hours, indicating every hour at once!

With a grinding noise, the central sundial—the one across from the open sky—begins to sink down into the heart of the Clockwork City. As it descends, you see a ring of steps click into place around its perimeter, spiraling down.

Should the PCs follow the steps down, they descend 40' to an archway. Entering the archway, they see a huge but cluttered library filled with—among many other things—bookshelves, tables covered with maps, globes, astrolabes, and racks of scrolls.

The room is a clutter of knowledge, filled with papers, scrolls, books, maps, globes, sculptures, paintings . . . any form of written or crafted wisdom. Near the center, surrounded by tables and a large mirror, stands a small, thin, bespectacled man whose hands hover nervously above a bank of levers and switches. Glancing quickly at the mirror, he starts, then snaps his head around to face you.

"Wuh . . . well met. I hope."

The Librarian is a busy figure, as he is the incarnation of Oracle's ego. Like the other incarnations, he is unable and unwilling to leave his domain. And despite his trepidation about the PCs' intentions, he is pretty sure they are here to help.

"This much I can tell you with certainty," explains the librarian. "We are under attack by minions of Talos, the god of destruction. Fortunately, many of them were lost to our defenses during the initial assault, but they caused much damage even as we escaped. There are others like myself, you see. Each of us is a part of the whole, and we each have our separate lands. Or rather, each of us is a separate land. So protecting the Clockwork City is simply a matter of self-preservation, for me.

"Anything more you wish to know, you shall have to ask. I am too busy to be distracted. There is so much to do!" He spins the globe before him, peering anxiously at it a moment before turning his attention to a great lens balanced by intricate devices over a strange, wriggling map.

- If asked about himself, the librarian reports that he "keeps an eye on things," and that his purpose is "to keep things in good order."
- He knows the invaders are minions of Talos because he researched their symbols and the icons on their clothing.
- If asked, he promises to watch over the PCs as they leave the city, making their passage easy with his controls and mechanisms. In truth, the PCs will have no ill encounters as they leave.
- The map the Librarian studies is of the Clockwork City. It changes and moves so strangely that any PC observing it must roll under his or her Intelligence on 1d20 or suffer a splitting headache.
- If asked for any help at all, he will tell them that there is one boon he can give them.

"Recall! That's what's important. You needn't memorize much when you have such an expansive library. But knowing where to look . . . that's what's important. And that's why you need good recall.

"This will work for only one or two of you, better one than two. But decide who shall receive the gift, and I will give it to you."

If asked about the gift, the librarian will explain simply, "It will allow you greater use of your spells." Give the **certificate(s)** for the Gift of Spell Bonus to the PC or PCs who receive it.

Pinnacle

Though it looked distant from the plateau, the pinnacle rises before you after only a short journey. Gazing up, you see that your real journey has yet to begin, for the pinnacle looms high and narrow over the land. Though you see many rough ledges and rising paths on which you may climb, you know the ascent will be an arduous one.

But the climb itself is not the only danger. A flashing ring of lighting encircles the pinnacle halfway to the top. It stutters up and down as if attempting to climb, but failing.

And still the small dark forms circle the pinnacle beyond that ring of lighting. You can see even from here that they are no natural creatures. Their long bodies dangle gracefully behind the wide black wings.

The Climb:

The ascent itself should provide some uncertainty and a little real danger. Have each player roll one Dexterity check for his or her character on the climb up to the ring of lightning. Any failure indicates a stumble, some rocks sliding out from underfoot, or some other event with which to scare the players but not injure the characters (Allow characters with the mountaineering proficiency a +2 bonus per proficiency slot, and award the bonus to all PCs if the proficient character leads them up the mountain). However, any roll of 20 on the Dexterity check indicates a real fall—not a free-fall tumble from the spire, but a sliding fall along the slope.

PCs who had the foresight to rope themselves together fall only a short distance, suffering 2 points of abrasion damage before being caught by their companions.

Falling PCs who are not roped together must make successful Dexterity checks to regain their hold on the mountain. For the initial fall, and for each failed Dexterity check afterward, falling PCs suffer 2 more points of damage from the abrasive slide. If somehow a PC fails three Dexterity checks after the initial fall, he or she does tumble away from the slope and experiences the relatively short-term thrill of free-fall. Don't bother with saving throws or damage dice. A free-fall is death unless the PCs can save the unfortunate victim with magic or clever use of skills.

The Lightning:

The ring of lightning is a magical barrier meant to confine and ultimately to kill this fragment of Oracle's personality. However, this particular fragment is the diviner's will and wonder, his strength of spirit. The philosopher has been able to prevent the ring of lightning from rising to the top of his spire by willpower alone, but it grows weak.

When the PCs reach the ring of lightning, they must either find a way to pass it unharmed or suffer its damage. If they search the area immediately below the ring (which moves up and down in fairly regular intervals of five rounds), they can spot a crevice which bites into the spire and provides an alternate path upward, beyond the highest point of the ring's boundaries. Any demi-human character, or any human character with tracking or mountaineering, will find this crevice automatically if they search. For any other character, a successful search for secret doors is required to find it.

If for any reason the PCs do not travel through the crevice, they must pass through the ring of lightning. If they wait until the ring is moving down, then scramble up quickly, each PC suffers only 2 points of lightning damage per tier (as the ring is weak also, and is not "aware" of the PCs as it is of the philosopher). However, if they simply charge through with no mind to the ring's motion, they will suffer 2 points of damage per tier for each of the five rounds it takes to climb through the boundaries of the ring. Any PC who complains about the damage or otherwise suggests that charging though isn't the best course may roll 1d20 against his or her Intelligence. Success gives the PC the idea that the ring's motion can be used against the barrier, and that a quick rush up while it is traveling down would keep the damage to a minimum.

The Vultures:

The first of Talos' minions to pursue the philosopher were these giant vultures - nasty, wicked, filthy creatures who would rather wait for others to attack, then descend upon the kill. They have not ascended the spire largely because Oracle has kept them, just like the lightning, at bay through force of will alone. In short, he wills them to remain down, and the effect is that the vultures are frightened.

While the PCs ascend, the vultures fly too far away to be attacked except by spell or missile weapon (100 yards away). Unless the PCs attack the vultures, the birds will not attack until the characters crest the summit. If, however, the PCs attack, they do so from the distinct disadvantage of clinging to the side of the spire. Attacks from this position suffer a -2 penalty on "to hit" and "damage" rolls.

When the PCs reach the top of the pinnacle, they find the philosopher upon a 30' diameter level area.

Near the center of the top floats a figure very like a human. But it is too thin, its arms and legs too long, and—most striking of all—its head floats above its narrow shoulders! In fact, at each point where a human would have a joint, this figure has no visible connection between shoulder and arm, thigh and calf. It seems more a magical, abstract sculpture than a living being, until it turns its hairless head toward you.

"Well met, my rescuers," it greets you in a genderless voice. "I see no way to escape unless you have slain the vultures and destroyed the ring of lightning. But I have urgent news for you to carry beyond these lands."

Before the figure can say another word, the great black form of a vulture rises behind it. With a horrid chorus of shrieks, the rest of its flock rises up over the edge of the summit!

The philosopher will be of no help to the party, as it will immediately realize that its broken concentration allowed the birds and—worse yet—the ring of lightning to ascend again. It bends its mind to the task of forcing the lightning back down the spire.

If any PC asks what the philosopher is doing while they fight the vultures, it will say only, *"Keeping . . . lightning . . . down."* This remark may give the PCs the clue they need to defeat the vultures without combat.

The vultures attack from the air, using their claw attacks at first. When any vulture has taken six or more points of damage, it must land on the summit. Thereafter, it will attack with its beak.

Also, for the purposes of this tournament, do not roll **morale** for the vultures. They will attack until three of them are slain or grounded, whereupon the remaining vultures who can fly will flee; those on the summit will fight until dead.

The vultures have a special **vulnerability** in this land. Just as the philosopher was able to keep them at bay through force of will alone (until the PCs arrived to distract him), so too can the PCs force the vultures away just by force of will. Any character who orders the vultures away, or any character whose player voices a desire for the vultures to leave, may roll 1d20 vs. his or her Wisdom. Any result below the PC's Wisdom score indicates that one vulture suddenly squawks and flies away. **Each PC can force one vulture away in this fashion.**

Tier 1:

Vultures (6): Int average; AL NE; AC 7; MV 9/fl 24; HD 2; hp 10 each; THAC0 18; #AT 1 or 2; Dmg 1d4 (beak) or 1d3/1d3 (claws); SA nil; SD nil; MR nil; SZ L; ML special

Tier 2:

Vultures (6): Int average; AL NE; AC 7; MV 9/fl 24; HD 4; hp 20 each; THAC0 16; #AT 1 or 2; Dmg 1d4 (beak) or 1d3/1d3 (claws); SA nil; SD nil; MR nil; SZ L; ML special

Tier 3:

Vultures (6): Int average; AL NE; AC 5; MV 9/fl 24; HD 6; hp 24 each; THAC0 14; #AT 1 or 2; Dmg 1d6 (beak) or 1d4/1d4 (claws); SA nil; SD nil; MR nil; SZ L; ML special

Tier 4:

Vultures (6): Int average; AL NE; AC 2; MV 9/fl 24; HD 8; hp 32 each; THAC0 12; #AT 1 or 2; Dmg 2d4 (beak) or 1d6/1d6 (claws); SA nil; SD nil; MR nil; SZ L; ML special

Once the vultures are defeated or chased away, the philosopher will thank the PCs and tell them what it has divined:

"Good! By defeating the vultures, you enabled me to break the ring of lightning. It was just a matter of concentration." The strange, featureless head dimples in what must be a smile.

"The stars have guided me in my divinations, and I know what threatens the city. A fiery meteor hurtles toward the Vast and Ravens Bluff, where it will smash the land like a fragile vase.

"But the catastrophe can be averted if something is placed in the path of the meteor, or if something strikes it with enough force to divert its course. The problem is finding a way to reach the meteor before it draws too close.

"To do this, you must find a spelljamming ship—a vessel designed to sail not the face of the ocean but the starry sky. If you would save Ravens Bluff and all the Vast, you must find such a craft. Alas, though I half-remember divining a solution to that problem, I can't remember what it is. It is as though the memory were taken from me."

In fact, the memory simply exists in another fragment of the dream lands. The philosopher has no other advice to give the PCs. It knows nothing of the other lands, except that they exist.

Forest

The mournful call of the horn grows more persistent as you descend to the wooded hills. Great oaks rise around you, sheltering smaller trees and tangled underbrush from the harsh sunlight. Spotted with dark, lush meadows, the forest would be beautiful in fairer weather. The horizon is a ring of dark storm clouds, and all the shadows seem strange in the weird light. Again the horn wails, and now you hear also the rising clamor of angry voices.

There, about 100 yards away! Something thrashes through the brush and bursts into the open field. It is a great stag, leaping with graceful stride. No! It is a centaur . . . or a sort of centaur. The creature's man-like torso gleams with sweat, black hair matted to tawny skin. A wide rack of antlers spreads up above a bearded face. The stag-man runs hard across the open meadow, a spear gripped tightly in one hand, and a

leather pouch held tight against the opposite hip. Shouts as from a mob grow louder behind him.

This stag-man is Oracle's aspect, and what he flees are agents of Talos, a hunter and his hounds.

If the PCs do nothing, they can observe the stag-man disappear into a copse opposite where he appeared. If they call out to him or stand forth, he will slow his flight enough to hear what they have to say. Any words offering help will cause him to stop and stand with the party. But before he can say anything of use, his pursuers arrive.

If the PCs fail to stop the stag-man, the hounds will turn on them anyway, as the PCs are intruders in the wood.

Erupting from the woods, nearly a dozen hounds rush across the meadow. Again, your first impression is wrong: these are no common hounds, for they have the heads of men, champing and snarling. Wild eyes roll in the incongruous faces, and pink ribbons of saliva stream from their fanged mouths. They sweep across the meadow toward you.

If the PCs did not stop the stag-man earlier, he will return on the third round of combat, seeing that the PCs are fighting against the hounds. The hounds themselves will fight to the death at this point.

Five rounds after the combat with the hounds begins, the huntsman will appear. Proceed first to the melee with the hounds, and then read the following after those five rounds have passed:

The horn sounds again, so loud you think your skulls may burst. By the edge of the woods stands the source: A powerful hunter dressed all in dark red leathers, his belt draped with horrible trophies, their dead eyes mute testimony to the cruelty which impelled their killer. His own eyes dance like wicked lightning under a nasty helm made from a lion's skull. With an assassin's grin, he grips an ash spear and launches himself across the meadow.

The hunter fights anyone who defends the stag-man, otherwise attacking his original prey. The hunter will throw his spear only if he takes more damage from a missile-range opponent than from a melee-range opponent in a round. For instance, if a wizard casts a *magic missile* spell that causes 5 points of damage in the same round that the warrior in melee with the hunter inflicts only 3 points, then on the following round the hunter will throw his spear at the wizard.

The hunter will fight until reduced to 5 or fewer hit points, whereupon he and the hounds will flee. The hounds will fight until the hunter flees or is killed.

Tier 1:

Man-hounds (10): Int Semi; AL N; AC 7; MV 18; HD 1+1; hp 8 each; THAC0 20; #AT 1; Dmg 1-4; SA nil; SD nil; MR nil; SZ S; ML special.

Stag-man (1): Int High; AL NG; AC 5; MV 18; HD 4; hp 20; THAC0 17; #AT 2 or 1; Dmg 1-6 (front hooves) and weapon (1-8, long spear), or 1-6 (hind hooves); SA nil; SD nil; MR nil; SZ M; ML 15.

The Huntsman (an Agent of Talos): Int Very; AL CE; AC 3; MV 12; HD 5; hp 26; THAC0 16 (adjusted THAC0 14); #AT 1; Dmg 1d6+2 (*spear of lightning* +2); SA nil; SD nil; MR nil; SZ M; ML 20.

Magical item: *spear of lightning* +2, which is identical in all ways to a *javelin of lightning* except that it can be used as a *spear* +2 in melee combat or thrown as a *javelin of lightning*. This latter power does not destroy the spear, but it does require the use of a charge. Currently, the spear has three remaining charges. Note that the lightning spear does not magically return to the caster's hand, so once thrown it must be recovered. This spear exists only in the dream lands, so if the characters try to take it with them, it will not appear with them when they wake.

Tier 2:

Man-hounds (10): Int Semi; AL N; AC 7; MV 18; HD 2+2; hp 14 each; THAC0 19; #AT 1; Dmg 2-5; SA nil; SD nil; MR nil; SZ S; ML special.

Stag-man (1): Int High; AL NG; AC 5; MV 18; HD 4; hp 20; THAC0 17; #AT 2 or 1; Dmg 1-6 (front hooves) and weapon (1-8, long spear), or 1-6 (hind hooves); SA nil; SD nil; MR nil; SZ M; ML 15.

The Huntsman (an Agent of Talos): Int Very; AL CE; AC 3; MV 12; HD 6; hp 30; THAC0 15 (adjusted THAC0 13); #AT 1; Dmg 1d6+2 (*spear of lightning* +2); SA nil; SD nil; MR nil; SZ M; ML 20.

Magical item: *spear of lightning* +2, which is identical in all ways to a *javelin of lightning* except that it can be used as a *spear* +2 in melee combat or thrown as a *javelin of lightning*. This latter power does not destroy the spear, but it does require the use of a charge. Currently, the spear has three remaining charges. Note that the lightning spear does not magically return to the caster's hand, so once thrown it must be recovered. This spear exists only in the dream lands, so if the characters try to take it with them, it will not appear with them when they wake.

Tier 3:

Man-hounds (10): Int Semi; AL N; AC 7; MV 18; HD 2+2; hp 16 each; THAC0 19; #AT 3 (claw/claw/bite);

Dmg 1-4/1-4/2-8; SA nil; SD nil; MR nil; SZ S; ML special.

Stag-man (1): Int High; AL NG; AC 5; MV 18; HD 4; hp 20; THAC0 17; #AT 2 or 1; Dmg 1-6 (front hooves) and weapon (1-8, long spear), or 1-6 (hind hooves); SA nil; SD nil; MR nil; SZ M; ML 15.

The Huntsman (an Agent of Talos): Int Very; AL CE; AC 3; MV 12; HD 8; hp 40; THAC0 13 (adjusted THAC0 11); #AT 1; Dmg 1d6+2 (*spear of lightning* +2); SA nil; SD nil; MR nil; SZ M; ML 20.

