

Heir Un-Apparent

Part 2 of the Cycle of Cyric

A One-Round AD&D Living City Adventure

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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

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

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

GM Background

This event takes place a year after the events of *Dark Lord, Morning Glory*. It is not necessary to have played "Dark Lord, Morning Glory" to play this event, but it is recommended, as it will give the PCs a better understanding of who and what they are facing.

Who they are facing is Josiah Carmichael. The young man is the brother of the deceased Vermilan Braal, an outcast Morninglord, and now late priest of Cyric. Braal was slain in a Shrine hidden within the Earthfast Mountains. Unbeknownst to the PCs, Carmichael was Braal's brother, and now the young Morninglord has become much more.

He has become Vermilan Braal. Using dark magic, Braal displaced the mind of his own brother and took over his body. He has been in the Halls of Morning Light for nearly a year now, biding his time. Now, he has picked his time to strike. For sometime now, Braal has known of Relarn Dayspring's plans to locate the last surviving heir of the paladin Voland Marryck. He also knows that only one of Marryck's blood may wield *Avengers Fyre*, the sword given to the champion of Lathander by the deity himself.

The bad news is that Valeris Marryck had no heirs, although divinations have revealed the name of the heir is Aaron/Erin, and Dayspring believes that the heir is a male. The fact that he is actually a she, and that she believes her last name is Skyemantle (her mother's name). The Marryck family was last known to have settled in the city of Ordulin. Dayspring will arrange for the PCs to take passage on a ship to the port city of Yhaunn, and then to travel with a small caravan to Ordulin, where they have an audience with the High Morninglord of Ordulin, Ombital Duskroon. Duskroon can be found at the Dawn Tower, a very prominent building in Ordulin, which the PCs will see, as it dominates the skyline of the city.

After meeting with Dayspring, the PCs will have a brief but meaningful encounter with Rebecca Darrinak, Dayspring's adjutant (and the young Morninglord rescued by those who played in *Dark Lord, Morning Glory*). The PCs will also have an encounter with Josiah Carmichael (who is actually Vermilan Braal). He will allude to who he is, and what his plans could be, but they will have nothing with which to pin down Carmichael/Braal down on. Braal is cloaked with powerful magic and enchantments that defeat all detection and divinations that can reveal who he actually is. He is being granted this power by his patron, Cyric, and nothing the PCs do will be able get Carmichael to reveal who he is.

The PCs will leave, and probably be wary, as Carmichael has overtly threatened them and Marryck's heir. While on the ship, the boat will be assailed by foul weather (courtesy of Umberlee, as a favor to Cyric) which will not allow the PCs a full night's sleep.

The PCs will make it to Ordulin without incident and when they arrive, are taken to The Dawn Tower to meet with Ombital Duskroon. The High Morninglord has little to offer the PCs, but knows quite a bit about the Marryck family. It seems that his family had close ties to the Marryck family, and he personally knew the head of the family, one Valeris Marryck. He will inform the PCs that Marryck died without an heir (his wife was barren) and to his knowledge, the family line died out. But all of Duskroon's divinations will refute this, for the limited divinations that they can perform show that a blood heir does indeed exist, and that the heir's name is Aaron (Her name is Erin Skyemantle-

Marryck, a human woman of striking beauty, but Duskroon does not know this. He assumes that this person is AARON Marryck, a young man.). Duskroon will direct the PC to talk with four different people about this supposed heir, Aaron Marryck.

1. Octavian Spellstone: He was Valeris' closest friend. He and the late Marryck were old adventuring comrades. He will tell the PCs that before he married, Valeris was "a ladies man" and may have been close to a number of women, two of whom still live in Ordulin. They are Daryian Catseyes (a priestess of Sharess) and Symone Hawks-Talon (a ranger of Silvanus). He will say that Valeris had no heirs that he knew of.
2. Daryian Catseyes: The thief turned priestess of Sharess will be found at a small "shrine" to the goddess. The "shrine" is called The Cat's Meow. In actuality, this is a brothel which caters to those who seek pleasure and passion in their lives. Daryian will admit to having a brief, but passionate affair with Marryck, and will admit to bearing a child, but that child died at birth. After the death of their illegitimate child, Marryck and she went their separate ways, and only saw each other a handful of times after his marriage and before his death. She will say that Valeris had many other mistresses on the side, after he learned of his wife's inability to have children, but does not know who they might have been.
3. Symone Hawks-Talon: Symone is currently outside the city, living in a small cottage helping a number of druids. Going to see her is an arduous task, as the minions of Cyric know of her ties to the Marryck family. Should the PCs ask her, she will admit to being Valeris' lover for many years while they were members of the Dragons Blade Company. Both kept this a secret from everyone, and none of the other members knew of this affair. No children were produced from this union, and eventually, both went their separate ways. She will direct the PC to speak to perhaps the only person to know of this: Karinius Silvereyes

And, when the PCs arrive, they face the mage's formidable guards and wards. The tower is ringed by a maze. The maze has atop it a ceiling of glassteel, and the maze itself is made of a very rare, and VERY poisonous rose bush called Sune's Hair. Rangers and Druids have a chance of recognizing the bush, and knowing of its deadly effects. There is also a *magic mouth* that will speak, and inform the PCs that only those who are true heroes may speak with the archmage. To prove their honor, the PCs must face six challenges.

Those that succeed may continue on. Those that fail, are teleported to a cell in the archmage's tower to await the success or failure of their companions.

1. Dexterity: The PCs must make it through a very difficult obstacle course.
2. Constitution: The PCs must swim across a burning lake and remain underwater the whole time.
3. Intelligence: A contest of riddles.
4. Wisdom: An application of Knowledge.
5. Strength: Unarmed and unaided combat with a stone giant.
6. Charisma: Settling a problem without force or magic.

Should a single PC make it across, he will be teleported by Karinius to his private library. Any PCs who fail are teleported to a holding cell. If all of the PCs fail, they are all imprisoned in Karinius' holding cell, and the archmage will visit them there. If the PCs acquit themselves well in dealing with Karinius, he will aid them in any way he can. He will tell them the entire story of Erin Skyemantle-Marryck, and of her last whereabouts. He will inform the PCs that she is an adventurer as well, and was last seen heading toward the heartlands to follow up on a lead about kidnapped children.

The directions will take the PCs to an abandoned lair of an ancient Wyrm. This lair was once the home of a great long dead green Wyrm; Emerauxscals, or as was his common name, Emeraldscale. It is here that the Cyricists have lured the heir of Valeris Marryck (having deduced who she was before the PCs). Once inside, the PCs will be astounded at what they see. They will see Erin Skyemantle, dressed in full plate and shield (using a bastard sword) battling a horde of Cyricists. Beyond them sits a priest of Cyric (whose face cannot be seen) and a hooded and robed woman. Next to her stands a powerfully built man carrying a huge studded mace and wearing a kilt.

The woman is Mythacasties, and she is a greater Medusa. Her companion is Lycodin, a maedar. For Tiers One and Two, both the Medusa and Maedar leave with the Priest of Cyric to take on their minions. At Tier Three, the odds change. Lycodin will be ordered into the fray, and the opponents will be a bit tougher. At Tier Four, both the Maedar and the lackeys will be much tougher, and finally at Tier Five, the Medusa herself will enter the fray. The priest of Cyric will get away, his magic affording him an easy way out, and the PCs will have found the heir to the Marryck line. They will return to Ravens Bluff heroes once again, and

restore the heritage of Voland Marryck to its proper heir.