Magical item: *spear of lightning* +2, which is identical in all ways to a *javelin of lightning* except that it can be used as a *spear* +2 in melee combat or thrown as a *javelin of lightning*. This latter power does not destroy the spear, but it does require the use of a charge. Currently, the spear has three remaining charges. Note that the lightning spear does not magically return to the caster's hand, so once thrown it must be recovered. This spear exists only in the dream lands, so if the characters try to take it with them, it will not appear with them when they wake.

Tier 4:

Man-hounds (10): Int Semi; AL N; AC 7; MV 18; HD 4; hp 24 each; THAC0 17; #AT 3 (claw/claw/bite); Dmg 1-4/1-4/2-12; SA nil; SD nil; MR nil; SZ S; ML special.

Stag-man (1): Int High; AL NG; AC 5; MV 18; HD 4; hp 20; THAC0 17; #AT 2 or 1; Dmg 1-6 (front hooves) and weapon (1-8, long spear), or 1-6 (hind hooves); SA nil; SD nil; MR nil; SZ M; ML 15.

The Huntsman (an Agent of Talos): Int Very; AL CE; AC 3; MV 12; HD 8; hp 40; THAC0 13 (adjusted THAC0 11); #AT 2; Dmg 1d6+2 (*spear of lightning* +2); SA nil; SD nil; MR nil; SZ M; ML 20.

Magical item: *spear of lightning* +2, which is identical in all ways to a *javelin of lightning* except that it can be used as a *spear* +2 in melee combat or thrown as a *javelin of lightning*. This latter power does not destroy the spear, but it does require the use of a charge. Currently, the spear has three remaining charges. Note that the lightning spear does not magically return to the caster's hand, so once thrown it must be recovered. This spear exists only in the dream lands, so if the characters try to take it with them, it will not appear with them when they wake.

After the combat, the stag-man will thank the PCs for their help:

"They've been chasing me for days," he breathes. "I was able to stay ahead of them only because I know

the forest so well. But I couldn't have kept escaping them. My thanks for your help."

If questioned, the stag-man will be of little help. He knows that the hunter and hounds appeared with a recent storm, and though the rain has stopped, the air still smells of impending storm.

He knows that there are other lands nearby, and he has traveled close enough to look up at the plateau or down at the islands. The wasteland frightens him, and the clockwork city gives him a headache. The pinnacle hasn't always had a ring of lightning around it; that came with the storm. He has never left the forest.

The stag-man has a scroll within his gathering pouch, though he does not remember getting it nor why he might have it. Since the PCs have proven themselves friends, he will give it to them as the only thing he has that is even partly worthy as a gift. Tell this clue only to PCs who have the reading/writing Common proficiency. The otherwise non-magical parchment reads:

Where children clamor to go
Where boredom travels to die,
In the laughing streets of tents
Hides a fish that learned to fly.

Once the prophetic verse is read, the text crawls and wriggles on the parchment, transforming into a *haste* spell scroll. This scroll exists only in the dream lands and will not appear with the characters as they wake. To benefit from it, the PCs must use it while in the dream lands.

Pearl Beds

Here the moon is full and bright where moments ago the sun shone all around. The ocean laps gently on the strand, the cool white sands stretching to the deep blue horizon. Dark palms bow gracefully against the starry sky, like supplicants before a vast altar.

Far out over the ocean, a dark haze of storm clouds lingers like a wolf waiting for its prey to fall asleep.

The most unusual feature of this area is that a soft luminescence penetrates the black waves. Something down there is glowing, and the dark shapes which cross the light can't all be waves.

This domain consists of a bordering beach surrounding a deep tropical bay. The PCs appear to be on an island, but if they travel more than five rounds or 100 yards inland, they will find themselves back at the previous land (or whichever land they intend to visit next).

The dark shapes in the water are those of sahuagin, dolphins, and a mermaid. The sahuagin are attacking the pearl bed, which is the seat of knowledge in this

domain. The dolphins are the servants of the mermaid, who is Oracle's aspect here.

If the PCs watch for more than a round, one of them will note a dark shape surfacing in the bay. It is one of the mermaid's dolphins, who must rise periodically for air during their defense of the pearl beds. The attacking sahuagin need not surface, so they are beginning to watch the dolphins carefully in order to attack when several of the defenders must rise for air.

With a startling splash and a gasping spray of water, something smooth and pale surfaces about 20 yards beyond the shore. In the moonlight you see a gray, finned body slip back beneath the water. A moment later, you see a similar creature surface for a moment before returning to the dark waters.

Any PC who examines the creatures or who simply asks what they are may identify them as dolphins after making a simple Intelligence check on 1d20. If any PC asks if the shapes are those of sharks, an Intelligence check with a +2 bonus will indicate that they are certainly not sharks.

Nothing untoward visits the PCs so long as they remain upon the beach. They will hear the lapping of the waves and may observe that dark shapes seem to swim below the waves. The glow they noticed is persistent though constantly marred by the movement of the waves and the other shapes. The PCs may take their time here, until they enter the water.

If the PCs wade out into the surf, they will find it relatively gentle. Those with the swimming proficiency may move about freely at 1/2 their base movement rate x 10 yards, assuming they are not wearing metal armor. (See pages 120-122 of the PHB for complete swimming rules.)

Any PC who tries to breathe the water or who begins to "drown" will find that he or she can actually breathe the water here. No one can possibly drown, though each PC is still bound by swimming movement restrictions. This dream domain recognizes the PCs as friends, and so it has leant them this special power. Discovering that they can breathe the water here is the PCs' first real obstacle.

When the PCs have learned they can breathe the water, or whenever one swims below the surface, read or paraphrase the following:

The shapes you saw earlier are much more clear when seen from under the water. A half-dozen dolphins swim a circuit around a wide sandy bed of oysters. Waving tentacles of seaweed encircle the bed, and beyond them rises a crusty coral reef that provides a natural defense on that side. But the dolphins are sorely outnumbered by a band of scaly man-fishes, wicked-looking creatures bearing tridents and barbed spears.

Among the dolphins swims a mermaid, her pale human flesh almost luminous among the white shells of the oysters. With a quick motion of her rainbow tail, she darts toward a sahuagin who swims too close, fending him off with her own coral trident. Her eyes look weary as you see another of the dolphins move quickly to the surface, leaving a gap in the line of defense.

The PCs have found the aspect of this domain, as well as the invaders she faces. The swimming shapes among the dolphins are sahuagin, circling the pearl beds in an attempt to find a weakness in the mermaid's defenses. Sighting the PCs, the sahuagin will immediately perceive them to be outsiders and enemies. They will concentrate all of their attacks on the PCs, but four dolphins will join the fray against the sahuagin two rounds after combat begins. On the third round, the mermaid will also enter combat; but she will flee if injured. Her first priority is to protect the pearl beds.

Tier 1:

Sahuagin (8): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 8 each; THAC0 19; #AT 1; Dmg 1-6 (trident/spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Dolphins (6): Int Very; AL LG; AC 5; MV Sw 30; HD 2+2; hp 10 each; THAC0 19; #AT 1; Dmg 2-8; SA nil; SD Save as 4th-lvl fighter; MR nil; SZ M; ML 11.

Mermaid (1): Int Average; AL N; AC 7; MV 1, Sw 18; HD 2; hp 11; THAC0 18; #AT 1; Dmg 1-6 (trident); SA nil; SD nil; MR nil; SZ M; ML 10.

Tier 2:

Sahuagin (12): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 16 each; THAC0 19; #AT 1; Dmg 1-6 (trident/spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Dolphins (6): Int Very; AL LG; AC 5; MV Sw 30; HD 2+2; hp 10 each; THAC0 19; #AT 1; Dmg 2-8; SA nil; SD Save as 4th-lvl fighter; MR nil; SZ M; ML 11.

Mermaid (1): Int Average; AL N; AC 7; MV 1, Sw 18; HD 2; hp 11; THAC0 18; #AT 1; Dmg 1-6 (trident); SA nil; SD nil; MR nil; SZ M; ML 10.

Tier 3:

Sahuagin (12): Int High; AL LE; AC 5; MV 12, Sw 24; HD 3+3; hp 22 each; THAC0 18; #AT 1 or 5; Dmg 1-6 (trident/spear) or 1-2/1-2/1-4/1-4/1-4 (claw/claw/bite-/kick/kick); SA nil; SD nil; MR nil; SZ M; ML 12.

Dolphins (6): Int Very; AL LG; AC 5; MV Sw 30; HD 2+2; hp 14 each; THAC0 19; #AT 1; Dmg 2-8; SA nil; SD Save as 4th-lvl fighter; MR nil; SZ M; ML 11.

Mermaid (1): Int Average; AL N; AC 7; MV 1, Sw 18; HD 3; hp 18; THAC0 17; #AT 1; Dmg 1-6 (trident); SA nil; SD nil; MR nil; SZ M; ML 10.

Tier 4:

Sahuagin (12): Int High; AL LE; AC 5; MV 12, Sw 24; HD 5+5; hp 34 each; THAC0 16; #AT 1 or 5; Dmg 1-6 (trident/spear) or 1-2/1-2/1-4/1-4/1-4 (claw/claw/bite-/kick/kick); SA nil; SD nil; MR nil; SZ M; ML 12.

Dolphins (6): Int Very; AL LG; AC 5; MV Sw 30; HD 3+3; hp 20 each; THAC0 18; #AT 1; Dmg 2-8; SA nil; SD Save as 4th-lvl fighter; MR nil; SZ M; ML 11.

Mermaid (1): Int Average; AL N; AC 7; MV 1, Sw 18; HD 3; hp 18; THAC0 17; #AT 1; Dmg 1-6 (trident); SA nil; SD nil; MR nil; SZ M; ML 10.

After the PCs have defeated the sahuagin, the dolphins all surface at once, weary of the fight and trustful of the PCs (unless one or more of the PCs acts at all threatening). The mermaid beckons the PCs toward the pearl beds, where five giant oysters rest on the sea floor.

The mermaid leads you to a vast bed of oysters, most of them the hand-sized shells you have seen before. But at the center is one gigantic shell, larger than a treasure chest.

"Since the storm," says the mer-woman, "I sensed that friends were on the way. Thank you for helping. We barely could keep those evil things away. They wanted the treasure."

If asked about the treasure, the mermaid says:

"We protect it against the storm. But since you are friends to the sea, you may share the treasure. And perhaps you can tell me what is carved upon the great pearl. None here can understand the markings, though they must be important." She claps her hands, the sound muted by the water. But then the great oyster shell opens to reveal dozens of ordinary pearls . . . and one tremendous pearl engraved with written words.

The mermaid allows each PC to take as many pearls as they like. Describe them as countless, and make much of asking the players how their characters will store this great wealth in their pockets, pouches, and packs. It doesn't matter how much they take; it all vanishes when they wake.

Any PC able to read Common may read the inscription on the Great Pearl (give the clue only to PCs who can read/write Common). They are Oracle's words, explaining the location (in the harbor) of one of the spelljamming vehicles he located in his divinations.

Because he could not be sure that the clue would not fall into the hands of Talos' agents, he left them cryptic:

On the mirror of the sky,
Where the earth and sea are one
Rests the vessel that can fly
Past the circle of the sun.

Once the verse is read, the inscription writhes and changes on the pearl, transforming into a *heal* spell scroll (albeit on an unusual surface). This pearl-scroll exists only in the dream lands and will not appear with the characters as they wake. To benefit from it, the PCs must use it while in the dream lands. Also, for the purpose of this adventure, there is no chance of spell failure if the PCs use this spell. Any PC who voices the guess "harbor" or "spelljammer" before leaving the Pearl Beds triggers the XP award below.

The Mermaid can provide no other real help for the PCs. Neither she nor her dolphins can leave the water, and they have no other clues to offer them.

PART III: The Sleeper Awakes

There are three general levels of success in this tournament: failure, success, and complete success.

Failure occurs whenever all of Oracle's fragments are destroyed—or if, when 30 minutes remain in the slot, none of the fragments encountered by the PCs have been rescued. Any team that somehow manages to advance to the second round with a failure in the first round will be assumed to have succeeded.

Success means that the PCs have rescued some but not all of the personality fragments, and complete success means they have rescued them all.

Failure

If somehow all of Oracle's aspects are destroyed by the agents of Talos, or if all the fragments encountered by the PCs have been destroyed when playing time is up (by the time only 30 minutes remain in the slot), then the PCs will have no way out of the dying mind of the diviner. They will pass away as do dying dreams, gone forever when Oracle perishes. Should this terrible event occur, read the following:

Never have you seen a storm close so suddenly! But the sky is nearly black with the leaden clouds which so quickly surged inward from the ringing horizon, obscuring all but the dullest red light seeping from the waste lands.

And then come a howl of wind, hard as stone and cold as ice. It rips through your bodies like a thousand

thousand darts, chilling you body and spirit. And then you hear that the wind is not a single voice, but a cacophony of mad screams and senseless recitations of awful prayers. They riddle your minds and beat at your hope and resolve until you, too, are screaming into the formless wind.

When the darkness comes, it is as much a blessing as a doom. Your eyes are empty, your ears blank as space, your thoughts dwindling to nothing, nothing, nothing . . . and then not even a dream.

Console the team as well as you can. If they had bad luck, made some stupid mistakes, but still gave it a good try, remind them that even though they perished, they strove together against the darkness—and that's what makes heroes.

The Deans of the Wizards Guild will take the PCs' bodies to a temple and arrange for *raise dead* or *resurrection* spells at half the normal price, if the PCs have sufficient funds for this.

Success!

Most teams should be able to encounter at least two or three of the aspects and rescue them from the agents of Talos. When there are 30 minutes remaining in the slot, read the following to the players whether they have finished or not (even if they are in the middle of a combat):

Without warning, all of you feel a surge of warmth and power, and then a terrible brightness lifts you into an endless white space, blinding you even as it takes away the weight of the world. You float helplessly in a blank void, and then the brightness becomes too much to bear. You would gasp if you had a mouth, but bodiless you drift from absolute light to diminishing gloom, then finally to the cool darkness of sleep . . . or death.

Give the players a moment to react, perhaps looking sorrowfully at them for a moment. Answer any questions vaguely: *"You don't sense anything. You aren't dreaming, that's for sure."* Don't leave them hanging for more than a moment or two—just enough time to let a little doubt grow in their imaginations. Then continue:

You wake so comfortably that you can't imagine why you'd want to rise from your slumber. But then the voice that must have woken you speaks again:

"You've done it!" he insists. "You've woken Oracle!" Alcides Von Tighe stands smiling amidst a rather empty sitting room. Each of you reclines on a couch or daybed, a pair of stuffed ottomans or chairs.

Shaking the sleep from your heads, you see that several of the Deans stand or sit among you.

"He remains disoriented, and he is still very weak. It sounds as if his mind . . ." Von Tighe looks very solemn and even sad, and all the other Deans look down gravely.

"Parts of his mind have been damaged. But he was able to tell us how you helped him, and we have both rewards and another request of you.

"Are you willing to help again?"

If pressed for details, Von Tighe will say he needs an answer now, though everything will be explained later. If the PCs respond immediately in the positive, they will be rewarded with extra experience points. If they hem and haw but finally accept, the Wizards Guild is still grateful, but they lose the bonus.

When the PCs are out of questions, or when there's no time left in the session (20 minutes before the slot ends), Von Tighe will summon a servant who brings the PCs their reward. Because Oracle remembers something of his dreams, the gifts reflect the actions the PCs took within the dream. Note that these rewards are *not the same* as those for Complete Success, below.

Each character receives one *potion of extra healing* regardless of the events in the dream (as long as they had a partial or complete success). These potions are temporary and expire at the end of round two of this tournament.

The remainder of the rewards must be divided among the party as the players see fit.

- ◆ If the PCs released the beast, they receive one *potion of super-heroism* and one *potion of fire giant strength*.
- ◆ If the PCs reached the philosopher, they receive two pieces of *incense of meditation*.
- ◆ If the PCs saved the stag-man, they receive one *spear of lightning +1*. The spear functions exactly as a javelin of lightning, except that it has six charges and is not rechargeable. After the sixth charge is used, it remains a *spear +1* with no special powers.
- ◆ If the PCs saved the mermaid, they receive six fine pearls, each inscribed with Oracle's symbol - a circle cut by a crescent arc, and each worth 1000 gp.

Complete Success

An exceptionally competent party might encounter and rescue all five main fragments of Oracle's personality. If so, give them some applause! They've done well indeed. When they have received the gift of the last of the fragments, read the following to them:

This time it's different: All of you feel the surge of warmth and power, and then a terrible brightness lifts you into an endless white space, blinding you even as it takes away the weight of the world. You float helplessly in a blank void, and then the brightness becomes too much to bear. You would gasp if you had a mouth, but bodiless you drift from absolute light to diminishing gloom, then finally to the cool darkness of sleep . . . or death.

Give the players a moment to react, perhaps looking sorrowfully at them for a moment. Answer any questions vaguely: "You don't sense anything. You aren't dreaming, that's for sure." Don't leave them hanging for more than a moment or two—just enough time to let a little doubt grow in their imaginations. Then continue:

You wake so comfortably that you can't imagine why you'd want to rise from your slumber. But then the voice that must have woken you speaks again:

"You've done it!" he insists. "You've woken Oracle!" Alcides Von Tighe stands smiling amidst a rather empty sitting room. Each of you reclines on a couch or daybed, a pair of stuffed ottomans or chairs. Shaking the sleep from your heads, you see that several of the Deans stand or sit among you—including the rather sickly form of Oracle, who gives you a wan but friendly smile.

He says, "You have my lasting gratitude, but your full reward must wait a while longer. Now that you know what threat is coming to the Vast, you must help prevent it. Are you willing?"

One hopes the players will respond immediately in the positive. Oracle is perfectly willing to answer questions or clarify what the players have discovered while traveling his dream. Feel free to extemporize his conversation, drawing on all the information his aspects knew.

When the PCs are out of questions, or when there's no time left in the session (20 minutes before the slot ends), Von Tighe will summon a servant who brings the PCs their reward. Because Oracle remembers something of his dreams, the gifts reflect the actions the PCs took within the dream.

Each character receives one *potion of extra healing* regardless of the events in the dream (as long as they had a partial or complete success). These potions are temporary and expire at the end of round two of this tournament.

The remainder of the rewards must be divided among the party as the players see fit.

- ◆ If the PCs released the beast, they receive one *potion of super-heroism* and one *potion of fire giant strength*.

- ◆ If the PCs reached the philosopher, they receive two pieces of *incense of meditation*.
- ◆ If the PCs saved the stag-man, they receive one *spear of lightning* +2. The spear functions exactly as a javelin of lightning, except that it has six charges and is not rechargeable. After the sixth charge is used, it remains a *spear* +2 with no special powers.
- ◆ If the PCs saved the mermaid, they receive six fine pearls, each inscribed with Oracle's symbol, a circle cut by a crescent arc, and each worth 1,000 gp.

Epilogue

Just before turning to score sheets and experience, read or paraphrase the following:

"Look," gasps Barton, standing heretofore unnoticed by a window. He looks up above the rooftops of the city, his moon-white face tinted by a reflected fire. As you draw closer you can see what strikes such awe into his visage.

Blazing past the slim crescent of Selune's smile comes a fiery meteor, its wide head tumbling as it trails a long, thin handle.

"There it comes," says Belinda in a hushed voice. "The doom Oracle foresaw."

Lady Norwood whispers huskily, "A Hammer of Fire."

The End

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+ |

With the Wizards Guild

Do the PCs question the Deans? 50 xp

The Plateau

Do the PCs question the boy? 50 xp

The Wasteland

Do the PCs free the Beast? 100 xp

Do the PCs defeat the Guardian? 200 xp

The Clockwork City

Do the PCs defeat the Talos minions? 100 xp

Do the PCs defeat the Priest? 100 xp

The Sundial and Librarian

Do the PCs figure out the puzzle? 50 xp

Do the PCs question the librarian? 50 xp

The Pinnacle

Do the PCs reach the top of the Pinnacle? 25 xp

Do the PCs *will* the vultures away? 100 xp

The Forest

Do the PCs defeat the hounds? 100 xp

Do the PCs defeat the huntsman? 100 xp

Do the PCs guess "circus"? 25 xp

The Pearl Beds

Do the PCs defeat the sahuagin? 200 xp

PCs guess "harbor" or "spelljammer"? 25 xp

Returning to the Wizards Guild

PCs immediately agree to help? 25 xp

Total Experience Points Possible: 1,300 xp

For Tier 2: 2,600 xp

For Tier 3: 3,900 xp

For Tier 4: 5,200 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.

2. 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.
3. 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.

Conclusion:

- Each character receives one *potion of extra healing* regardless of the events in the dream. These potions are temporary and expire at the end of round two of this tournament (thus there are no certificates – Round Two has a note about them).
- If the PCs released the beast, they receive one *potion of super-heroism* and one *potion of fire giant strength*.
- If the PCs reached the philosopher, they receive two pieces of *incense of meditation*.
- If the PCs saved the mermaid, they receive six fine pearls, each inscribed with Oracle's symbol - a circle cut by a crescent arc - and each worth 1000 gp.

In addition, the PCs may receive one but not both of the following-

Partial Success:

- ◆ If the PCs saved the stag-man but failed to save one or more of the other fragments, they receive one *spear of lightning +1*. The spear functions exactly as a javelin of lightning, except that it has six charges and is not rechargeable. After the sixth charge is used, it remains a *spear +1* with no special powers.

OR

Complete Success

- ◆ If the PCs saved the stag-man *and* managed to save all of the other fragments, they receive one *spear of lightning* +2. The spear functions exactly as a javelin of lightning, except that it has six charges and is not rechargeable. After the sixth charge is used, it remains a *spear* +2 with no special powers.

Hammer of Fire

A Two-Round Living City Tournament Round Two: Wrath of Talos

by Kevin Melka

In Round One, you learned of a terrible threat to the city. Now it is up to you to prevent a cataclysm. The mission may be dangerous, but how can you refuse when the alternative is such devastation? This is a challenging adventure for a well-rounded team.

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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.

There are some effects from Round One that continue into this round, so be aware of them. There are no certificates for these effects. In addition, the party has one *potion of healing* per member at the start of Round Two (from Round One), which expire at the end of the round.

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 |

GM Synopsis

Note: The more portions of Oracle's mind the PCs successfully rescued in Round One, the more information they will have to defend Ravens Bluff in this round.

Round Two details the PCs' acquisition of a spelljamming ship in an attempt to destroy the meteor before it reaches Toril. The party is given a spelljamming helm, a pilot, and a weapon that can destroy the meteor. All they need is a ship to attach the helm to, and they can travel to meet the meteor. Depending on how much information they gathered in Round One (rhymes from Oracle's dream), the PCs may have to use a common galleon found in the harbor as mentioned in the player text, or they may discover a hidden spelljamming ship at Jack Mooney & Sons Circus. The PCs will have a greater chance for survival on the mission if they use a vessel specifically designed for spelljamming (i.e. the one from the circus).

After obtaining a spelljamming craft, the PCs ascend into the heavens to intercept the meteor. Along the way they're confronted with some of the hazards of wildspace, as well as more minions of Talos—who will try one final time to prevent the party's intervention in the destruction of Ravens Bluff. Finally, the PCs must destroy the meteor before it can hit the city.

Although not critical to the tournament, the DM may wish to review some of the basic rules regarding wildspace and spelljamming.

Players' Introduction

A meteor from the far reaches of wildspace is headed toward Toril and is on a collision course with Ravens Bluff. In Round One you learned that a powerful seer named Oracle foretold of the meteor headed for the Living City. Before Oracle could report his findings to the Wizards Guild, however, minions of Talos, the God of Destruction, caused him to fall into an unnatural slumber. Talos ordered his minions to do everything in their power to insure that the meteor causes untold destruction, thus they traveled into Oracle's dreams to guard his precious information.

The night before falling into this peculiar slumber, Oracle told several of the Deans of the Wizards Guild he had important news concerning the future of Ravens Bluff. When those Deans witnessed his unnatural slumber, they knew sorcery was at work. In an effort to retrieve this information, the Guild sent you into the mind of Oracle.

In the mind of Oracle, you encountered different fragments of the seer's personality. Each of these fragments presented you with a clue to the disaster descending on Ravens Bluff. Journeying amid his thoughts was tiring . . . so tiring that after you had

gathered information, you drifted off into a deep sleep.

You awaken somewhat frazzled from your ordeal in the mind of Oracle. You quickly volunteer to help save Ravens Bluff from the approaching meteorite, and you find yourselves escorted to the High House of the Wizards Guild.

Once you reach the conference room, the Archmage, Alcides Von Tighe, formally addresses you.

"I congratulate you on a job well done. Many of us doubted your chances for survival once we realized minions of Talos would oppose you. Now that we know of the meteor that is headed for Ravens Bluff, we can send you out to destroy it.

"Some of you may have heard of others traveling to the stars in the sky, and let me assure you it's no children's story. Voyage into space is called spelljamming, and it is accomplished with a ship of some sort and a spelljamming helm. The Wizards Guild has recently come into the possession of a magical helm, but we do not have a special spelljamming ship to use it with. However, all is not lost. The helm can still be installed in a simple galleon found in Ravens Bluff's harbor. With the permission of the Mayor, we've acquired such a galleon for your trip to the stars. Now all you need is a pilot. Mr. Fisk, would you please show the spelljamming pilot in?"

Barton Fisk, the messenger who hired you to travel into Oracle's mind, exits the room and promptly returns followed by a gnome and two men carrying a large chair. The men deposit the chair before you and depart, and the gnome stands next to you as the Archmage continues, "This gnome will be your pilot to the stars. He is the best spelljammer in the known spheres, and if anyone can get you to the meteor, he can.

"As for destroying this hammer of fire, the Guild has a powerful magical item from a distant world called an accelerator. The accelerator projects particles of matter at an incredible rate of speed, causing terrible damage to the target. There is a danger in using such a powerful magical item, but we believe it's our only hope of destroying the meteor before it reaches the Vast. If you have any questions, now is the time to ask."

Note: The PCs have all been healed to full hit points after the end of Round One, and they are well rested enough that they may now memorize a fresh set of spells.

Asking For Information

If the PCs ask about the meaning of the riddles from Round One, members of the Guild will offer little help. The Guild will have little information for the party,

other than the verification of clues Oracle gave them in Round One. If they ask where to find the ship, Von Tighe will tell them that Lord William Longbottle, the Regent of the Harbor, is expecting them in his office at the harbor and will show them to the galleon. The spelljamming helm is a *major helm*, and all questions regarding it will be referred to Iggy the gnome (see below). The *accelerator* is sitting on a table and the Archmage will warn the PCs to be very careful with it. It should only be used in the greatest of need, because it poses a great risk of harm to the operator. See "Special Magic" at the end of the tournament for details. When the questions are over, continue:

"The Guild must make a report to the Mayor shortly, and you folks have a meteor to destroy. The gnome will assist you with any other questions you may have. By our calculations, you have 48 hours before the meteor impacts on Ravens Bluff. A crew of 20 sailors will assist your helmsman during the journey, so do not lift off without them. Good luck to you, and may the Gods of Light guide your way."

The insignificant looking gnome grins from ear to ear and says, "Well met groundlings! It seems we have an adventure on our hands! Sir Ignious Rammousdammous at your service, but you can call me Iggy. If two of you would be so kind as to hoist the spelljamming helm, we can be on our way."

Sir Ignious Rammousdammous (Iggy for short) is a gnome cleric from the sphere of Krynn. After a recent adventure through Greyspace, Iggy found himself in Realmspace and stranded on Toril. Since spelljamming is his life, Iggy offered his services to the Wizards Guild in exchange for passage to Krynnspace after the mission is complete.

Sir Ignious Rammousdammous, gm P6: AL LG; AC 9; MV 6, hp 24, THAC0 18 (adjusted THAC0 16), #AT 1, Dmg 1d4+3 (*warhammer* +2); SA psionic wild talent (see below); SD nil; Str 13, Dex 15, Con 17, Int 16, Wis 17, Cha 13; MR nil; SZ S, ML 16.

Magical items: *warhammer* +2

Spells: none currently memorized

A tinker gnome from far off Krynn, Iggy's life quest is to be the perfect spelljamming helmsman. During the past 40 years, Iggy has developed a reputation as a helmsman due to his ability to operate a spelljammer for extended periods of time.

Iggy possesses the psionic power *mind over body*, which allows him to operate a helm for up to seven days in a row without rest, earning him great renown in the spelljamming community. The one drawback to this is that for every day he goes without sleep, he must rest an equal amount of days to return to normal.

Iggy has no control over his power, and in fact considers himself an insomniac who sometimes sleeps

for extended periods. Regardless of what he believes, the party may piece together Iggy's strange power after prolonged exposure to the gnome.

Because of his time on the helm, Iggy has little time to study for spells and presently has none available. He always keeps his trusty *warhammer* +2 nearby and is the only helmsman the PCs will need for this adventure.

Iggy will happily follow any instructions from the PCs, short of risking his life. He is a pleasant enough fellow, though like all Krynnish gnomes he tends to talk too much on occasion. Iggy will offer limited advice for the PCs throughout the scenario, helping them out with spelljamming questions. He will say that a galleon is woefully inferior as a spelljamming ship and it's too bad they don't have a ship that was really designed to fly. If they speculate about a spelljamming ship at the circus, he will be very interested. Iggy is an NPC who should survive through the scenario, unless sheer stupidity on the part of the PCs causes his death.

If the PCs travel to the harbor to procure a galleon, proceed with Encounter One. If the PCs suspect a spelljamming ship being owned by Jack Mooney & Sons Circus, then proceed with Encounter Two. Note who is carrying the helm (two PCs) and the *accelerator* (one PC).

Encounter One: The Harbor

The distance from the Wizards Guild's High House to the Harbor of Ravens Bluff is a short one, and you soon find the office of the harbor regent, Lord William Longbottle. After a loud knock on the door, a man dressed in the garb of a sea captain emerges. Despite a weathered look from too many years at sea, the man is extremely handsome.

"I'm Regent of the Harbor, Lord William Longbottle," says the man. "And by the looks of you folks, I bet you're the ones I'm to loan the Windsong. If you'll follow me to the docks, I'll show you your ship."

Lord Longbottle will guide the PCs down to a nearby dock, and to a ship marked the *Windsong*. This ship is an impressive three-masted galleon that dwarfs all other craft in the harbor. The galleon is the best ocean-going craft groundling (non-spacefaring) nations can provide as a spelljamming vessel. Though bulky and slow, the craft can still get the job done. However, its maneuverability and armaments may prove to be a liability in later encounters. Give the PCs **Player Handout 1** - the *Windsong*.

***Windsong* (Galleon)**

Built By: Groundling Humans

Cost: 40,000gp

Tonnage: 40 tons

Hull Points: 40

Maneuverability Class: E

Landing—Land: No

Landing—Water: Yes

Armor Rating: 7

Saves As: Thick Wood

Power Type: Major Helm

Ship's Rating: As per Iggy—3

Ship's Armament: 1 Lt catapult/bow (2d10 hp, 1d2 hull points dam/Crew: 1/ROF: 1/2)

2 Medium ballistae/stern (3d6 hp, 1d3 hull points dam/Crew: 2/ROF: 1/2)

Cargo Capacity: 20 tons

Keel Length: 130'

Beam Width: 30'

As the PCs approach the *Windsong*, continue with the following:

"The Windsong is a magnificent galleon," states Longbottle. "She's the finest ship in Ravens Bluff's fleet. Whatever your mission, it must be important if the Mayor is willing to risk this lady with you adventurers—nothing personal. She's also the only ship not out patrolling for pirates, so treat her with care. A crew of twenty men are on board to assist your helmsmen with the piloting, and if you'll follow me I'll show you where to stow your . . ."

Lord Longbottle's speech is suddenly cut short by a crossbow bolt fired from the ship's deck. As the harbor's regent pitches forward with a bolt in his back, you see his assailant and several others lining the ship's bow. As they begin to level their crossbows in your direction, you see the assassins are dressed in black and yellow robes with a black eye patch, the garb of the worshipers of Talos.

William Longbottle is seriously injured, and will die in 10 rounds if the bolt is not removed and either a successful healing proficiency check or magical healing is applied. Meanwhile, the minions of Talos will open fire on the PCs, who have no immediate cover to protect them. Refer to Map #1 for a schematic of the dock and ship area.

The minions of Talos gain a +1 to hit because they're on higher ground than the PCs. The PCs are near a group of crates they can use for cover, and can reach them on their initiative the round after they acknowledge their intentions in seeking cover. If the PCs try to use the *accelerator*, it will not function here - it must be mounted on a ship with an activated spelljamming helm in order to work.