Chapter One: A Meeting at the Halls of Morning Light.

Please read the following:

As you go about your daily business, each of you is greeted by a young Morninglord named David Starwatcher. (He will greet those who played Dark Lord, Morning Glory by name). The young priest hands you a note.

"High Morninglord Dayspring has requested that you meet him after Dawn Services tomorrow morning. Please come before Dawn. If you have any trouble at the doors, please present this note, as it bears the symbol of the High Morninglord."

If the PCs cannot read common, David will stay and read the message, twice. Then he will leave, stating that he has other messages to deliver.

If asked he says that he is delivering other messages to other selected adventurers. If the PCs open the message, hand then **Player Handout 1**. The message reads:

Hail friends,

I hope this message and its carrier finds you well. As before, so again I call to you for assistance. Please come to the Halls of Morning Light before Dawn Services tomorrow. I ask that you welcome Lathander's Light to Toril with us and then join me in a private meeting to discuss what I will ask of you.

*Let the Light of Lathander brighten your way.
High Morninglord Relarn Dayspring.*

Ask the PCs what they wish to do, and then have them choose their spell for the next day. When the PCs have finished, please read the following:

It is still pre-dawn as you approach the Temple of Lathander. The weather is cool, but not cold, and the ground is damp with the morning dew.

Your walk to the Halls of Morning Light is uneventful, contrary to the last time you were asked there. You approach the Halls of Morning Light, dawn still half an hour away. The Temple to the Lord of Morning sits atop the highest hill in the city, and commands a breathtaking view of Ravens Bluff and the surrounding area.

A young acolyte is here, waiting to greet the many visitors that will come to attend the daily services here at the Halls of Morning Light. She smiles as you approach, and you see other adventurers approaching the temple as well.

"Hail fellows, and welcome to the Halls of Morning Light. May the light of Lathander brighten your way. I am Dawn Priest Chandra Dawnsrose.

Chandra is a comely half-elven woman (Charisma 16). She wears simple the garb of a Dawn Priest (a Cleric of Lathander), garb that is much less ostentatious than that worn by the Morninglords (specialty priests of Lathander). Her long brown hair is gathered behind her head and tied in a ponytail. She does not carry a weapon, but does wear the symbol of Lathander prominently about her neck.

Those who have religion NWP may make a check at 1/3 to know that there is a "rift" between the clerics and priests of Lathander. Worshippers of Lathander need not make this check. Clerics are known as Dawn Priests and Priests are known as Morninglords. Recently, across Toril, there has been a "favoring" of Morninglords, meaning that many have now been promoted into the church's hierarchy over more experienced "Dawn Priests." Followers of Lathander know of this, and have seen little evidence of this in Ravens Bluff.

She is waiting for the PCs to introduce themselves, or show the note that they were given. If the PCs do not show the note or do not introduce themselves, the PC with the highest Temples Fame rating will be recognized.

"Good Morning (PCs name here). I was told to expect you this Morning. Both Morninglords Darrinak and Carmichael speak of you often. In fact, Morninglord Darrinak has asked that you sit in the front of the Halls this Morning. If you would follow me."

She will only escort the PC she recognizes or has the letter to the first row of the Halls of Morning Light. This should prompt the other PC to introduce themselves to Dawn Priest Chandra Dawnsrose, or to show their letter to her.

Once all the PCs enter the Halls of Morning Light, please read the following:

As you walk down the hallway that leads to the sanctuary, you see the many familiar murals on the walls. These murals depict the power and benevolence of Lathander Morninglord. The first mural depicts Lathander standing behind a mother and her newborn child. Another shows Lathander striding through a

meadow in spring, amidst a flock of sheep. Yet another shows the hands of the Lord of the Morning raising the sun into the sky. And the last, show a fallen warrior receiving the touch of Lathander, restoring him to life.

Chandra leads you to a pair of double doors and opens them quietly. As the doors open, you are assailed by the beauty of this room. There are a variety of wall hangings here, depicting the spheres which Lathander governs over, as well as those that show the deity himself, dressed in simple robes and in others, bright golden armor.

"I can see a year's time has not diminished your desire for adventure."

Turning to the sound of that voice, you see the Morninglord who was rescued over a year ago. Rebecca smiles as you face her and she approaches you:

"So good to see that the many minions of evil about Toril have not claimed you. I am glad that you've chosen to come here again. I have the most wonderful news, I am to be married."

Rebecca smiles warmly and embraces the PCs who have played Dark Lord, Morning Glory. Especially those who wear the Medallions of Lathander's Favor, given to them for saving Rebecca in that event. She will also know, and call by name, those who worship Lathander regularly (other Morninglords, Dawn Priests, and Paladins)

She will make some small talk about the PCs adventuring careers for a few moments before asking that they join her at the head of the Hall.

"I see that Dawn is approaching. Please join me in welcoming Lathander back to Toril, and meeting my betrothed."

The PCs should follow them to the front row. Seated there already are two Dawn Priests and another Morninglord. He turns to you and looks at you with a cold smile:

"My friends, I hope you remember him, because you've made quite the impression on him." Rebecca leads you the front row of the Hall of Light. Seated there is another familiar person. His dark hair is tied into a tight ponytail, and he is dressed in the garb of a Morninglord.

"I see you've finally decided to grace our walls again. So good to know that should we need you will obey when called."

This man is Josiah Carmichael.

Unknown to the PCs, Carmichael was the "inside" man in Dark Lord, Morning Glory. He is also the brother of

the late Vermilan Braal. This curious fact is unknown, and has been Carmichael's secret for over 10 years. But, the biggest secret is that Carmichael is now Vermilan Braal. The mind/soul of Braal searched for a vessel for his power when he was slain, and with Cyric's help, he was able to enter the body of his brother and force his spirit out. Braal is now in control, and Carmichael's mind is gone. Braal is also in possession of most of his powers, but not all. It has taken him a year to alter the body of his brother to allow him access to his mage abilities.

While the man's words are friendly, his manner is not. He sits away from the PCs, even moving and asking the Dawn Priests to trade places with him. Paladins who decide to detect evil on will find that he does not register evil. Depending on how the PC detects evil, they get a result of ambient evil in the "air" but nothing specific. This will happen all about the Halls of Morning Light, and paladins will always notice it from this point on.

Items that discern lies from truth are also defeated, as they will register that it is the truth that he is speaking. To clear up confusion, any object, spell, or granted ability that could detect alignment, truth or divine Braal's true nature will be defeated. End of story.

Carmichael/Braal will be antagonistic toward the PCs, only speaking to them as honored guests in the presence of Rebecca, Dayspring, or other inhabitants of the temple. He is even nice at that point.

DMs: Play up the "animosity" Carmichael feels toward the PCs. He will talk down to the PC, and smile while doing so. He will allude to past events, and will give the PCs a telling look. Since he is Braal, he is not very happy about the PCs living, especially since they killed his body. He was angry about losing his mage abilities, but now that they are coming back, he will be more confident. He is hoping to draw a reaction from them. **Braal/Carmichael will do almost anything to antagonize a PC but will stop short of encouraging physical violence, after all, they are in the Halls of Morning Light, and Braal doesn't want the PCs to discover who he is, not yet.**

As you are seated, the deep voice of High Morninglord Relarn Dayspring fills the Halls of Morning Light, welcoming the Lathander to Toril. Then, as the dawn's light fills the room, a large disk on the west wall begins to glow with a rosy light, and the hall is filled with the light of the dawn.