Tier 1:

Minions of Talos, hm F2 (5): AL CE; AC 4 (because of cover) otherwise—8 (padded leather); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d4 (light crossbow, 20 bolts each) or 1d6 (shortsword); SA nil; SD nil; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 16

Cleric of Talos, hm C4: AL LN; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA spells; SD nil; Str 12, Dex 12, Con 10, Int 15, Wis 12, Cha 16; MR nil; SZ M; ML 13

Spells: 1st level - *cause light wounds, light x2*; 2nd level - *produce flame, trip*

Tier 2:

Minions of Talos, hm F4 (5): AL CE; AC 4 (because of cover) otherwise—8 (padded leather); MV 12; hp 30; THAC0 17; #AT 1; Dmg 1d4 (light crossbow, 20 bolts each) or 1d8+1 (longword, strength); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 16

Cleric of Talos, hm C5: AL LN; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA spells; SD nil; Str 12, Dex 12, Con 10, Int 15, Wis 15, Cha 16; MR nil; SZ M; ML 13

Spells: 1st level - *cause light wounds, command, darkness, light x2*; 2nd level - *charm person or mammal, heat metal, produce flame, trip*; 3rd level - *cause deafness*

Tier 3:

Minions of Talos, hm F4 (8): AL CE; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 30; THAC0 17; #AT 1; Dmg 1d4 (light crossbow, 20 bolts each) or 1d8+1 (longword, strength); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 16

Cleric of Talos, hm C7: AL LN; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 36; THAC0 16; #AT 1; Dmg 1d6+1 (flail); SA spells; SD *free action* (precast); Str 12, Dex 12, Con 10, Int 15, Wis 15, Cha 16; MR nil; SZ M; ML 13

Spells: 1st level - *cause light wounds, command, darkness, light x2*; 2nd level - *charm person or mammal, heat metal, hold person, trip*; 3rd level - *cause deafness, dispel magic*; 4th level - *free action* (precast)

Tier 4:

Minions of Talos, hm F6 (8): AL CE; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 30; THAC0 15 (adjusted THAC0 14 with longsword); #AT

1 or 3/2; Dmg 1d4 (light crossbow, 20 bolts each) or 1d8+3 (longword, strength, specialized); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 16

Cleric of Talos, hm C9: AL LN; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 36; THAC0 16; #AT 1; Dmg 1d6+1 (flail); SA spells; SD *free action, protection from fire, protection from lightning*; Str 12, Dex 12, Con 10, Int 15, Wis 15, Cha 16; MR nil; SZ M; ML 13

Spells: 1st level - *cause light wounds, command x2, darkness, light x2*; 2nd level - *charm person or mammal, heat metal, hold person, produce flame, trip*; 3rd level - *cause deafness, dispel magic, protection from fire* (precast); 4th level - *free action* (precast), *protection from lightning* (precast); 5th level - *flame strike*

After the party has defeated the minions of Talos and (hopefully) rescued William from death's door, they'll find the crew locked in the ship's cargo hold (the followers of Talos did not have time to kill them before the PCs arrived). The PCs will find that the crew had been disabled by sleep grenades while gathered in the mess hall.

If the PCs do not save William, he will be *raised* later at the Mayor's insistence.

Crew of the Windsong, hm F1 (20): AL LN; AC 8; MV 12; hp 10; THAC0 20; #AT 1; Dmg 1-6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 11

Once the helm is installed and the *accelerator* is mounted on a turret near the bow, the PCs can lift off. Proceed with Encounter Three.

Encounter Two: The Circus

If the PCs follow up on the clue that a spelljamming ship may be found at the circus, proceed with this encounter.

Note: PCs who have been to the circus before may be familiar with the "FOR THE BYRRDS" attraction. The Byrrd brothers have a minor spelljamming helm on the galleon Ravenstar, which they use to take patrons on flying tours above the city. If any PC mentions it, Iggy knows that this ship is probably not even as good as the one waiting in the harbor. If the clue about a spelljamming ship is really worthwhile, he'll say, there must be something better than a groundling ship around here somewhere.

The sight of the Big Top signals your arrival at the Jack Mooney & Sons Circus. As you proceed down the midway, you notice the fairgrounds are lacking

the usual crowd of circus customers. Employees seem to be scattered in disarray, and a general feeling of unrest fills the air.

As you move closer to Mr. Mooney's office, a man dressed in a clown suit approaches and says, "I'm sorry, but the circus is closed. You must leave at once."

If the PCs question the clown in an effort to discover what's wrong, or ask to see Jack Mooney, the clown will reply:

"Mr. Mooney is away on business, and his son Lockwood is in charge. Half an hour ago Lockwood ordered the circus closed for the day, and all employees were told to stay away from the Big Top. Lockwood, his younger brother Edan, and Silva Elkwood remain near the Big Top. Something terrible has happened I'm afraid."

The PCs must make a Charisma roll with a -3 penalty, or they may have to bribe the clown (no less than one gold piece) to take them to Lockwood. Otherwise, they'll have to be persuasive enough to convince him to take them there. The PCs can also approach the Big Top on their own, despite the protests of the clown. Once the PCs find Lockwood:

The towering form of the Big Top stands before you, and it doesn't take long before you spy Lockwood Mooney in front of it. Though normally thin and pale, Lockwood's face turns an angry shade of red as he sees you approach.

"You!" he screams, "This is all your fault! I have half a mind to storm the Mayor's office and have you all arrested. If anything happens to Shazgrap and Squeaky the Wonder Rat, I'll see the lot of you hang!"

Lockwood is upset because servants of Talos have kidnapped circus attraction Squeaky the Wonder Rat and his friend Shazgrap the Wererat. After discovering the presence of a spelljammer at the circus, Talos ordered his minions to prevent the Mooney brothers from allowing the PCs access to the ship. The evil cultists then kidnaped the special rat attraction and told the Mooney brothers that if they give the spelljammer to the PCs, or attempted a rescue, both the rats will be slain.

Lockwood and Edan will begin the encounter extremely upset with the PCs, blaming them for not only the current situation, but the loss of a day's receipts because they were forced to close the Big Top (where the bad guys are holed up). In truth, the eldest Mooney is very concerned with the situation since his father left him in charge. He would be more than a little upset if he returned and found two of his star attractions dead.

After an initial confrontation, Lockwood will listen to any options the PCs pose.

If they explain their reason for needing the spelljammer, Lockwood will calm down and see the situation from a different point of view (if he doesn't give the party the ship, Ravens Bluff and the entire circus will be destroyed—dad would really be upset). After some consideration, Lockwood will agree to help the PCs only if they can rescue Shazgrap and Squeaky from the Big Top.

The Big Top

The minions of Talos snuck into the circus early this morning, shortly after the PCs emerged from the mind of Oracle. After taking hostages and issuing demands, the forces of Talos set up in a defensive position under the Big Top.

The interior of the Big Top is dark and gloomy, with all magical lights being extinguished by the evil cleric present. The minions of Talos are hidden throughout the interior of the immense tent, and the PCs will have to formulate a solid plan if they're to rescue Shazgrap and Squeaky. Refer to DM Map #2 for the location of each servant of Talos.

A small cage near the center ring contains the unconscious forms of Shazgrap and Squeaky the Wonder Rat. One of the servants of Talos hovers nearby, ready to crush the cage with his flail should anyone enter the Big Top. Even if the forces of Talos manage to injure the two rats, they are permanent NPCs in the Living City and will be *raised* at the expense of Jack Mooney. If the PCs do not save Shazgrap and Squeaky, Lockwood and Edan will make a last minute appearance and save the rats.

Tier 1:

Minions of Talos, hm F2 (6): AL CE; AC 4 (because of cover) otherwise—8 (padded leather); MV 12; hp 10; THAC0 19; #AT 1; Dmg 1d4 (light crossbow, 20 bolts each) or 1d6+1 (flail); SA nil; SD nil; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 16

Cleric of Talos, hm C4: AL LN; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA spells; SD nil; Str 12, Dex 12, Con 10, Int 15, Wis 12, Cha 16; MR nil; SZ M; ML 13

Spells: 1st level - *cause light wounds*, *light* x2; 2nd level - *produce flame*, *trip*

Tier 2:

Minions of Talos, hm F4 (6): AL CE; AC 4 (because of cover) otherwise—8 (padded leather); MV 12; hp 26; THAC0 17; #AT 1; Dmg 1d4 (light crossbow, 20 bolts each) or 1d6+2 (flail, strength); SA nil; SD nil; Str 16,

Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 16

Cleric of Talos, hm C5: AL LN; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA spells; SD nil; Str 12, Dex 12, Con 10, Int 15, Wis 15, Cha 16; MR nil; SZ M; ML 13

Spells: 1st level - *cause light wounds, command, darkness, light x2*; 2nd level - *charm person or mammal, heat metal, produce flame, trip*; 3rd level - *cause deafness*

Tier 3:

Minions of Talos, hm F5 (6): AL CE; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 35; THAC0 16; #AT 1; Dmg 1d4 (light crossbow, 20 bolts each) or 1d6+2 (flail, strength); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 16

Cleric of Talos, hm C7: AL LN; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 36; THAC0 16; #AT 1; Dmg 1d6+1 (flail); SA spells; SD *free action* (precast); Str 12, Dex 12, Con 10, Int 15, Wis 15, Cha 16; MR nil; SZ M; ML 13

Spells: 1st level - *cause light wounds, command, darkness, light x2*; 2nd level - *charm person or mammal, heat metal, hold person, trip*; 3rd level - *cause deafness, dispel magic*; 4th level - *free action* (precast)

Tier 4:

Minions of Talos, hm F7 (6): AL CE; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 30; THAC0 14 (adjusted THAC0 13 with longsword); #AT 1 or 2; Dmg 1d4 (light crossbow, 20 bolts each) or 1d6+4 (flail, strength, specialized); SA nil; SD nil; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 16

Cleric of Talos, hm C9: AL LN; AC 1 (because of cover) otherwise—5 (chain mail); MV 12; hp 36; THAC0 16; #AT 1; Dmg 1d6+1 (flail); SA spells; SD *free action, protection from fire, protection from lightning*; Str 12, Dex 12, Con 10, Int 15, Wis 15, Cha 16; MR nil; SZ M; ML 13

Spells: 1st level - *cause light wounds, command x2, darkness, light x2*; 2nd level - *charm person or mammal, heat metal, hold person, produce flame, trip*; 3rd level - *cause deafness, dispel magic, protection from fire* (precast); 4th level - *free action* (precast), *protection from lightning* (precast); 5th level - *flame strike*

The Spelljammer

If the PCs save Shazgrap and Squeaky the Wonder Rat, Lockwood will agree to lend the PCs the spelljammer

belonging to the circus. Several months ago Jack Mooney was lucky enough to come across a damaged hammership docked in the harbor of Ravens Bluff. Being an ex-adventurer, Mooney realized the true nature of the ship and purchased it from the salvage yard. After spending a few gold coins having it repaired, Mooney began creating a circus ride centering on the ship. Through the use of illusions (created by his son and Amos Polgate) passengers on the vessel would believe they were on a joy-ride to the stars. This ride would be even more spectacular than the Byrrd Brothers' flying ship, and it would be good to have since the Byrrds have discussed leaving the circus sometime.

Presently, the ship rests in a portion of the circus used for storage. This hammership is covered by a large tarp, awaiting the return of Jack Mooney and a tent large enough to house the attraction. After unveiling the vessel Lockwood says to the PCs,

"If you damage this thing in any way, you had better die in the crash. Cause if you don't, I'm gonna kill the lot of you!"

The vessel is long and streamlined, with a blunt ram at the front, and looks very much like a huge hammerhead shark. It has the name *Mooney's Marauder* painted on the side. Give the PCs **Player Handout 2 - Mooney's Marauder**.

Mooney's Marauder (Hammership)

Built By: Humans, lizard men

Cost: 60,000

Tonnage: 60 tons

Hull Points: 60

Maneuverability Class: D

Landing—Land: No

Landing—Water: Yes

Armor Rating: 5

Saves As: Thick Wood/Metal

Power Type: Major Helm

Ship's Rating: As per Iggy—3

Ship's Armament:

2 Heavy Catapults/bow & aft

(3d10 hp, 2d4 hull pts/Crew: 5/ROF: 1/4)

1 Heavy ballista/forecastle bow

(3d10 hp, 1d4+2 hull pts/Crew: 4/ROF: 1/4)

1 Blunt ram

Cargo Capacity: 30 tons

Keel Length: 250'

Beam Length: 25'

Crew of Mooney's Marauder, hm F1 (20): AL LN; AC 8; MV 12; hp 10; THAC0 20; #AT 1; Dmg 1-6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 11

As with the galleon ship, the Mayor will supply a crew of 20 men to help operate the rigging and other ship

operations during the flight. Once the helm is installed and the *accelerator* is mounted on a turret near the bow, the PCs can lift off. Proceed to Encounter Three.

Encounter Three: Liftoff

No matter which ship the PCs acquire, the crew will need 30 minutes to prepare for takeoff. This will give the PCs time to pick up any extra supplies they may wish to bring along for the adventure. Any mundane item the party wishes to purchase out of the Player's Handbook has a 30% chance to be available, and carries a 200% markup. Iggy will also excuse himself for a few minutes, stating he has a quick errand to run and will return shortly.

Word of the forthcoming meteor has begun to circulate throughout Ravens Bluff, and everyone is out to make a quick coin before fleeing the city. Citizens of the city can be seen scrambling to local stores, while others have already begun the trek to either nearby Tantras or Procampur.

As the PCs return from their shopping spree (or 30 minutes later), read the following:

As your ship is about ready to lift off, you anxiously search for your helmsman who is nowhere to be found. Suddenly, a large contingent of men begin to march their way up the gangplank, each carrying a big barrel. The diminutive form of Sir Ignious can be seen close behind.

"Careful with those barrels boys," shouts the gnome, "wouldn't want to end this trip before it begins now would we?" Iggy then turns to you and says, "Well met groundlings! Bet you're wondering what's in the barrels. Well, they're a present from my good friend Major Plunker Big-Boom, commander of the giff ship Suicide Run. He says we may need blast powder to stop the meteor if the accelerator fails. Leave it to old Big-Boom to think of everything. I believe that's all—shall we depart?"

The 20 barrels stored in the hold contain the finest blast powder in all of RealmSpace. The men who brought the barrels on board will secure them in the cargo hold, then leave the ship at a dead run. If the PCs object to the barrels, Iggy tells them it's just a precaution and there is nothing to worry about. If the PCs continue to object, Iggy will get extremely serious and say:

"Look here groundling — I don't care what those fancy Wizards Guild fellows told you, but there's a chance that accelerator will only tickle a meteor of the size they're saying it is. I've been to more crystal spheres than a scro has warts, and Big-Boom's barrels of blast powder are the only thing I KNOW will stop

that flaming rock. If you have a better idea, I'm willing to hear it."

As sad as it sounds, Iggy is correct (see Encounter 9 for further details on the meteor's destruction). Once everything is stored and the PCs give Iggy the thumbs up, proceed with Encounter Four.

Encounter Four: Stormy Skies

As the PCs lift off for wildspace, the skies suddenly darken as vast storm clouds fill the horizon. This is the work of Talos himself in an effort to prevent, or at least hamper, the PCs' liftoff.

After a brief jolt, the ship lifts off toward the approaching meteor. Gazing over the rail, you see Ravens Bluff getting smaller and smaller as the ship rises into the sky. Iggy brings the ship into an angular ascent to ease the ship out of Toril's gravity, and your stomach lurches slightly at the sight below you.

Suddenly, the sky begins to fill with ominous storm clouds. In the blink of an eye, the sun is blotted from view and heavy rain, lightning, and hail begins to fall. You can barely hear Iggy over the storm as he shouts, "Hold on tight groundlings, we're in for a rough ride. If you're not going to help the crew, get below and pray to Reorx we make it through the storm!"

The ship will make it through the storm under the direction of Iggy, but just barely. The actions of the PCs during the storm will determine what kind of shape the ship is in when it's clear. It will take Iggy one turn (10 rounds) to get the ship through the storm clouds and to safety. The ship will take three points of hull damage each round it's exposed to the rain, winds, lightning, and hail. If any of the PCs are on deck to help the ship through the storm, the damage is cut by one point per round for every two PCs. For example, two PCs assisting with the ship cut two points off the damage each round.

However, PCs who remain on deck during the storm will take one point of damage per tier each round unless they make a saving throw vs breath weapon (save at +4 on tier 1). Any PC with a *stoneskin* spell will find that each *stoneskin* will protect against one round of damage. A *control winds* spell will take 8 rounds to reduce the wind speed enough to help, thus the effect will be to end the damage after 8 rounds instead of the normal 10 rounds.

The effect of the damage on the ship is listed below. The ship cannot be repaired without spending several days in dry dock.

| Damage | Effect |
|-----------|-----------------------------------|
| 1-6 pts | Minimal damage/no serious effects |
| 7-15 pts | Rigging damage/+1 to initiative |
| 16-25 pts | Sails lost/+3 to initiative |
| 26+ pts | Maneuverability Class -1 |

None of the crew will be lost, though several are injured. Any PC with a *healing* proficiency will be kept busy for some time. If the party's curious, the barrels below suffered no damage. If any PC checks the barrels following the storm, proceed with Encounter Five.

Encounter Five: Stowaway

If any of the PCs are in the cargo hold during the storm, or go there to check on the barrels of powder afterward, read the following:

The barrels bump and bounce through the storm, but to your relief none of them explode. As you're examining them for damage and making sure they're secure, you suddenly hear a muffled "AH . . . CHOO!" Looking around for who sneezed, the only possible source is one of the barrels.

There is a stowaway hidden in the blast powder barrels — the son of Plunker Big-Boom, I.T. Big-Boom. I.T. (Itchy Trigger) is a baby giff of only five years, and as it is barely fits in the empty powder barrel. Having listened to the stories told by his father for a few years, Itchy decided to strike out on his own spelljamming adventure with Uncle Iggy. The giff are a stocky, muscular humanoid race with a neckless head that looks like a hippopotamus'.

Itchy Trigger Big-Boom, giff m F0: AL LN; AC 6; MV 6; hp 5; THAC0 20; #AT 1; Dmg 1-8 (head-butt) or 1d6+1 (club); SA nil; SD nil; Str 17, Dex 14, Con 10, Int 12, Wis 7, Cha 12; MR nil; SZ M; ML 13;

Iggy will be visibly upset by the appearance of Itchy, and will demand the PCs watch over the little giff since the storms prevent their return to Ravens Bluff. Since Uncle Iggy is on the helm and cannot be disturbed, Itchy will attach himself to one of the PCs as a surrogate teacher. Since giff cannot operate a helm, Itchy wants to be a great spacefaring warrior just like his father and grandfather before him. He does not understand the severity of the PCs' current situation. Despite the fact he is extremely intelligent for a giff his age, Itchy is blind to the danger he has gotten himself into.

Itchy is very skilled in the use of the blast powder, having watched his father load starwheel pistols (guns) and make bombs since before he could walk. The young giff is capable of making small bombs from the blast powder using materials found on the ship. He will offer

to make the bombs for the PCs, even after they tell him NO!

If allowed to create the bombs, each will inflict 1d10 points of damage to any target. Itchy has time to make five of these bombs for the PCs before the next encounters interfere with their construction.

The following are possible role-playing ideas for Itchy. DM use these ideas if there is extra time remaining in the slot. Each of these role-playing opportunities are not to last longer than 10 minutes of actual playing time, with the entire interaction taking no longer than 30 minutes.

Make sure to use at least one of these incidents, but do not use too many to slow the team down.

- If the PCs prevent Itchy from trying to make blast powder bombs, he will attempt to sneak some powder from the cargo hold.
- If Itchy gets his hands on some blast powder, he will attempt to test the bombs somewhere on the ship. This could be near the PCs or other crew members, inflicting 2 points of damage and being extremely upsetting to the PCs mission.
- The young giff requests that one of the PCs teach him how to fight.

Encounter Six: Jammer Leech

After the storm is past, the cloud-wreathed planet slowly recedes into the distance as the ship rockets into wildspace. The PCs have a lengthy voyage ahead of them. It will take about a day for them to catch up with the meteor, and Iggy will suggest that they get some rest. The PCs may safely eat, sleep, and re-memorize spells if they wish. Iggy will stay on the spelljamming helm without any need for rest, due to his psionic abilities. If the PCs explore the ship and go into the cargo hold during this time, and they have not yet met Itchy, go to Encounter Five before proceeding with this encounter.

After the PCs have rested, and have once again settled into their journey, Iggy's voice will suddenly issue forth from the helm room:

"Ho there groundlings," shouts Iggy from the helm room, "we have a slight problem. It seems that some jammer leeches have attached themselves to the bottom of the ship. If we don't remove them soon, it will delay our chances of intercepting the meteor in time."

Four jammer leeches have attached themselves to the bottom of the ship and are draining Iggy of his spelljamming powers (aka his spells). The PCs will

have to crawl under the ship and either kill them or scrape them off.

Because of the gravity plane of the ship, the PCs can crawl underneath the ship without falling off—upon a successful Dexterity check. If they fail the check, they will float around in the gravity well of the ship until someone throws them a rope.

The jammer leeches still have spells memorized from the previous ship they stowed a ride on. Most of the spells are annoying, preventing the PCs from reaching and removing the creatures. The leeches will use their spells to keep the PCs away, and are easy prey once the spells are used up. Note that any PCs affected by magical fear will **not** be compelled to risk their lives by abandoning the ship - their natural instincts to flee should be satisfied by running as far as possible to the other side of the ship and cowering there when they find that they cannot run any farther.

Tier 1:

Jammer Leeches (4): Int Semi; AL N; AC 3; MV 12; HD 3; hp 20; THAC0 17; #AT 0; Dmg nil; SA spells; SD nil; MR 15%; SZ S; ML 12

Spells:

Leech #1: 1st level - *color spray, dancing lights*; 2nd level - *darkness 15' radius*; 3rd level - *slow*

Leech #2: 1st level - *grease, sleep*; 3rd level - *protection from normal missiles*

Leech #3: 1st level - *audible glamer, alarm, friends*

Leech #4: 1st level - *spook*; 2nd level - *blur, fog cloud*

Tier 2:

Jammer Leeches (4): Int Semi; AL N; AC 3; MV 12; HD 3; hp 20; THAC0 17; #AT 0; Dmg nil; SA spells; SD nil; MR 25%; SZ S; ML 12

Spells:

Leech #1: 1st level - *color spray, dancing lights*; 2nd level - *darkness 15' radius*; 3rd level - *slow*

Leech #2: 1st level - *grease, sleep*; 2nd level - *scare*; 3rd level - *protection from normal missiles*

Leech #3: 1st level - *audible glamer, alarm, friends*; 3rd level - *hold person*

Leech #4: 1st level - *spook*; 3rd level - *gust of wind*; 5th level - *distance distortion*

Tier 3:

Jammer Leeches (4): Int Semi; AL N; AC 3; MV 12; HD 3; hp 20; THAC0 17; #AT 0; Dmg nil; SA spells; SD nil; MR 40%; SZ S; ML 12

Spells:

Leech #1: 1st level - *color spray, dancing lights*; 2nd level - *darkness 15' radius, mirror image*; 3rd level - *slow*

Leech #2: 1st level - *grease, sleep*; 2nd level - *scare, Tasha's uncontrollable hideous laughter*; 3rd level - *protection from normal missiles*

Leech #3: 1st level - *audible glamer, alarm, friends*; 3rd level - *hold person, invisibility 10' radius*

Leech #4: 1st level - *shield, spook*; 3rd level - *gust of wind*; 5th level - *distance distortion*

Tier 4:

Jammer Leeches (4): Int Semi; AL N; AC 3; MV 12; HD 3; hp 20; THAC0 17; #AT 0; Dmg nil; SA spells; SD nil; MR 50%; SZ S; ML 12

Spells:

Leech #1: 1st level - *color spray, dancing lights*; 2nd level - *darkness 15' radius, mirror image*; 3rd level - *slow*; 4th level - *emotion*

Leech #2: 1st level - *grease, sleep*; 2nd level - *scare, Tasha's uncontrollable hideous laughter*; 3rd level - *protection from normal missiles*; 5th level - *Bigby's interposing hand*

Leech #3: 1st level - *audible glamer, alarm, friends*; 3rd level - *hold person, invisibility 10' radius*; 4th level - *fear*

Leech #4: 1st level - *shield, spook*; 2nd level - *ray of enfeeblement*; 3rd level - *gust of wind*; 5th level - *distance distortion*

Encounter Seven: Derelict

As the PCs rocket toward the meteor, they suddenly drop out of spelljamming speed when they pass too close to a derelict ship.

The ship suddenly decelerates from spelljamming speed, and the voice of Iggy echoes across the deck, "Ho there groundlings. There's a derelict ship off the port bow. We're making pretty good time, do you want to stop and see if anyone's home?"

The wreck is the deck portion of a galleon destroyed by the Talos ship (see below) several days ago. In an effort to clear a path for the meteor, the ship *Ravager* destroyed this peaceful merchant ship to fulfill the wishes of Talos. The PCs can easily board the remains of the ship to investigate, and it may give them clues as to who attacked them. This ship could also serve another purpose in helping stop the meteor (see Encounter Eight).

Of course, the PCs could also avoid this ship. If they do so, continue to the next encounter.

The air quality of the ship's air envelope is poor, and the PCs cannot survive on the ship for more than four turns. The air envelope of the wreck will mix with the air from the PCs' ship if they move in, but caution prevents Iggy from getting too close to the wreckage.

There is a dingy the PCs can use to travel to the derelict. The dingy is powered by a *furnace helm*, a spelljamming helm that is driven by magical items. If the PCs wish to travel to the derelict, Iggy will provide

a *potion of healing* to power the helm for this encounter only. Itchy, if the PCs have met him by now, will pester them to let him come along.

The following things can be found on board the ship. Use the enclosed map of the deck portion of the galleon if the PCs require a map.

- The ship has suffered from fire and bombard damage. Only Itchy, if he's allowed on the wrecked ship, can identify the use of a bombard (a large cannon favored by the giff).
- There are no bodies to be found, though blood stains can be found in small quantities (they were thrown into space so a *Speak with Dead* spell couldn't be used).
- Hidden among the wreckage is a *potion of fire giant strength*. The PCs can find this item by stating they're looking for secret doors or compartments.
- Anyone walking on the deck has a 40% chance per turn to fall through a weak plank, suffering some bruises and scratches (no damage on tiers one and two, or 1d4 points of damage on tier 3, or 2d3 points of damage on tier 4).
- The front end of the deck suffered the least amount of damage, and the PCs can safely tow the wreckage if they tie the ship off there.

By the time the PCs leave the ship, they'll have two hours before the meteor strikes Ravens Bluff. The following encounter occurs one hour after the PCs' encounter with the derelict.

Encounter Eight: Talos' Wrath

As the PCs come within visual range of the meteor, read the following:

"Meteor Ho!" screams the watch, and the entire crew floods the deck to behold the destructive force. The meteor is a huge ball of yellow flame nearly a quarter mile across, tumbling through wildspace on its way to Ravens Bluff. Suddenly the watch cries, "Ship off the starboard bow . . . and she's coming up fast!"

Ship-to-ship combat will be simplified for the purposes of tournament play. Use the following steps below to determine actions in a ship-to-ship combat round.

1. Both ships roll for initiative—1d10.
2. Add penalties to initiative for damage to ship (see Encounter Four).
3. Add a +1 initiative bonus for every point of ship rating (SR).

4. The ship with the better maneuverability class gains a +1 initiative for each class difference.
5. The side that has the better initiative chooses how the ships will face each other. This will affect which weapons can attack the enemy depending on where they're positioned on the ship. Both ships are considered to have the same altitude when engaging.
6. The ship that wins an initiative round gains a +1 bonus to their initiative for next round because of superior position.
7. Only ships that win initiative can elect to ram the other ship. Ramming requires a roll to hit by the helmsman against the opponent's armor rating. Ships inflict one point of hull damage on a ram for every 10 tons of ship. Unless the ship is equipped with a ram, the ship will take half of the damage it delivers, round down.

Note that the ships start at **1000 yards apart**, which is well out of range for most spellcasting and hand-held missile weapons, but within range for the ships' armaments.

The minions of Talos have managed to procure a giff bombard* for the defense of the meteor. The forces of Talos will attempt to weaken the PCs' ship with their bombards and ballistas, then ram it and board their ship. They **will not target PCs** with the ship's weapons, unless they are greatly outclassed by powerful PCs on Tier 3 or Tier 4. The great bombard especially could all too easily kill lower level PCs, so you will need to take care to avoid obliterating PCs who are not equal to taking such large amounts of damage.

This is the last stand for the minions of Talos, and they will fight the PCs to the death rather than face the wrath of Talos. As the PCs are engaged with the *Ravager*, the meteor will pass by on its way to Toril. Although the PCs can catch up to the meteor later (if they have a ship), instill them with a sense of urgency as the fiery ball passes by them on its way to Ravens Bluff.

If there is a ship fire during the melee and the PCs have no way to put out the fire, Iggy will offer them a *wand of flame extinguishing* for use during this encounter only.

Ravager**Built By:** Giff**Tonnage:** 50 tons**Hull Points:** 50**Maneuverability Class:** E**Landing—Land:** No**Landing—Water:** Yes**Armor Rating:** 6**Saves As:** Thick Wood**Power Type:** Major Helm**Ship's Rating:** 2**Ships' Armament:**

1 Great Bombard/bow (3d10 hp, 3d12 hull pts /Crew: 5/ROF: 1/3)

2 Medium Ballistas/bridge deck-aft (3d6 hp, 1d3 hull pts /Crew: 2/ROF: 1/3)

Cargo Capacity: 20 tons**Keel Length:** 155'**Beam Length:** 30'

* Because of their inexperience using the great bombard, the great bombard will explode if it is used by the forces of Talos a third time. The explosion will cause 12 points of damage to everyone on the deck of the ship.

Crew of Ravager**Ship's Crew, hm F1 (20):** AL CE; AC 8; MV 12; hp 10; THAC0 20; #AT 1; Dmg 1-6+1 (flail); SA nil; SD nil; MR nil; SZ M; ML 11

In the battle, crews will fight crews, each losing 2 men per round.