At the conclusion of the service, Carmichael rises and smirks at you:

"Good luck. They say fortune favors the bold. You'd better hope that is true."

Rebecca then speaks, "They will succeed Josiah, I know it. Now come, we've a wedding to plan."

"Indeed love. Women, you know, they just seem to focus one thing, and see to block out everything else. But I am sure that you haven't. I'd be very disappointed if you did, after all, you vanquished Vermilan Braal. No mean feat, for..... experienced and intelligent..... adventurers like yourselves. Good day, and may the Light of Lathander banish the shadows of your journey."

Carmichael then walks away, taking the arm of Rebecca Darrinak and leading her outside away from you.

An older, distinguished Dawn Priest approaches you. His hair, once red, is now flecked with white at the temples. He bows his head in respect. The man has a pronounced limp of the right leg.

"Morninglord Dayspring requests that you meet with him in his personal chambers. If you'll follow me, I'd be happy to guide you there."

Should anyone ask questions of the Dawn Priest, they will learn that his name is Solivan Goldenray. Solivan was once a paladin who venerated Lathander, but then after battling a succubus, and besting the horror single-handedly, Solivan retired, the fiend crippling his leg with a magical *staff of withering*. He then began to serve Lathander more directly as a cleric, and has done so for over 30 years. If asked about his limp, he will explain that many magicks have tried to reverse his condition, and failed.

Solivan leads you toward the private chambers of the High Morninglord, toward a door made of the finest of oak with intricate carvings of leaves and ivy on it. The door opens by itself, revealing a room which is furnished with many tapestries of Lathander, depicting his dominion over the spheres he governs. A large mural on the north wall depicts Lathander in full battle gear, wielding a sword of light and wearing brightly polished full plate mail.

Sitting behind a desk is Relarn Dayspring. The older man smiles as you enter, and he rises.

"Please be seated. I am happy to see that each of you has made it here safely. The past year had been a quiet one here, what with all the training for Rebecca to succeed me as High Morninglord. Though capable, Lathander has not yet sent me the sign I'd hoped for. But, at any rate, I should tell you why I have called.

"For the past year, we have been trying to seek out the last vestiges of the Marryck family. And, to a point, we've been very successful. We have traced the Marryck line through Sir Voland's brother,

Ronmantle. That part of the family settled in Ordulin some 275 years ago, and hasn't moved.

"But, the bad news is that Valeris Marryck, the last of the line, died without producing an heir. Or so many thought. Our somewhat limited, and highly disappointing, divinations have shown that Marryck did have one child. A child called Aaron.

"The trouble is, we cannot locate him. That is where you come in. Valeris' son has been missing for a few weeks. We haven't found anyone who knows Aaron, everyone saying that Lord Valeris had no child, and that to suggest so would be at the best scandalous. But, our divinations, and those of my counterpart in Ordulin, have shown that an heir does exist, and his name is Aaron."

At this point the PCs may have questions about the mission. Relarn Dayspring has the following answers to these questions:

1. The High Morninglord of Ordulin is a man named Orbital Duskroon. He resides at the Dawn Tower and was a personal friend to Valeris Marryck during the knight's life.
2. As far as he knows, and the divinations have told, the child of Valeris Marryck is named Aaron. He would be nearly 21 years old now.
3. As for why the divinations are being blocked, he has no idea, but will suggest that some other force may be attempting to block their divinations to stop the Temple from finding the child.

Dayspring knows nothing else of value to the party. Please read the following:

"I have a frigate at the docks all ready to sail. Go to the docks and ask for Captain Sharyn Stillwaters. Don't be put off by his demeanor, he's a bit gruff with everyone. But, he's one of the best men you'll sail with.

"Here are your tickets, and please inform Captain Stillwaters that his payment awaits him at the Dawn Tower, and the other half will be paid on your return to Ravens Bluff. The ship, the Virgin Harlot, leaves at 4 bells past dawn tomorrow. Be well rested for your journey."

With that, Dayspring dismisses the PCs.

Chapter Two: Onward to Ordulin.

The next morning should begin without incident. The PCs wake to a beautiful morning, with the perfect weather to sail in. Please be very elaborate in your descriptions of how hospitable the climate is. After describing the day, ask the PCs if they are heading to the docks.

It seems that the weather has brought out an unusual number of people this morning, and business have started early. The air is clean and crisp, but not cold. The sun shines down on the city, warming the air, but making it comfortable. Even the journey to the docks is pleasant enough, the breeze having shifted to take the smell of decay out to sea.

It seems as though the docks are busy as well this morning, as many sailors are busy loading ships with various cargo. Near the end of the dock is a ship with a figurehead of a comely elven woman. The workmanship is so fine, the figurehead almost looks real.

Artistic Ability or Woodworking check to see that the figurehead is of exceptional craftsmanship. The paints and dyes have not faded, nor has the salty sea water done anything to damage it. It is flawless. (And not magical, should anyone check). It alone is valued at over 20,000 gp.

Next to the figurehead is the ship's name, the Virgin Harlot.

A halfling walks up to you and looks at you with a sour face, characteristic of a dwarf. He is carrying something that no halfling should be able to carry, a crate that is nearly twice his size and easily 5 times his weight.

"Your blockin' my way there lubbers. As you can see, I'm loading stuff on to this here ship, so if you don't mind gettin' outta my way, I'll be gettin' back to work!"

This halfling is, in reality, the Captain of the *Virgin Harlot*, Captain Shardyn Stillwaters. He will not allude to this however, and will evade taking the PCs to see the captain, hoping to gauge their measure by seeing how they treat others. If the PCs try to overcome the halfling's attitude, Stillwaters looks at this favorably, and makes sure that their food is prepared to their liking, and that their berths are vermin-free. Anyone who treats Stillwaters with disrespect will be dealt with. His/her cabin is leaky and cold (and vermin-infested), their food is cold, and over seasoned. Anyone calling

him a "peck" is sent to bunk below, in "the only room I got left there matey", a soggy room in the bilges.

Cpt. Shardyn Stillwaters, half m F10 (swashbuckler): AL CG; AC 0 (Bracers AC 3); MV 12 (*boots of speed*); hp 90; THAC0 4; #AT 2; Dmg 1d6+4 (*rapier* +3); SA Specialized in Rapier, offhand weapon is *main-gauche* +2; SD +3 saves Vs poison, spells, rsw; St 14 (19), Dx 16, Cn 17, In 13, Ws 16, Ch 10; SZ S.

Stillwaters wears a pair of *boots of speed* and a *girdle of hill giant strength*. His rapier is enchanted at +3 and carries an enchantment that allows him to use the weapon one handed (as a short sword). His *main-gauche* is a +2 weapon and a Dancer as well (per DMG) and fights with his THAC0 (which is 5).

Stillwaters will trade insults until 4 bells past dawn, then he will announce himself as the captain and welcome the PCs aboard. Just before setting sail, he assigns the PC berths. As stated, those who insulted him are in the vermin infested berths. Those who call the captain a "peck" are escorted below to the "Lord's Room".