Tier 1:**Swords of Talos, hm F1 (3):** AL CE; AC 5 (chain mail); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 20**Wizard of Talos #1, hf W2:** AL CE; AC 2-4 (*shield* spell) or 6 (*bracers*); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-6 (quarterstaff); SA spells; SD nil; Str 9, Dex 12, Con 10, Int 16, Wis 14, Cha 12; MR nil; SZ M; ML 20Magical items: *bracers of defense AC 6*Spells: 1st level - *burning hands, shield* (precast)**Wizard of Talos #2, hf W2:** AL CE; AC 6 (*bracers*); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-6 (quarterstaff); SA spells; SD nil; Str 9, Dex 12, Con 10, Int 16, Wis 14, Cha 12; MR nil; SZ M; ML 20Magical items: *bracers of defense AC 6*Spells: 1st level - *color spray, spook***Priest of Talos, hm P3:** AL CE; AC 3 (chain mail & *ring of protection +2*); MV 12; hp 20; THAC0 20; #AT 1; Dmg 1d6+1 (flail); SA spells, *shocking grasp* 1/day; SD immune to lightning and electrical damage; Str 12, Dex 10, Con 12, Int 12, Wis 14, Cha 12; MR nil; SZ M; ML 20Magical items: *ring of protection +2*Spells: 1st level - *cure light wounds x2, faerie fire, protection from good* (precast); 2nd level - *produce flame***Tier 2:****Swords of Talos, hm F3 (3):** AL CE; AC 5 (chain mail); MV 12; hp 25; THAC0 18; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 20**Wizard of Talos #1, hf W4:** AL CE; AC 2-4 (*shield* spell) or 6 (*bracers*); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1-6 (quarterstaff); SA spells; SD nil; Str 9, Dex 12, Con 10, Int 16, Wis 14, Cha 12; MR nil; SZ M; ML 20Magical items: *bracers of defense AC 6*Spells: 1st level - *burning hands, friends, shield* (precast); 2nd level - *fog cloud, spectral hand***Wizard of Talos #2, hf W4:** AL CE; AC 6 (*bracers*); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1-6 (quarterstaff); SA spells; SD nil; Str 9, Dex 12, Con 10, Int 16, Wis 14, Cha 12; MR nil; SZ M; ML 20Magical items: *bracers of defense AC 6*Spells: 1st level - *color spray, dancing lights, spook*; 2nd level - *Melf's acid arrow, web***Priest of Talos, hm P5:** AL CE; AC 3 (chain mail & *ring of protection +2*); MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA spells, *shocking grasp* 1/day; SD immune to lightning and electrical damage; Str 12, Dex 10, Con 12, Int 12, Wis 14, Cha 12; MR nil; SZ M; ML 20Magical items: *ring of protection +2*Spells: 1st level - *cause light wounds, cure light wounds x2, faerie fire, protection from good* (precast); 2nd level - *charm person or mammal, heat metal, produce flame*; 3rd level - *prayer***Tier 3:****Swords of Talos, hm F5 (3):** AL CE; AC 5 (chain mail); MV 12; hp 35; THAC0 16 (adjusted THAC0 15); #AT 3/2; Dmg 1-8+2 (long sword, specialized); SA nil; SD nil; Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 20**Wizard of Talos #1, hf W6:** AL CE; AC 2-4 (*shield* spell) or 6 (*bracers*); MV 12; hp 22; THAC0 19; #AT 1; Dmg 1-6 (quarterstaff); SA spells; SD *protection from lightning* (precast by Priest of Talos); Str 9, Dex

12, Con 15, Int 16, Wis 14, Cha 12; MR nil; SZ M; ML 20

Magical items: *bracers of defense AC 6*

Spells: 1st level - *burning hands, friends, shield* (precast), *shocking grasp*; 2nd level - *fog cloud, spectral hand*; 3rd level - *protection from normal missiles* (precast), *vampiric touch*

Wizard of Talos #2, hf W6: AL CE; AC 6 (*bracers*); MV 12; hp 22; THAC0 19; #AT 1; Dmg 1-6 (quarterstaff); SA spells; SD nil; Str 9, Dex 12, Con 15, Int 16, Wis 14, Cha 12; MR nil; SZ M; ML 20

Magical items: *bracers of defense AC 6*

Spells: 1st level - *color spray, dancing lights, magic missile, spook*; 2nd level - *Melf's acid arrow, web*; 3rd level - *dispel magic, slow*

Priest of Talos, hm P7: AL CE; AC 3 (chain mail & *ring of protection +2*); MV 12; hp 36; THAC0 18; #AT 1; Dmg 1d6+1 (flail); SA spells, *shocking grasp* 1/day; SD immune to lightning and electrical damage; Str 12, Dex 10, Con 12, Int 12, Wis 15, Cha 12; MR nil; SZ M; ML 20

Magical items: *ring of protection +2*

Spells: 1st level - *cause light wounds, cure light wounds x2, faerie fire, protection from good* (precast); 2nd level - *charm person or mammal, heat metal, produce flame, wind lash* (F&A); 3rd level - *prayer, storm shield* (F&A) (precast); 4th level - *protection from lightning* (precast on Wizard of Talos #1)

Tier 4:

Swords of Talos, hm F7 (3): AL CE; AC 3 (chain mail, Dex); MV 12; hp 59; THAC0 14 (adjusted THAC0 12); #AT 2; Dmg 1-8+3 (long sword, specialized); SA nil; SD nil; Str 17, Dex 17, Con 16, Int 11, Wis 11, Cha 12; MR nil; SZ M; ML 20

Wizard of Talos #1, hf W8: AL CE; AC 2 (*bracers*, Dex); MV 12; hp 36; THAC0 18; #AT 1; Dmg 1-6 (quarterstaff); SA spells; SD *protection from lightning* (precast by Priest of Talos), *stoneskin* (blocks first 6 attacks); Str 9, Dex 16, Con 16, Int 16, Wis 14, Cha 12; MR nil; SZ M; ML 20

Magical items: *bracers of defense AC 4*

Spells: 1st level - *burning hands, friends, shield* (precast), *shocking grasp*; 2nd level - *fog cloud, glitterdust, spectral hand*; 3rd level - *protection from normal missiles* (precast), *vampiric touch x2*; 4th level - *fumble, stoneskin* (precast)

Wizard of Talos #2, hf W8: AL CE; AC 2 (*bracers*, Dex); MV 12; hp 36; THAC0 18; #AT 1; Dmg 1-6 (quarterstaff); SA spells; SD *stoneskin* (blocks first 6 attacks); Str 9, Dex 16, Con 16, Int 16, Wis 14, Cha 12; MR nil; SZ M; ML 20

Magical items: *bracers of defense AC 4*

Spells: 1st level - *color spray, dancing lights, magic missile, spook*; 2nd level - *bind, Melf's acid arrow, web*; 3rd level - *dispel magic, lightning bolt, slow*; 4th level - *ice storm, stoneskin* (precast)

Priest of Talos, hm P9: AL CE; AC 2 (*magical vestment*, Dex); MV 12; hp 53; THAC0 16; #AT 1; Dmg 1d6+1 (flail); SA spells, *lightning bolt* 1/day, *shocking grasp* 1/day; SD immune to lightning and electrical damage; Str 12, Dex 16, Con 15, Int 12, Wis 16, Cha 12; MR nil; SZ M; ML 20

Magical items: *ring of protection +2*

Spells: 1st level - *cause light wounds, cure light wounds x2, darkness, faerie fire, protection from good* (precast); 2nd level - *charm person or mammal, draw upon holy might* (TOM), *heat metal, produce flame, wind lash* (F&A); 3rd level - *prayer, protection from fire* (precast), *storm shield* (F&A) (precast); 4th level - *protection from lightning* (precast on Wizard of Talos #1), *quench fire*; 5th level - *flame strike*

Encounter Nine: Hammer of Fire

Once the PCs defeat the forces of Talos and catch up to the meteor, they face the monumental task of destroying the ball of rock and flame before it reaches Ravens Bluff. The meteor has the equivalent of **200 hull points**. As the party engages the meteor, it is four turns away from entering Toril's atmosphere.

With the minions of Talos finally defeated, you race back toward Toril in hopes of catching the meteor before it enters the planet's atmosphere. If that occurs, you won't be able to stop it in time.

As you backtrack home, you notice the meteor is picking up speed. Soon the ball of fire is rocketing forward at a rate only slightly slower than your own. It's as if, in a last ditch effort to destroy Ravens Bluff, Talos himself is helping it along.

The following is a breakdown of damage per round that can be done by the items the PCs have on board or may have acquired. Because of the sheer size of the meteor, the PCs will miss the rock only on a roll of "1" on a d20. The PCs will not be able to catch up to spellcasting range until two turns have passed (leaving the meteor within two turns of entering the atmosphere), so they will need to use the ship's weapons at least to begin with. If the PCs go into the cargo hold to check on the blast powder, and they have not already met Itchy, see Encounter Five for his description. The damage below represents hull points and personal points (first and second numbers respectively).

- **Accelerator:** 1d2/1d10—ROF 2/1
- **Light Catapult:** 1d2/2d10—ROF 1/2
- **Medium Ballista:** 1d3/3d6—ROF 1/3
- **Heavy Catapult:** 2d4/3d10—ROF 1/3
- **Heavy Ballista:** 1d4+2/3d10—ROF 1/4
- **Great Bombard:** 3d12/3d10—ROF 1/3 (only Itchy can operate)
- **Blast Powder:** 120 points of damage to everything within 100'.
- **Collision with ship:** 1 point per ton of ship
- **Damaging Spells:** If the meteor fails an item saving throw, 1 point per 10 points of damage (anything that does less than 10 points at a time has no effect).

Unless the PCs are extremely lucky, they will have to use Iggy's **blast powder** to destroy the meteor. To do this the PCs must place the blast powder in the path of the meteor, where it must hit all barrels simultaneously. This can be done by placing the barrels on either the derelict galleon (if the PCs brought it along), or the remains of the *Ravager*. They can then use their own ship to tow the "loaded" ship into the meteor's path. If neither of these ships are available, the PCs will have to use their own.

If the PCs decided to place the barrels in the path of the meteor right away, have Iggy tell them the powder can't destroy the meteor until it's been "softened up" some with other weapons. Even if the party does not do enough damage to destroy the meteor, up to 150 points is enough to change its trajectory and send it into the Sea of Falling Stars.

If the party decides to use their own ship to destroy the meteor, they need not perish in the crash. No matter which spelljammer they possess, it will come equipped with an escape dingy. However, they will have to sacrifice two magical items to power the furnace helm and return safely to Ravens Bluff (except on tiers 1 and 2, where Iggy will provide two potions to power it). The barrels will not fit on the dingy.

Conclusion: Failure

If the PCs fail to inflict at least 150 points of damage before the meteor reaches Toril's atmosphere, read the following:

You've failed to halt the progress of the destructive meteor, and you watch helplessly as it streaks toward Ravens Bluff. The impact of the hammer of fire can be seen from as far away as Waterdeep, and thousands perish in the devastation. Though not entirely erased from the face of the Realms, it will be many years before Ravens Bluff recovers from this catastrophe.

Conclusion: Success

If the PCs manage to stop the meteor or change its trajectory, read the following:

You've done it! The meteor no longer a threat to Ravens Bluff, you return home to a heroes' welcome. With Iggy returning Itchy home, you proceed to the Wizards Guild to make a report. All in all, a job well done. It will be some time before the citizens of Ravens Bluff forget the grand deed you've done this day.

If the PCs save Ravens Bluff, each is awarded 500 gold pieces for their efforts. Also, the Wizards Guild will give the party the following items to divide among themselves.

- ◆ *cloak of protection +2*
- ◆ *melee weapon of choice (_____) +1*
- ◆ *potion of undead control*
- ◆ *wand of illumination w/25 charges*
- ◆ *scroll—protection from magic*

If any PC lost fingers or other appendages while using the accelerator, the Wizards Guild will pay to have them *regenerated*.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

4. Sum the experience listed below for objectives.
5. 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.
6. 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+

The Harbor

Do the PCs defeat the minions? 50 xp
 Do the PCs defeat the priest? 50 xp
 Do the PCs save Lord Longbottle? 100 xp
 Do the PCs use the galleon? 25 xp

—OR—

The Circus

Do the PCs defeat the minions? 50 xp
 Do the PCs defeat the priest? 50 xp
 Do the PCs save Shazgrap and Squeaky? 100 xp
 Do the PCs use the circus jammer? 100 xp

Stormy Skies

Do the PCs help lessen ship damage? 100 xp

Jammer Leech

Do the PCs clean off the leeches? 50 xp

Derelict

Do the PCs find the potion? 50 xp

Talos' Wrath

Do the PCs best the *Ravager*? 150 xp

Hammer of Fire

PCs deflect or stop the meteor? 250 xp

Total Experience for Objectives: 900 xp
 Roleplaying Experience: 0-500 xp

Total Experience Points Possible: 1,400 xp

For Tier 2: 2,800 xp
 For Tier 3: 4,200 xp
 For Tier 4: 5,600 xp

Treasure Summary

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

- 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.

The Wizards Guild will reclaim the *accelerator* and the *spelljamming helm* at the end of the adventure. The PCs may **not** keep them under any circumstances. If the PCs took any magical items from the minions of Talos in Encounter 8, those items all lose power at the end of this adventure (they were powered by the will of Talos, who has now withdrawn his support).

From the derelict ship:

- potion of fire giant strength*

From the minions of Talos:

- Miscellaneous mundane equipment

From the grateful Wizards' Guild:

- 500 gold pieces per PC
- cloak of protection +2*
- melee weapon of choice* (_____) +1
- potion of undead control*
- wand of illumination* with 25 charges
- scroll—protection from magic*

Knightly Honor:

Any PC knight who participated in the successful mission will receive the Personal Banner knightly honor, which is presented to heroes who save the city from a terrible destructive menace. Alternatively, the knight may choose to take a Chivalry Point instead of the honor.

Fame Points

Each PC receives 1 fame point in City Government, and another fame point in any category of their choosing.

Special Magic

Accelerator

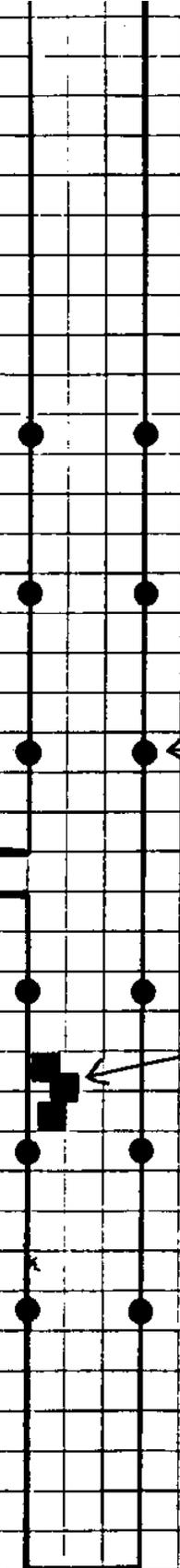
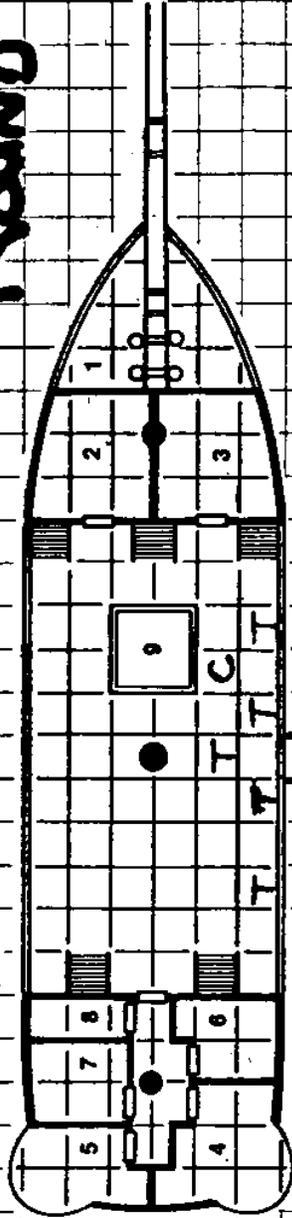
The *accelerator* is a rapid-fire weapon built by the Arcane for use on spelljamming craft of all types. Much in the same way that *spelljamming helms* gain their magical properties from spellcasters who sit in them, the *accelerator* gains its magical properties from the activated spelljamming helm (without the helm, the item is nonfunctional).

Looking much like a gigantic sextant, the accelerator's main arm is a 4-foot-long, 6-inch diameter hollow tube with a hand-sized cup at one end. Items placed in the cup are magically grabbed, *accelerated* through the arm's length, and shot out the far end. It causes 1d2 points of hull damage and 1d10 points of personal damage.

The handler of the *accelerator* must beware when using this powerful item. Anything placed in the cup is shot out the other end, including sleeves, knives, daggers, fingers, toes, hands, rocks, and other miscellaneous items. Anything living (and small enough) caught in the grasp of the *accelerator* is dead. Anyone who puts an item into the *accelerator* must make a check vs. their Dexterity or lose one fifth of their total hit points, as a finger is sucked in and shot out the other end. Special measures (such as the use of tongs) may serve to avoid this danger.

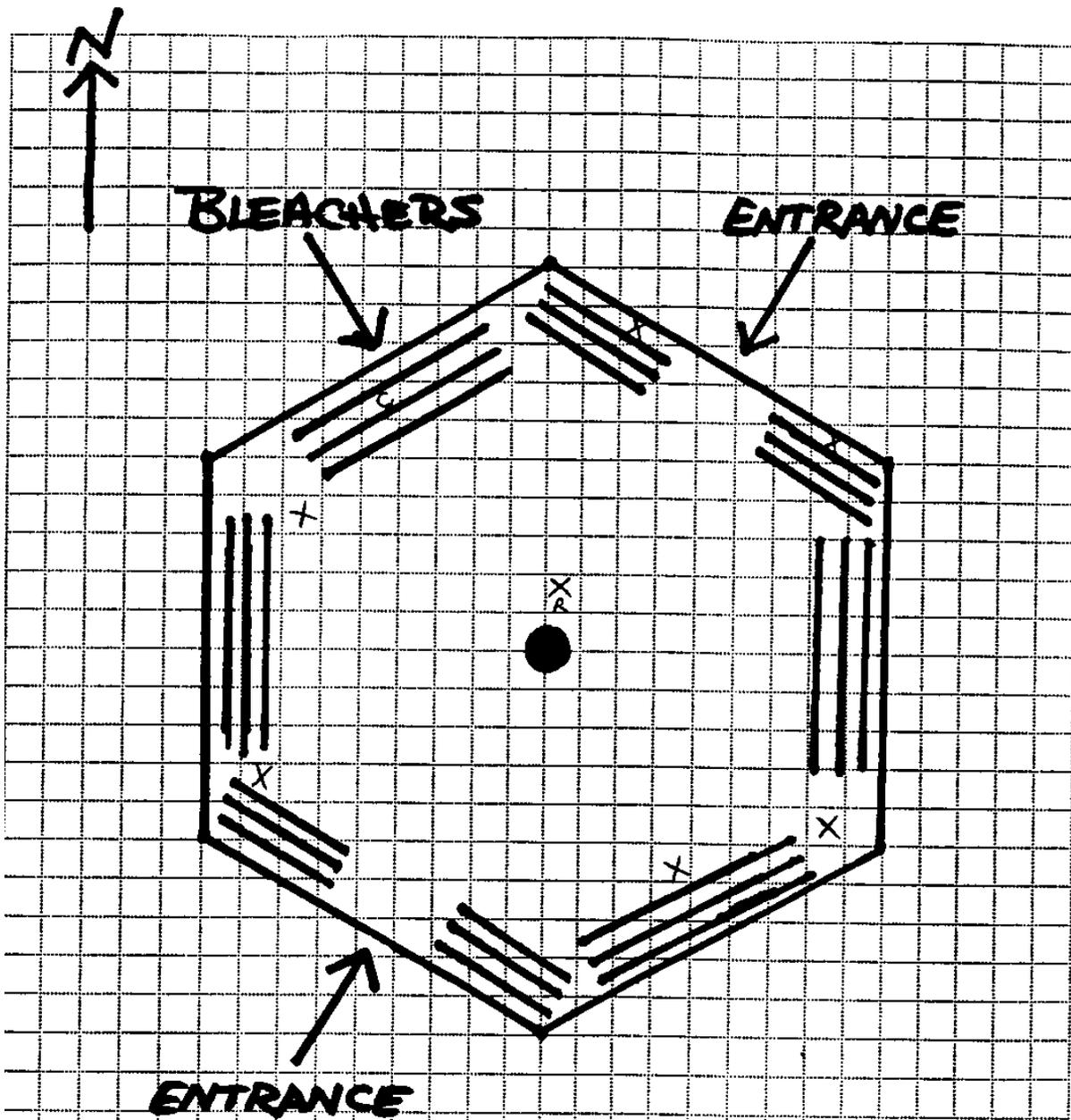
HAMMER OF FIRE

ROUND TWO



DM Map #1

LSQ = 5 FEET
T = TALOS WARRIOR
C = TALOS CLERIC



ISQ = 10'

R = RATS

X = MINION OF TALOS

C = CLERIC OF TALOS

HAMMER OF FIRE - ROUND TWO

THE BIG TOP

Jammer Leech



| | |
|-------------------|---------------------|
| CLIMATE/TERRAIN: | Any |
| FREQUENCY: | Rare |
| ORGANIZATION: | Solitary or cluster |
| ACTIVITY CYCLE: | Any |
| DIET: | Parasite |
| INTELLIGENCE: | Semi-(2-4) |
| TREASURE: | Nil |
| ALIGNMENT: | Neutral |
| <hr/> | |
| NO. APPEARING: | 1-4 |
| ARMOR CLASS: | 3 |
| MOVEMENT: | 1 |
| HIT DICE: | 3 |
| THACO: | 17 |
| NO. OF ATTACKS: | 1 |
| DAMAGE/ATTACK: | See below |
| SPECIAL ATTACKS: | Spells |
| SPECIAL DEFENSES: | See below |
| MAGIC RESISTANCE: | 25% |
| SIZE: | S (1' high) |
| MORALE: | Steady (11-12) |
| XP VALUE: | 650 |

Resembling the barnacle-like immature krajens, jammer leeches are unwittingly attracted by the spellcasters who power ships through wildspace and the phlogiston. They can be very dangerous if mishandled, and they always cause the ships they infest a great deal of trouble.

A jammer leech has a hard shell, which grows to be a foot tall. The shell can be of almost any color, though it closely matches that of the hull of the ship it is attached to. (This makes spotting the leech very difficult from casual observation alone.) Inside, the leech is reddish-purple in color, with a body much like that of a snail. It has a single, watery eye at one end. It also possesses a sharply spiked tentacle, which is the same color and consistency as its body.

Combat: In most situations, the jammer leech uses its tentacle for protection. The sharp spikes on the end of the foot-long arm cause 1d4 points of damage. That is often enough to discourage most creatures from harassing the parasite.

In a situation where a hard swipe from a tentacle doesn't discourage a predator, the jammer leech uses magic. As it rests upon the hull, close to the spelljammer helm, the leech draws magical energy from the wizard or priest powering the ship. For every ten days of jamming, the leech absorbs one spell—of any level—at random from the spellcaster's mind. On a trip that takes 30 days, for example, the leech would be able to absorb three spells. Luckily, jammer leeches can hold only four spells at a time. However, when more than one leech attaches itself to a ship, they each draw spells from the spelljammer. Spellcasters who are preyed upon by jammer leeches forget the spell absorbed by the parasite and must regain it in the normal manner. However, the wizard or priest notices the missing spell only if he attempts to recall it; otherwise, the loss goes undetected.

In combat, the jammer leech discharges the spells it has stolen at random. The parasite uses all the magic it has stored, one spell per round, to drive away its assailant. The spell is cast at the level at which the victimized spellcaster would cast it. If more than one mage or priest powered the helm during the ten days, the average level is used.

There are only two effective ways to deal with a magic-laden jammer leech: kill it with a single strike or cast a separate *dispel* magic spell on each parasite to disarm it before striking. How-



ever, the leech has 25% resistance to magic, so attacking the creature is always a risky business. Once its magic reserve is gone and the parasite's hard shell is cracked, it is an easy target.

It is important to note that leeches will use their spells to ward off any physical attack. They frequently discharge their spells during any battle in which their section of the hull is repeatedly struck. Sometimes this works in favor of the leech's host ship, but more often it proves to be disastrous.

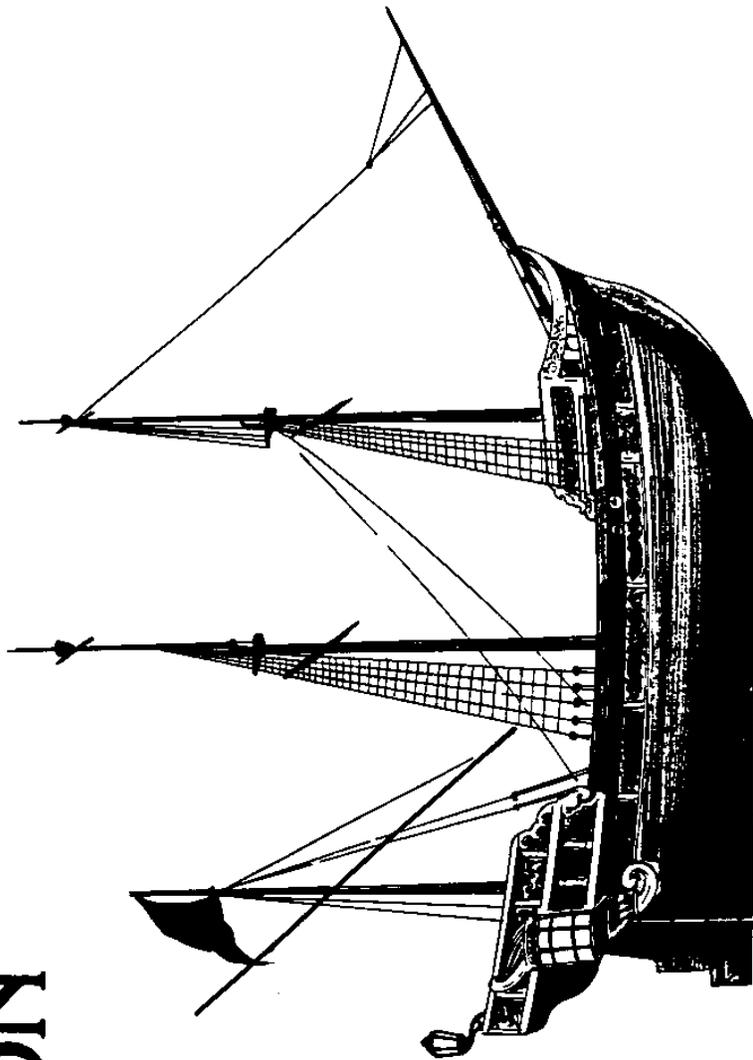
Habitat/Society: Since a jammer leech does not need air to survive, it can be found almost anywhere there are spelljammers. Beginning as a spore, the jammer leech attaches itself to the hull of a ship, at a spot close to the spelljamming helm. The spore digs into the hull, then draws food and nutrients from the ship's surface at a rate of 1 hull point a month. After only one week on the ship, the spore develops a hard shell that roughly matches the color of the hull itself. The shell is attached to the ship by a strong, glue-like substance secreted by the leech, making the task of scraping it from the hull time consuming and tedious.

These parasites are found in small groups of four or less. If more than two leeches are encountered, there is a 10% chance they are a mated pair that produces 1d6 spores once per month. Some of these may quickly join their parents on the hull of the ship, while others float off, waiting to attach themselves to another unwary vessel.

Ecology: Jammer leeches have few intelligent natural predators, for most creatures quickly learn that attacking these parasites is painful, if not deadly. Some omnivores, such as zards, try to eat leeches as they would anything else, but the parasites can usually warn these creatures off with a sharp swipe of their tentacle.

The glue that the leeches secrete to hold their shells to a hull is extremely strong and highly prized. The gooey purple substance is waterproof, fireproof, and even slightly magic resistant (5%). The dangers involved in collecting live leeches and maintaining them limits this market, however, and the glue is rare and very expensive.

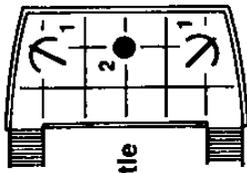
GALLEON



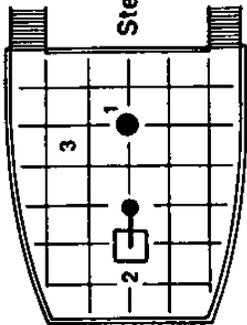
| | | | |
|-------------------------------|-------------------|---------------------------|---------------------|
| Built By: | Groundling humans | Power Type: | Major or minor helm |
| Used Primarily By: | Groundling humans | Ship's Rating: | As for spelljammer |
| Tonnage: | 40 tons | Standard Armament: | |
| Hull Points: | 40 | 1 light catapult | |
| Crew: | 20/40 | Crew: 1 | |
| Maneuverability Class: | E | 2 medium ballistae | |
| Landing—Land: | No | Crew: 2 each | |
| Landing—Water: | Yes | Cargo: | 20 tons |
| Armor Rating: | 7 | Keel Length: | 130' |
| Saves As: | Thick wood | Beam Length: | 30' |

GALLEON

One Square = 5 Feet



Forecastle



Stern Castle

- Main Deck**
- 1 Rope, Line & Anchor Storage
 - 2 Forward Stateroom
 - 3 Captain's Cabin
 - 4 Spelljammer Quarters
 - 5 Spelljammer Helm
 - 6 Chari Room
 - 7 Galley
 - 8 Storage/hold
 - 9 Cargo Doors

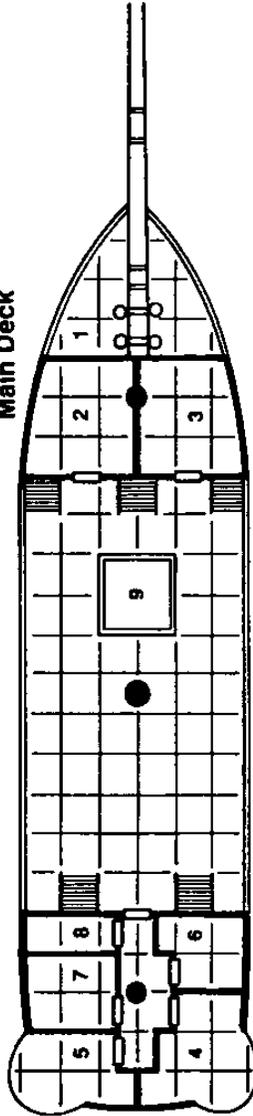
- Cargo Deck**
- 1 Crew Quarters
 - 2 Crew Quarters
 - 3 Cargo Doors
 - 4 Companionway
 - 5 Crew Quarters
 - 6 Officers' Quarters
 - 7 Crew Quarters
 - 8 Crew Quarters

- Steerage Deck**
- 1 Cargo Hold
 - 2 Pantry
 - 3 Brig

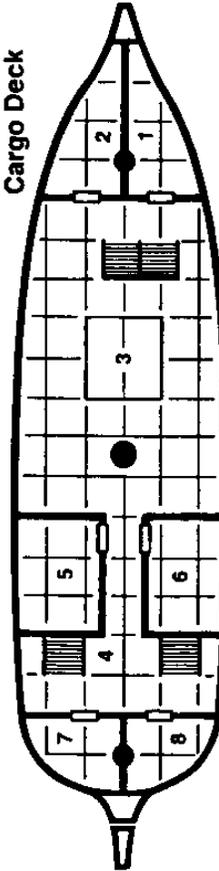
- Forecastle**
- 1 Ballista
 - 2 Foremast

- Stern Castle**
- 1 Mizzenmast
 - 2 Catapult
 - 3 Captain's Station

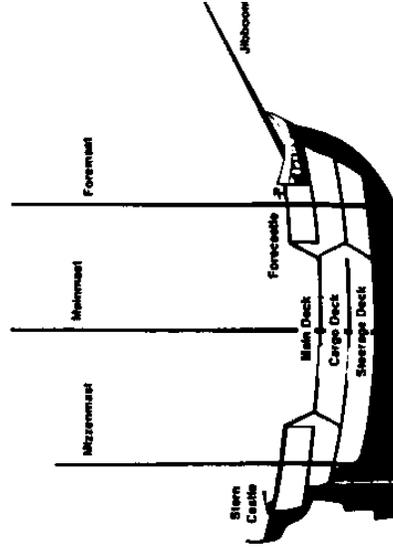
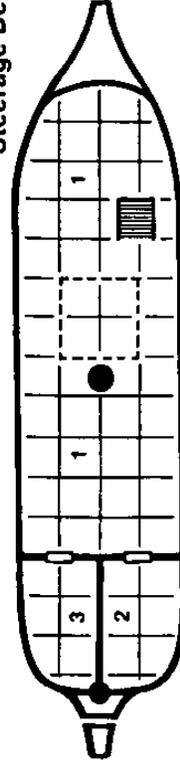
Main Deck