Finally, after you've been assigned berths, Captain Stillwaters sets sail. The voyage goes well, day changing into night without mishap.

And as you're tossed from your bunk onto the floor (or water if in the bilges), morning brings its own surprises. While the day before was a picture perfect day, today couldn't be any more the opposite. The sun, which had given such a good start to your journey, is now gone, covered with thick clouds which are now pouring down upon you in a furious torrent. The Sea of Fallen Stars, while tranquil and smooth, has lost all of that, as the water roils and washes upon the deck in great waves.

"Hey Lubbers! We need a hand here," Stillwaters shouts as you climb out onto the deck.

"This just came outta nowhere. Youse guys with some muscle, get below and help with the bilges. The rest of youse need to help with the sails. If we don't get the sails down, the next blast of wind is gonna tear the mast off.

The PCs now have to help save the *Virgin Harlot* from certain doom. Both of these need to be done in order to save the ship.

The Bilges:

The hold of the ship is just as unsteady as the deck, and just as wet. A dwarf looks at you and says in a gruff voice.

"Hey, the bilges on the aft starboard are not manned. Get over there and start pumping or we'll all be seeing The Bitch Queen!"

The PCs present will see a set of bilge pumps here that are unmanned. There are three pumps here, and they are rusty. A strength -1 check is needed to begin pumping. The PCs must pump for 2 hours in order to save the ship. This translates into the following:

- Hour 1: Strength -2 / Constitution 0. Failure means that the PC must stop pumping due to exhaustion and must make a Strength check at -4 AND a Constitution check at -2 to start again. Failure of the checks means the PC takes 10 points of damage (all temporary, a night's rest will heal the wounds), and that all future checks are made at half with the negative modifier.
- Hour 2: Strength -3 / Constitution -4. Failure means that the PC will fall over from exhaustion. To begin pumping again, both Strength and Constitution must be made at 1/2. If the check is failed, the PC will take 10 points of damage (all temporary, a night's rest will heal the points) and he/she is unconscious from the exertion.

One PC must complete both checks for the ship to be "saved". If none of the PCs make it, the ship will sink, but not before the PCs make it to the lifeboats. They will have no time to gather any equipment they may have left in their rooms. The equipment is lost, and the certs should be destroyed, or at the very least VOIDED (sign and date the certs in ink).

The Sails:

PCs who try to aid the crew with the sails are in for just a tough a time. The length of time is shorter than the pumping of the bilges, but if the PCs fail a DEX check, they run the risk of falling overboard.

Also, levitating or flying is not recommended, as there is lightning flashing everywhere, and ropes and other objects being tossed about. The flying or levitating PC runs the risk of being hit by something. Use the table below to check the results:

- 1-2: Lightning for d10 per tier.
- 3-6: Flying Objects. d6 per tier.
- 7-8: Lucky you, you don't get hit.

PCs will need to make the following checks to help strike the sails. Only weapons size small can be used in these conditions. Each PC must strike 3 ropes to loosen the sails.

- Rope 1: Dexterity -1 / to hit rope -1
- Rope 2: Dexterity -3 / to hit rope -2
- Rope 3: Dexterity -5/ to hit rope -2

If a PC should fail a DEX check by 3 or less, he is tossed to the deck for d4 per tier of damage, and must make a DEX check at -3 to rise again. If a PC fails by more than 3, then he/she must make two DEX checks at -6 to avoid being tossed overboard. If one is failed, then the PC is tossed against the railing at d6 per tier of damage. If both are failed, the PC is hurled overboard and will drown. The drowning PC must make 3 swimming checks at -4 or strength at half -2 if the NWP swimming is not possessed. If these checks are made, the PC will stay afloat long enough to be rescued by some crewmen. If one is failed, the PC will take 1/2 their total hit points in drowning damage. If two are failed, the damage goes to 2/3. If three are failed, the PC will die, but their body will be saved. Anyone wearing armor heavier than studded leather will make these checks at an additional -2. The Ropes have an AC of 9.

Should one of the PCs make all of the checks, the mast will be saved, as the crewmen will have picked up the slack. After two hours, the storm disappears as quickly as it came, leaving the PCs and the crew in a dismal state.

DM NOTE: If none of the PCs succeed, then the ship is lost. Stillwaters abandons ship and take the PC by lifeboat to Yhauun. The event will continue as planned, but the PCs will not be as rested or at full strength. In fact, they will have no time to rest as any spare time will be used up.

Any slain PCs will be gladly resurrected at the Dawn Tower (using Duskroon's *rod of resurrection*), but at half price since they are on a mission for the Church of Lathander. This can be paid in gold or items (log cost off character log sheet). Any PC who gives all his/her wealth and items and cannot meet the price will be resurrected, the church is not totally heartless.

Success: Stillwaters will say the following:

"Suren you're not the lubbers that I thought you was. Yer right good sailors and all. Not bad for land folk. My thanks for saving my ship and my crew. This is a special ship, and I am glad it didn't make it to Umberlee's watery hole."

Stillwaters shakes your hands, and gives you a semi warm smile before reverting back to his gruff sea dog manners.

"Okay ye sea swabs, what are ye lagging about for. We got a trip to make. Raise the mainsail and get

me a glass of ale. These lubbers here are in a hurry, and I don't mean for them to be late!"

Failure: Stillwaters will say the following:

"It seems that you've some enemies in high places there lubbers, and that's cost me my ship. I don't blame you much, because no one knows the ways of the Gods, but that ship was the finest I've ever sailed on. We'll get to Yhaunn two days later with some good rowing and luck. Hope you lubbers are up to the task."

It will cost the PCs two day's time to get to Ordulin, and they will not be able to speak to Symone Hawks-Talon or have any time to rest at all. They will not be able to rest on the lifeboats enough for any healing or spell memorization. When the PCs arrive in Yhaunn, they are haggard in nearly spent.

Chapter Three: Ordulin.

The trip to Yhaunn is not long, but for your ordeal at sea, it is welcome. The weather is fair and pleasant, only a slight chill breeze make it even remotely uncomfortable.

Those who save the ship:

Arriving in Yhaunn ahead of schedule, you leave rested from your trip. The rough seas are but a memory as you travel inland toward Ordulin. On the way, you pass many pilgrims and merchants traveling to and from the city. They greet you openly and warn of strange goings ons at night othe outskirts of the city.

Those who the ship sank on:

Arriving in Yhaunn behind schedule, you leave during the night in a desperate effort to reach the Ordulin. The rushed ride is a painful reminder of your sea voyage as you travel inland toward Ordulin. On the way, you pass many pilgrims and merchants traveling to and from the city. They greet you openly and warn of strange goings ons at night on the outskirts of the city.

Finally, Ordulin is in sight. The city is huge, nearly twice the size of Ravens Bluff. (Those with Local History may know that Ordulin was once a small armed logging camp, which through careful negotiations and a central location became a crossroads city, and trading hub that it is today. It is the undisputed seat of Sembia's power.) *And nearly twice as busy. As you approach the city gates, you are stopped by a guard dressed in full plate mail.*

"You must be the emissaries from Ravens Bluff. Well Met and hail, I am Captain Raithspur, Commander of the City's forces. I was asked by Morninglord Duskroon to seek you out and deliver you safely to the Dawn Tower. If you would, please follow me, High Morninglord Duskroon is expecting you."

Raithspur, hm F21: AL LN; AC -7; MV 12; hp 112; THAC0 0 2; #AT 3; Dmg 1d8+12 (*longsword +5 defender, specialized*), 1d6+8 (*shortsword +3*). SA nil; SD nil; MR nil; Str 18/96, Dex 15, Con 15, Int 13, Wis 14, Cha 15; SZ M; ML 14.

Items: *longsword +5 defender, shortsword +3, full plate mail +3, boots of speed, cloak of displacement, ring of protection +3, ring of free action, necklace of missiles (2 8hd, 3 6 hd), ioun stone of spell absorption (30 levels)*

Should the PCs interact with Raithspur, he can tell them the following:

- He was acquainted with the Late Lord Marryck, and knew him as an honorable man with many enemies.
- Lord Marryck's late wife, Elayne, was sterile, and bore him no children.
- Orbital Duskroon knew Marryck personally, and it was he who presided over a trial that involved Marryck and his paladinhood.
- Marryck was known as a ladies man after the death of his wife, and was linked to a variety of women in the years before his death. He cannot however name them. (The men traveled in different circles.)
- Strange goings-on have made the city a bit more exciting. A variety of thefts and break-ins have occurred, seemingly without a pattern.
- There have been a number of strange disappearances as well lately, a few children and some younger adults. He suspects the Dragon Cult or perhaps a new organization called the Rot Grubs, but has no evidence as of yet.

After Raithspur has given out this info, or ten minutes have passed, they PC will reach the Dawn Tower. Please read the following:

As your conversation comes to an end with Raithspur, he smiles and says, "Your destination noble adventurers, the Dawn Tower. I wish you luck in your mission, though regardless of what Morninglord Duskroon has found, I feel that your search will be fruitful."

With that, Raithspur turns and walks away, leaving the Dawn Tower in all its glory before you.

Looking on the tower, you can see that it is an older structure than the Halls of Morning Light, but no less magnificent. The Tower stands nearly six stories and is made of a rose colored stone (a rare type of Rose Marble, for those who have stonemasonry or are Dwarven). It is flawless, and the seams between the blocks are so fine that it looks as if the tower was shaped out of a single piece of this stone. As you step closer, the tower seems to be glowing a rosy light, like that of a perfect dawn. Here, a young Morninglord stands, waiting patiently. He looks at you and smiles:

"Good day and well met Travelers. Welcome to the Dawn Tower, may the Light of Lathander banish the shadows of the road. I am Morninglord Solaris Sunchaser, how may I aid you?"

Hopefully the PCs will greet Solaris in turn and impart to him that they are the emissaries from Ravens Bluff to see High Morninglord Duskkroon. If they do so, in a friendly manner, Solaris will bow and cheerfully escort them into see Duskkroon. He will ask that they give him a list of their titles and names, so that he may announce them to his Radiance.

You are led by Solaris Sunchaser down a familiar hallway. This hallway is very similar to the foyer in the Halls of Morning Light, with frescoes depicting Lathander's Spheres of Influence, and the extent of his powers. After a short walk, you are led up and grand spiral staircase made of the same rose marble as the Tower, with golden railings to prevent your fall. Beautiful silken tapestries hang here, as do paintings of past Morninglords.

Solaris stops next to a picture of a man with flame red hair.

"This man was Voland Marryck, once the greatest of all of Lathander's Champions. Indeed, the Marryck name was not always one of warriors and priests. Vandris Marryck was a farmer when he was called by My Lord Lathander. You know, I have heard rumors that the Sir Marryck's blade was found, and the Shield of Morning Glory had been recovered."

Should the PCs have the Shield of Morning Glory, he will be astounded, as this is one of their most treasured artifacts. If the PCs tell him of the sword, and it's current home at the Halls of Morning Light, he will be doubly astounded, and look upon the PCs as heroes, worthy of praise.

"It is indeed an honor to escort a group of your stature. Your deeds have slowly been circulated within the halls of My Lord, and you are honored guests anywhere Lathander's house is present."

After a long climb, Solaris stops and looks to you. "This is the Chapel of the Sun, where High

Morninglord Duskkroon has asked that you meet him. Please wait here, and enter when your name is announced. Then proceed to the chair that bears your name.

With that, Solaris announces the PCs, saving the PC(s) who bears the Shield of Morning Glory for last, and announcing the fact that the PC bears the shield. If there are two PCs with the shield, the PC who interacts the most with Solaris will be announced last, and most reverently.

Duskkroon will not speak until all the PCs are seated and Solaris leaves. Then he will rise and speak to the PCs.

Ombital Duskkroon, hm P16 of Lathander: AL NG; AC 3; MV 12; hp 101; THAC0 10; #AT 1; Dmg 1d6+3 (*footman's mace* +3) SA spells; SD spells; MR nil; Str 14, Dex 15, Con 13, Int 16, Wis 18, Cha 17; SZ M; ML 12.

Spells: Duskkroon has nothing but healing spells memorized for the day, as he is hoping to personally help the PCs with their needs, after the event has concluded.

Duskkroon is a middle-aged man who has a very distinguished look about him. (Think Anthony Hopkins). His clear blue eyes belie his age though, as he has the look of a man who leads many, but has not lost the spark of youth.

"By Lathander that is growing tiresome," sighs Duskkroon as Solaris leaves, "Sorry to stand on ceremony, but my adjutant requires it of me. So I amuse him. But, to business, how may I assist the friends of Relarn Dayspring?"

Allow the PCs to explain what Duskkroon believes to already know. He will listen, and then after a brief silence, will speak:

"This I know, and not much more, for I was an old friend to Valeris Marryck. I know that he desired a child his wife could not give him, and that I refused him a divorce in the eyes of Lathander. I was the man who learned of his infidelities, and who asked that he atone for them. I was also the man who was given the power to strip him of the one thing he held more precious than all else, his paladinhood.

"And for all of this, Valeris remained my friend. Now, I am told that he sired a child. Though I have never seen this child, and no one knows of the scion of Valeris Marryck, I must believe what my Lord Lathander tells me, though he offers nothing save the child's name. Aaron.

"Yes, I have spent time in consul with Lathander, and the child is hidden even from his eyes. There is

powerful magic working here, and it smacks of the Dark Sun's stench. So, now you know. There exists a child of my friend. A child no one has seen, who no one knows, and who no one knows anything about, save his name. Now you know what we know."

Hopefully, the PCs will ask questions to Duskroon about Marryck. Here are some answers:

- Marryck was once a paladin, like his fathers before him.
- Marryck was an influential man in Ordulin, and had many political rivals, as well as enemies.
- Marryck was an adventurer at one time, and adventured with the Dragons Blade Company. Two members still live in or near the city. Octavian Spellstone (a mage who lives in the noble district) and Symone Hawks-Talon (a ranger of Silvanus who lives just outside the city).
- They have looked over Marryck's possessions and home with all the magic at their disposal, and found nothing. Whatever the secret was, Valeris did not write it down. Duskroon will ABSOLUTELY forbid anyone to cast Speak with Dead on Marryck's corpse, as his body has long since decayed. (It has been well over 15 years since his death.)
- If asked about the missing people or the crimes, he will say that Captain Raithspur is in charge of that, and they should talk to him.