Cargo Deck



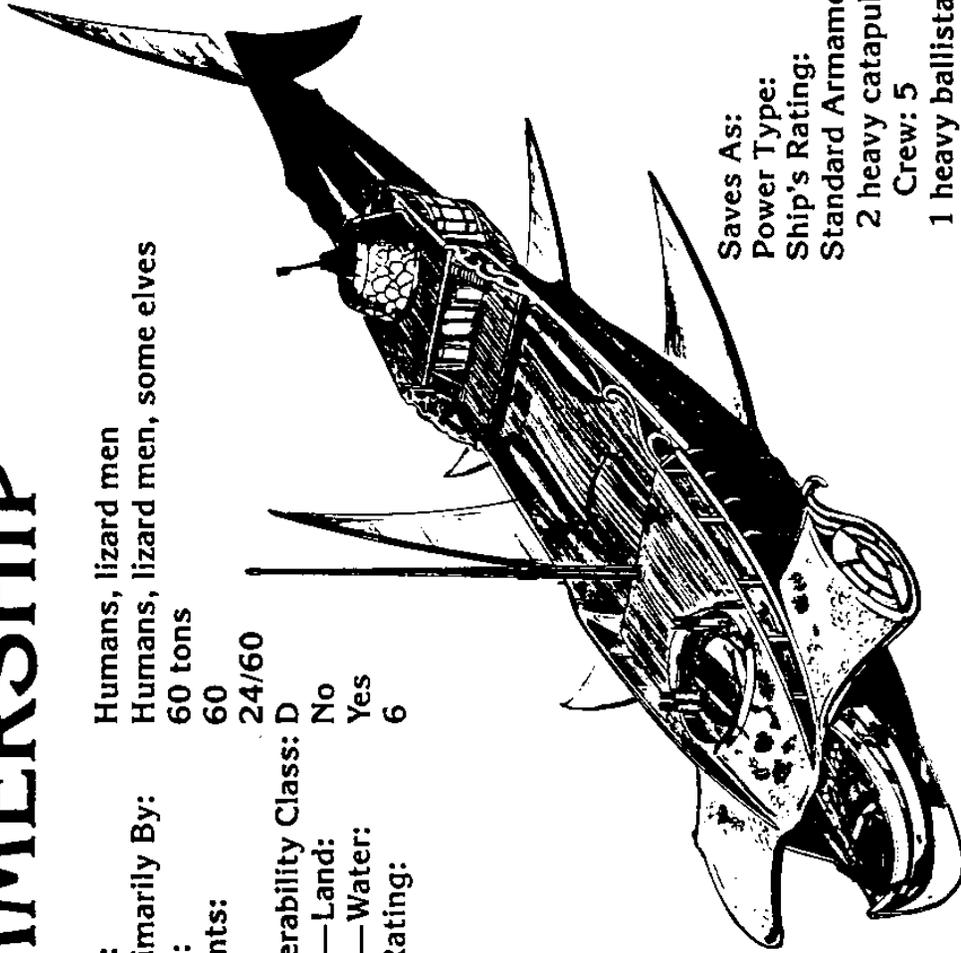
Steerage Deck



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HAMMERSHIP

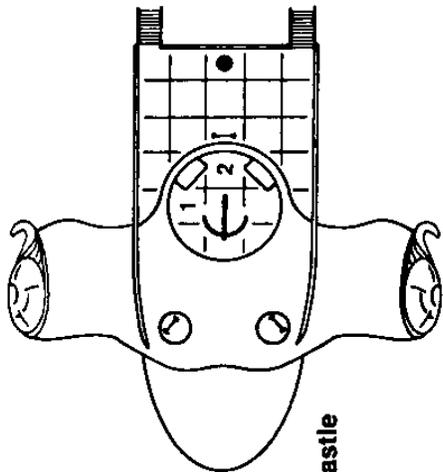
Built By: Humans, lizard men
Used Primarily By: Humans, lizard men, some elves
Tonnage: 60 tons
Hull Points: 60
Crew: 24/60
Maneuverability Class: D
Landing—Land: No
Landing—Water: Yes
Armor Rating: 6



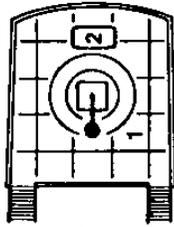
Saves As: Thick wood
Power Type: Major or minor helm
Ship's Rating: As for spelljammer
Standard Armament:
2 heavy catapults
Crew: 5
1 heavy ballista
Crew: 4
1 blunt ram
Cargo: 30 tons
Keel Length: 250'
Beam Length: 25'

HAMMERSHIP

One Square = 5 Feet



Forecastle

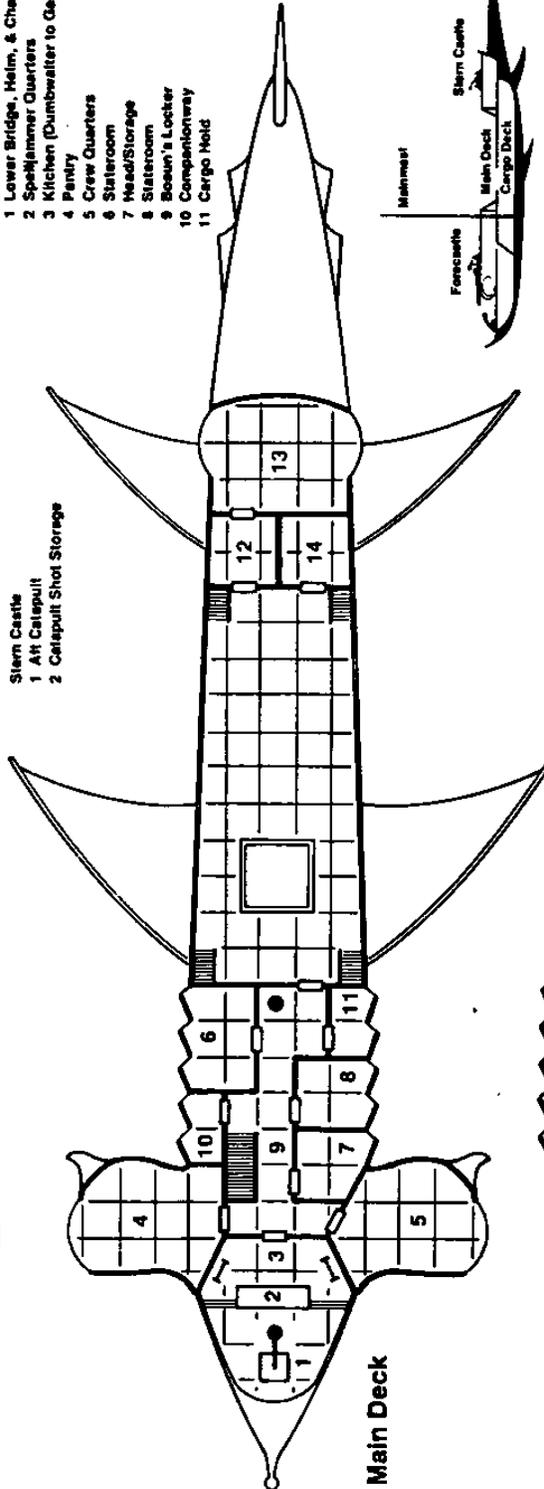


Stern Castle

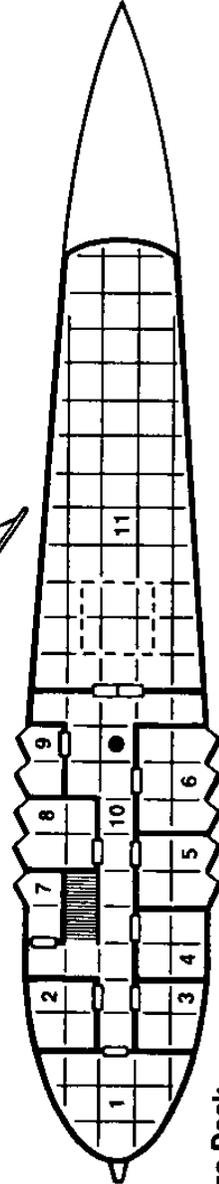
- Main Deck**
- 1 Forward Castle
 - 2 Catapult Shot Container
 - 3 Forward Bridge
 - 4 Officers' Saloon
 - 5 Galley
 - 6 Captain's Cabin
 - 7 Officers' Quarters
 - 8 Officers' Quarters
 - 9 Companionway
 - 10 Head/Storage
 - 11 Sail Storage
 - 12 Aft Crew Quarters
 - 13 Crew Galley & Turst Control
 - 14 First Officer's Quarters
- (Spare Spallflaming Helm if available)

- Forecastle**
- 1 Forward Ballista
 - 2 Ballista Shot Storage
- Stern Castle**
- 1 Aft Catapult
 - 2 Catapult Shot Storage

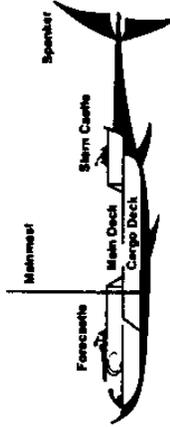
- Cargo Deck**
- 1 Lower Bridge, Helm, & Chart Room
 - 2 Spallflammer Quarters
 - 3 Kitchen (Dumbwaiter to Galley Above)
 - 4 Pantry
 - 5 Crew Quarters
 - 6 Stateroom
 - 7 Head/Storage
 - 8 Stateroom
 - 9 Boatswain's Locker
 - 10 Companionway
 - 11 Cargo Hold

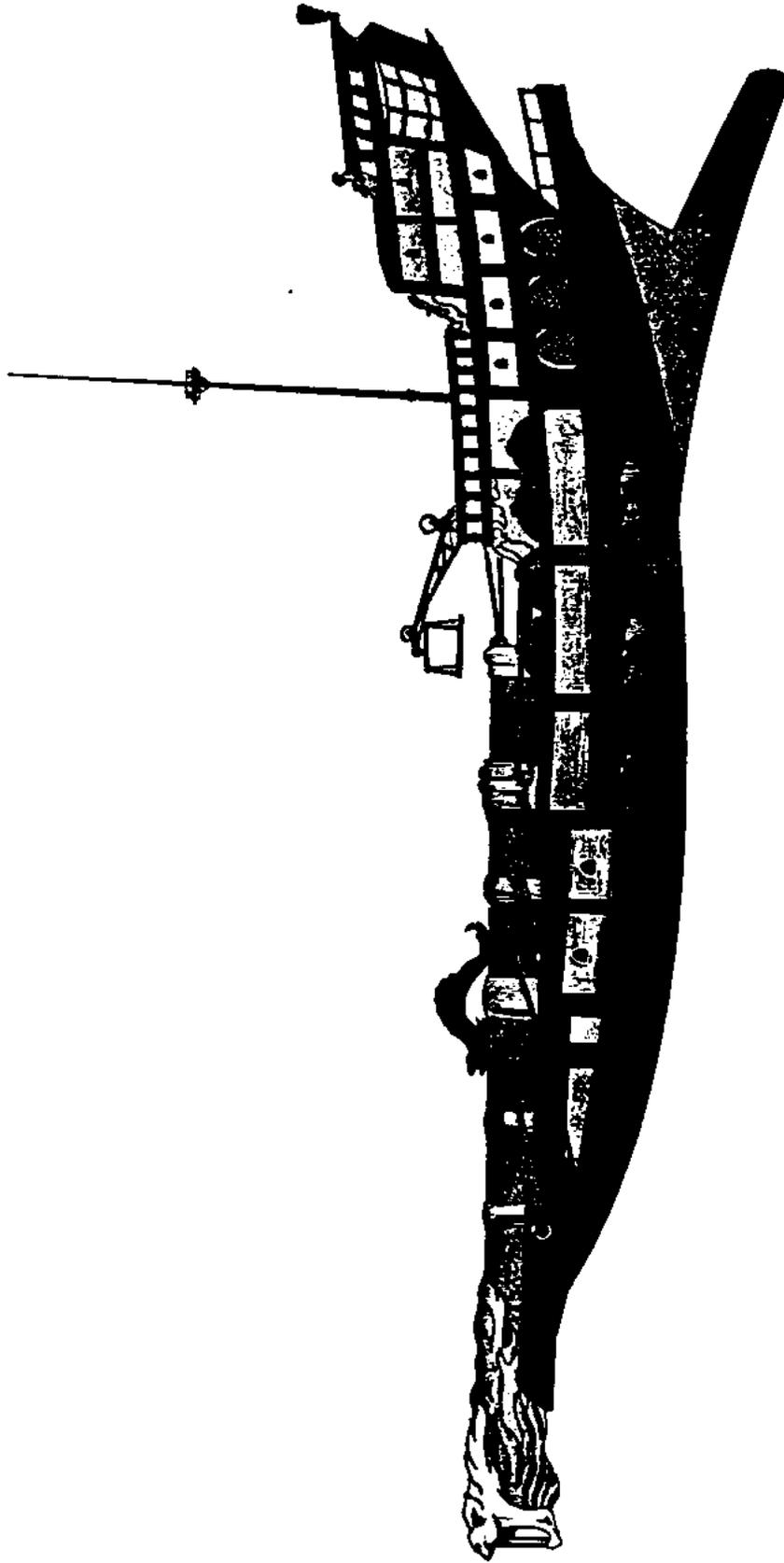


Main Deck



Cargo Deck





Built by:
Used by:
Tonnage:
Hull Points:
Crew:
Maneuver Class:
Landing—Land:
Landing—Water:
Armor Rating:

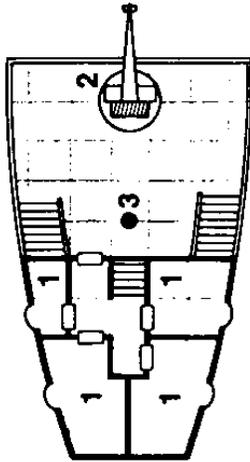
Saves As:
Power Type:
Ship's Rating:
Armament:

Cargo:
Keel Length:
Beam Length:

Thick wood
Major or minor helm
As helmsman
1 great bombard
2 light ballistas
Blunt ram
20 tons
155 ft.
30 ft.

Great Bombard

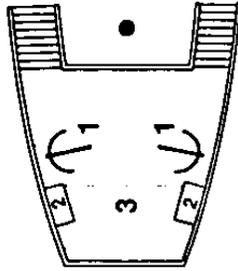
1 square = 5 feet



Signal Deck

Fantail Bridge Deck

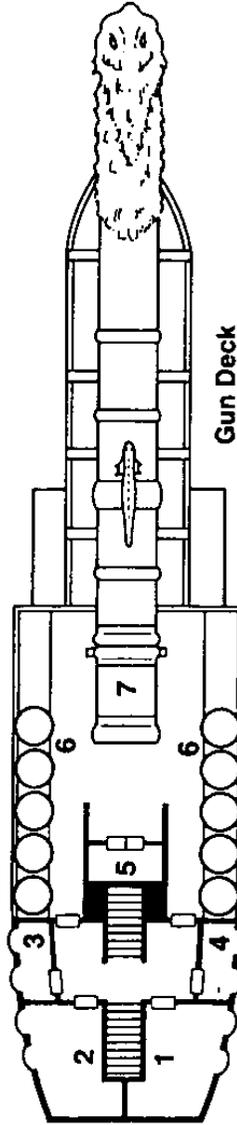
- 1. Battering
- 2. Ammunition Hold
- 3. Flying Fantail Post



Fantail Bridge Deck

Gun Deck

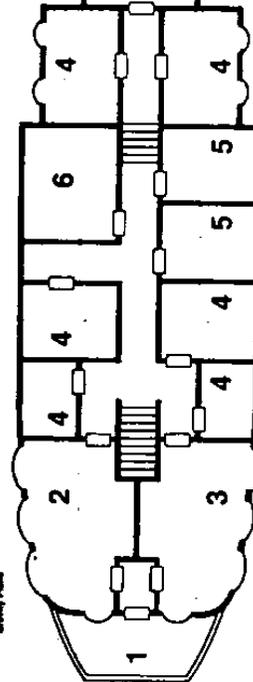
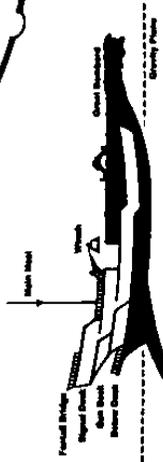
- 1. Captain's Quarters
- 2. Bridge and Helm Room
- 3. Chart Room
- 4. Captain's Larder
- 5. Powder Room (Steel-lined)
- 6. Bombard Shot
- 7. Great Bombard



Gun Deck

Below Deck

- 1. Air Promenade
- 2. Galley
- 3. Giff Mess
- 4. Non-Giff Crew Quarters
- 5. Giff Quarters
- 6. Guest Cabin
- 7. Cargo Hold



Below Deck

Player Handout 1

Windsong (Galleon)

Built By: Groundling Humans

Cost: 40,000gp

Tonnage: 40 tons

Hull Points: 40

Maneuverability Class: E

Landing—Land: No

Landing—Water: Yes

Armor Rating: 7

Saves As: Thick Wood

Power Type: Major Helm

Ship's Rating: As per Iggy—3

Ship's Armament: 1 Lt catapult/bow (2d10 hp, 1d2 hull points dam/Crew: 1/ROF: 1/2)

2 Medium ballistae/stern (3d6 hp, 1d3 hull points dam/Crew: 2/ROF: 1/2)

Cargo Capacity: 20 tons

Keel Length: 130'

Beam Width: 30'

Player Handout 2

Mooney's Marauder (Hammership)

Built By: Humans, lizard men

Cost: 60,000

Tonnage: 60 tons

Hull Points: 60

Maneuverability Class: D

Landing—Land: No

Landing—Water: Yes

Armor Rating: 5

Saves As: Thick Wood/Metal

Power Type: Major Helm

Ship's Rating: As per Iggy—3

Ship's Armament:

2 Heavy Catapults/bow & aft
(3d10 hp, 2d4 hull pts/Crew: 5/ROF: 1/4)

1 Heavy ballista/forecastle bow
(3d10 hp, 1d4+2 hull pts/Crew: 4/ROF: 1/4)

1 Blunt ram

Cargo Capacity: 30 tons

Keel Length: 250'

Beam Length: 25'