"I wish you luck. So far, we have been unable to locate Aaron Marryck, but for those who recovered Avenger's Fyre, this should be an easy task. Good Luck, and may Lathander light your way."

At this point, the PCs will need to either speak to Spellstone or Hawks-Talon.

Chapter Four: Octavian Spellstone.

Please read the following:

The trip to the Spellstone estate is uneventful, despite the fact that Captain Raithspur had warned you of odd happenings.

After about an hour of walking, you come to the Spellstone estate. The mansion is a modest one, which is ringed by a wall of bricks with a thorny ivy on it. The gate is made of a shiny silver metal (those with metalsmithing, or elves, will know that this is pure mithril). An arcane symbol which resembles a gem

with an "S" shape rune within it is the centerpiece of the gate. A voice assails you from nowhere.

"Greeting travelers, and well met. Welcome to the Spellstone estate. We are not currently accepting employment, nor is Lord Spellstone granting spell favor. Please announce yourself, and your business."

The PC should announce themselves and their business. If they do not do both, the gate will remain closed. Anyone touching the gate will receive a mild shock (1 hp damage) and a warning not to touch the gate. Then the greeting will repeat. If they do announce who they are, and their business, then the gate will open.

"Welcome adventurers to the Spellstone estate. Please follow the glowing globe, and do not stray from the path. Lord Spellstone will be receiving you in the Library."

With that, a small white globe of soft light appears and begins to travel ahead of you. Following the light, you are led to the Door of the manor and before you can open it, the door opens itself. The light stops and hovers somewhat impatiently, before continuing up a flight of stairs and toward a large finely worked walnut door.

Again the door opens silently for you, and within is an extremely ancient elf. His white hair is tied back neatly and his eyes look at you approvingly through a pair of octagonal wire rimmed spectacles. When he speaks, it is not with the voice of an old man, but rather with the voice of a man in the prime of his youth.

"Welcome to my home adventurers, I am Octavian Spellstone. Please sit and tell me of your journey."

The PCs should enjoy his hospitality, and entertain him with their tale. After hearing it, he will speak.

"I knew Valeris Marryck for many years. Most of his life in fact. Watched him grow from a boy into a man. And then the man became a warrior, and the warrior a champion. Yes, he had fire, and such promise. Such promise. But the fire that fueled his spirit also fueled his desire.

"See, in his youth, Valeris was linked to many women. He was a handsome and very charismatic man. And the ladies loved it. As a single man, I hoped he could learn to control that. And as a married man, I prayed he would.

"But, it was not to be. That was Valeris' only failing. I often joked that Sune Firehair would be proud to have one such as he as her champion."

If asked about any of the ladies Valeris had ties to, Spellstone will say the following:

“You seek a supposed heir, do you not? Don't be surprised, I am an archmage after all. And that is what is most surprising. I cannot divine who this heir is. Only his name. Aaron.

“Someone, or thing is using some powerful forces to conceal young Aaron Marryck from the world, and as for why, I cannot say. What I can do is steer you in the right direction. Two of Valeris' lovers still live here in the city, at least the two I know of. The first can be found at the "shrine" to Sharess. This establishment is called The Cat's Meow. Ask for Daryian Catseyes. The second is an old friend of mine. She lives on the outskirts of the city at the druidical grove. She is Symone Hawks-Talon. Normally, I would recommend any who seek information to see Zeoboaster the Sage. Unfortunately he's gone underground having said a little too much about the history of a certain lord here in the city.

“Good luck on your quest. I wish I could have given you more to work with. I hope you put this to rest and find Valeris' son.

After leaving the Spellstone estate, the PCs may notice a rather large bat following them. PCs with observation may make a roll to see the bat. The bat will then veer down an alley and vanish. When the PCs arrive, all they see is an alley with a low lying mist. The man wearing the *cloak of the bat* has taken a *potion of gaseous* form and vanished. He is one of the Rot Grubs who has been sent to spy on the PCs and who is working for Braal. He is moving quite fast, and cannot be caught before changing into mist.

Chapter Five: Daryian Catseyes.

Please read the following:

While Octavian Spellstone didn't give you specific directions to The Cat's Meow, finding the "shrine" to Sharess wasn't difficult. Despite the recent thefts and kidnappings in Ordulin, the Cat's Meow business hasn't slowed.

The inn is located in the SE quarter of the city, just down the street from the Six Candles Inn. Passing the Six Candles Inn, the sounds of a party can be heard.

Every night is a party at the Cat's Meow. The festivals usually begin at Dusk and end at Dawn. During the night, the clergy of Sharess come down to select people from the throng to join them in the "Temple" for a "private ceremony". If there is a male PC who has a

CHA of at least 15, he/she will be approached by Daryian herself and invited below. If there is no one who meets this criteria, then the PC will have to ask around about Daryian to find who she is.

Daryian Catseyes, hf P12 of Sharess: AL CN; AC 1; MV 12; hp 60; THAC0 12; #AT 1; Dmg 1d6+2 (*footman's mace* +2); SA spells; SD spells; MR nil; Str 10, Dex 17, Con 16, Int 11, Wis 16, Cha 18; SZ M; ML 12.

Items: *bracers of beauty's defense*, *ring of protection +4* (saves only), elven chain armor (just for show)

Spells: Daryian has only spells that will make the PC she is attracted to feel more amorous and at ease with her.

At the door there is a very tall and well built man standing "guard". On his hip, he carries both a mace, and a whip. His long black hair hangs neatly, and his deep brown eyes look over your group. (His gaze will linger on a female PC with a CHA of 14 or higher). *As you climb the steps, he stands in front of the door, and smiles.*

"Your invitations please?"

The PC have no invitations, and cannot produce them, so they will have to roleplay their way into the Cat's Meow. Any thief who tries to sneak into the "club" will be stopped by Castilian, who can see invisible creatures. If a female PC flirts with Castilian, he will let in her friends (to get rid of them) while he makes time with the female PC. She must remain with Castilian for the entire encounter, or he'll have the "crashers" tossed out.

Castilian, hm (F3)/P9 of Sharess: AL CG; AC 10; MV 12; hp 66; THAC0 12; #AT 1; Dmg 1d3+6 (barehanded); SA nil; SD nil; MR nil; Str 18/00, Dex 10, Con 11, Int 9, Wis 17, Cha 16; SZ M; ML 15.

Items: *ring of invisibility detection*

Spells: As needed to defend the temple.

Upon entering the Cat's Meow, you are greeted with a variety of earthly pleasures. Wine flows freely here, as does other exotic drinks. Scantly clad men and women dance here, and others stare at you, as you are obviously over dressed.

Finding Daryian Catseyes isn't going to be real hard, for she is the young lady holding court at the bar, a gaggle of men following her every move, and hanging on her every word. She will notice the PCs if there is a PC who has a CHA of 15 or better OR there is one of the following in the party (in this order: Bard/Blade, Bard/Gallant, Bard, Fighter/Swashbuckler,

Thief/Swashbuckler, or Cavalier). She will ALWAYS choose a Bard/Blade first, and then the PC with the highest Charisma or in order of Class/Kit.

She will approach the PCs if they meet the criteria, and if they do not, then they will have to approach her. She will only allow one PC to approach her at a time, and the rest will have to fend for themselves. There are plenty of NPCs to role-play with here, so DM's have some fun and role-play.

"Greetings adventurer, I am Daryian Catseyes, High Priestess of the Cat's Meow. Tell me, handsome, what's your name?"

Daryian will flirt for a few minutes, but if asked about Valeris Marryck, she will ask that the PC join her in her "private offices" for an exchange of sorts.

Daryian knows the following:

- She did have a brief affair with Marryck years ago, which did produce a child. But the child was stillborn.
- Valeris' wife was barren, and could not bear children.
- He was linked to a number of women in the years before his death. One was Symone Hawks-Talon.
- Hawks-Talon can be found outside the city at the Grove of Silvanus.

After this exchange, Daryian will be asked to be compensated, with a dance and dinner with the PC, and a very modest donation of 500 gp. This is non-negotiable.

Come morning, the PCs will have more clues, and two of them will have a few more trinkets to add to their collections. The bouncer, Castilian, will be smitten with the female PC he was talking to, and will give her an earring to remember him by. Daryian will give the PC she has dinner with a souvenir, if the PC role-plays well with her. This is a ring made of gold and is inlaid with a cat's eye agate.

Other Patrons of the Cat's Meow who the PCs may talk to:

1. Mulgrew Ettinslayer: The dwarven warrior is back fresh from a dungeon crawl (he was chasing Ettins). He was accosted just outside of town on his return by a man his band of rogues. They were wearing the symbol of the Rot Grubs (a rot grub in a red circle.)
2. Dyamius: The elven mage sits alone, but will entertain brief and intelligent company. He has come here often for the atmosphere. If asked about conditions in Ordulin, he will comment about the

increase in thievery and maliciousness, and of the fact that some children have been abducted recently. A number of warriors, most notably the Paladin Skyemantle have taken an interest these events. Dyamius knows that Skyemantle worships Lathander, and will relate this if the PC asks. He also knows that Skyemantle is a woman.

3. Phaedra Dreamingeyes: Phaedra is a young acolyte of Sharess, just arrived to Ordulin. She is outgoing, and will approach a male in the party and ask him for a dance. She knows little, save that she has noticed a few of the Dark Sun's priests in town lately. She saw a pair of them in the Square just this morning and one of them dropped a holy symbol resembling the Dark Sun's insignia.
4. Olan Symbrundal: This young half-drow is from the Underdark city of R'izzelthial. He was outcast after his heritage was discovered (he looks VERY elven, barely any human features). He is friendly, even to elves, and will approach an elf hoping to find acceptance from him. He came up from the Underdark about 3 months ago, in a tunnel in an abandoned Dragon's Lair to the northwest of Ordulin. He tried to go back for some personal effects, but left because a small band led by a medusa have taken up residence.
5. Irene: Irene is a spy sent to observe the PCs. She is not evil, but CN, so she will not be detectable to those who are looking for evil or evil intent. She is merely hired to observe, and means the PCs no harm. She is one of the newest Rot Grubs, and knows that her bosses are working with people who spook her, and their leader is a man whose presence makes her skin crawl. She is not obvious, but she can be caught by an observant PC, as she is new. She will sing her story to the PCs if they promise to let her go, and give her a small bribe (not less than 50 gp).

Chapter Six: Symone Hawks-Talon

According to the information given to you by Octavian Spellstone, Symone Hawks-Talon can be found outside the city at the Grove of Silvanus.

The grove is a two hour ride northwest of the city. It is a ring of aspen trees, which stands around a ring of ash trees, and finally a ring of majestic oak trees.

PCs with observation, or those stating that they are on lookout will notice a large bird, possibly a condor

flying far overhead. Should a PC fly up to check it out, the condor flies into a cloud, changes into a hawk and tries to fly away. If he is caught, and the spell on him dispelled, he will be revealed as a Rot Grub spy. He will not talk, preferring to die instead. PCs may let him go or take him back to the city when they return.

Only a single path leads within, and it is manned by a single being.

"Good day, and May the Boughs of the TreeLord Shade Your Journey. State your names and your business here."

This small creature is a brownie. His name is Twixel. The brownie is wearing a green doublet and carries a shortsword and a shortbow. He is very courteous to the PCs, except those with axes or Flame Tongues.

Should the PCs introduce themselves, Twixel will smile, and state quite proudly:

"I was told to expect you guys. Symone is here alright, and she just knew that you'd be coming. Well, not you per se, but people like you. You know, asking questions about her and Marryck and all. By Silvanus, she's a smart one. Thanks to the pool that is. Lucky too. You know, I'm her special friend. Yep! She helped me out of a bad spot some years ago, and I been her friend ever since. You know, once I saved Symone from certain death. I was out looking for mushrooms and Symone was being attacked by some bad guys. Anyhow, I showed up, and the cowards all ran in fear. True story! I swear it! Ran like a bunch of little chickens back to their hole!"

At some point, the PCs should cut Twixel off politely, or he'll ramble on and on. DM's, just make up stuff to talk about, and make it fantastic, and all untrue. Twixel is a notorious coward, and would faint away at the sight of fake blood. They must make it a point of seeing Symone immediately!

Twixel frowns a bit as you stop his stories of his heroism, but motions to the path ahead.

"C'mon, I guess it must be real important if you don't have time for stories. You big people all need to relax and enjoy life for what it is. It's not all slaying this dragon and banishing this Lich, or even razing a Temple of Mask or anything. I tell you, you'd all benefit from some time off..."

The brownie admonishes you for a few minutes more before going off again on another tangent, this time about the various plants and animals here in the Sacred Ring.

The aspen trees which make up the outer most ring are turning. The reds and gold's and yellows of

the leaves seem to be so vibrant that it seems that magic, not nature, created these colors.

The ash trees of the second ring are tall and full of life. Squirrels scamper from bough to bough. And though the trees are close together here, they grow in harmony, each tree giving its neighbor space to stretch it's branches.

And finally, the majestic ring of oak trees. Here, the oaks are tall and strong. Their branches blocking much of the light of the sun, cooling the earth below them. As you pass, the oaks rustle, as if turning to watch you. In some places, the path gets a bit narrow, but as you step, the trees seem to part for you, allowing you passage.

Finally, you arrive at the center of the Sacred Ring of Silvanus. Standing just off center is the largest oak you have ever seen. The tree is easily 350 feet tall, and its branches seem to shield you from whatever sun might be out. Next to the tree is a small pond. Its waters are still, and look as if this were a lake of silver.

"Greetings friends of Lathander. May the Boughs of the Tree Lord Shade Your Journey."

From behind the gigantic oak walks a middle-aged woman. Though still beautiful, the rigors of time have given here a very dignified air about her. Her once black hair is now flecked with grey. She smiles and looks at each of you in turn.

Symone Hawks-Talon, hf R13: AL NG; AC 0; MV 12; hp 55; THAC0 13; #AT 3/2; Dmg 1d8+3/1d8+3(scimitar of speed +2), off hand: 1d6+2/1d8+2 (short sword of ettin slaying +2); SA Nil powers; SD nil; MR nil; Str 15, Dex 16, Con 15, Int 16, Wis 16, Cha 15; SZ M; ML 13.

Items: scimitar of speed +2, short sword of Ettin slaying +2, bracers of defense AC 2, boots of elvenkind, shortbow +1, arrows +2 (24).

"So, you're the one's who found old Marryck's blade, eh? Don't be offended, but I expected older people. I guess the younger generation isn't doing too poorly for itself. But, I am getting ahead of myself. I am Symone Hawks-Talon. How may I assist you?"

Once again, the PCs will have to explain themselves. Symone has an inkling about what they are here for, but is intrigued to learn what the PCs may have uncovered. After she listens to the PCs story, read the following:

"Most of what you have found is quite interesting. I see that Valeris was craftier than I ever gave him credit for. Well, what I can tell you is-"

"NOTHING!" a harsh voice bellows from just behind the PCs.

As the PCs turn, they are greeted with the enemies that their tier provides. These foes have been teleported or gated into the Grove, and are here to stop the PCs meddling, once and for all.

Tier 1:

Phagrez hem F2/T3: AL LE; AC 3; MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d8+1 (longsword); SA nil; SD nil; MR nil; SZ M; ML 12.

Orcs (4): AC 6; MV 9; HD 1; hp 7; THAC0 19; #AT 1; Dmg 1d6+1 (broadsword); SA nil; SD nil; MR nil; SZ M. ML 11.

Tier 2:

Phagrez hem F4/T5: AL LE; AC 1; MV 12; hp 40; THAC0 15; #AT 1; Dmg 1d8+1 (longsword); SA poison—save vs. Poison or take 1d4 damage; SD nil; MR nil; SZ M; ML 12.

Orogs (3): AC 4; MV 9; HD 3; hp 21; THAC0 17; #AT 1; Dmg 1d6+1 (broadsword); SA nil; SD nil; MR nil; SZ M. Int Avg. AL LE

Orcs (4): AL LE; AC 6; MV 9; HD 1; hp 7; THAC0 19; #AT 1; Dmg 1d6+1 (broadsword); SA nil; SD nil; MR nil; SZ M; ML 11

Tier 3:

Phagrez hem F7/T8: AL LE; AC 1; MV 12; hp 55; THAC0 13; #AT 3/2; Dmg 1d8+1 (longsword); SA poison—save vs. Poison or take 1d6 damage; SD nil; MR nil; SZ M; ML 12.

Orogs (5): AL LE; AC 4; MV 9; HD 3; hp 21; THAC0 17 #AT 1; Dmg 1d6+1/2d4+1d12(broadsword); SA nil; SD nil; MR nil; SZ M; ML 11.

Ogres (3): AL CE; AC5; MV 9; HD 4+1; hp 29; THAC0 13; #AT 1; Dmg 1d10 (two-handed sword); SA +3 to damage with weapons; SD nil; MR nil; SZ L; ML 11.

Tier 4 and Tier 5:

Phagrez hem F9/T11: AL LE; AC 0; MV 12; hp 70; THAC0 10; #AT 2; Dmg 1d8+1 (longsword); SA poison—save vs. Poison at -2 or 3d6 damage; SD nil; MR nil; SZ M; ML 12.

Ogres (2): AL CE; AC 5; MV 9; HD 4+1; hp29; THAC0 13; #AT 1; Dmg 1d10 (two-handed sword); SA +3 to damage with weapons; SD nil; MR nil; SZ L; ML 11.

Ettins (3): AL CE; AC 3; MV 12; HD 10; hp 65; THAC0 10; #AT 2; Dmg 2d8 (spiked clubs); SA nil; SD surprised only on a 1; MR nil; SZ H; ML 14.

This should be a challenging combat, and Symone will get involved in it. Her species enemies are Ettins, making her very effective at Tiers 4 and 5. Symone wields a Sword of Giant Slaying; Ettins +2.

If the PCs manage to do something as stupid as drop a fireball here, or do damage to the Grove, Symone will NOT help the PCs, and will order them to leave, saying they've done more than enough for one day.

Should the PCs succeed, Symone will answer their questions, and offer them a drink from the Well of Silvanus. The PCs are allowed only a single drink, and may NOT take any of the water with them. The effect is as a Cure Serious Wounds spell.

The PCs will also find some loot:

- 1 Sapphire worth 600 gp
- 1 gold armband worked with gems worth 250 gp
- a total of 65 gold and 119 silver pieces.

Symone will offer the following about her past:

- She and Marryck did have an affair. No child was produced.
- Marryck ended the affair when he met a young woman.
- The woman's name was Skyemantle, and she was an acolyte at the Temple of Sune. She died nearly 20 years ago.
- If anyone knows what's going on, it may be Karinius Silvereyes. The archmage was a close advisor to Marryck. He can be found at his jade tower outside the south side of Ordulin.

Chapter Seven: The Tower of Karinius Silvereyes.

Symone gives you some general directions to the Tower of Karinius Silvereyes, telling you quite candidly that you cannot miss this place. Being located on the southside of Ordulin, it takes you the better part of the day to reach it.

But, once there, you are greeted by an amazing structure made entirely of jade.

The tower seems to glow a vibrant green in the midday sun, setting off the rather odd rose bushes that seem to surround the tower and its courtyard. Approaching the tower, you can see a gate gilt in platinum. There, floating high above the gate is the image of a silver dragon, no larger than a warhorse.

As it floats to you, it speaks:

"Greetings travelers. The Great and Powerful Archmage has no time for those on a fool's errand. At this moment he may be conducting some sort of magical experiment, or traveling the planes. Or perhaps he's just feeling petulant and doesn't wish to entertain you at this moment. At any rate, if your need is great, the Intuitive and Mentally Acute One will grant you audience should you pass through the garden of Sune's Hair to the Tests within. Please do not touch Sune's Hair, for the Master of the Arts has no wish to dispose of your rotting carcasses should you die. So, do you wish to enter and challenge the Tests within?"

DMs Notes: Ask each player in turn. Any who do not wish to enter, must wait outside, and must leave the table for the duration of the tests, as NOT to assist the other players. Players refusing to enter the first time cannot do so later.

And about Sune's Hair. These rose bushes are highly poisonous. Anyone who touches the roses or bush must make a DEX at -4 to avoid the thorns, and those fail that roll are to make a save Vs Poison at -4 or fall unconscious for d6 hours and take lose all but 1d6 of their HP's. Saving means that player will make ALL rolls at -2 for the rest of the event, due to his extreme nausea and pain in his joints. Neutralize Poison will counter these effects, but Slow Poison will not. Metal Gauntlets will offer some protection (DEX -2), but gloves do not.

"Ah, well met. Please enter and follow the path to the right. Make the first left. When you reach the lake of molten lava, then you know your on the right path. Follow the directions carefully. Oh, and just so you know, if you die, the Archmage of the Mystical Arts will be in now way responsible, nor will he deign to assist in raising you. Good day, and Good Luck.

Notes on the tests: All of the gruesome demises that the PCs see or experience are illusions. After failing, they are teleported to a forcecage to meet Karinius Silvereyes, who will want to know who they are. He already knows what they want, but he may not aid them. That will be the final test, the Test of Charisma.

Should all the PCs fail the tests, then go straight to the final test, Charisma, and go from there. The PCs DO NOT get any of the items the archmage is offering, as they have not passed through the entire funhouse.

The Test of Dexterity:

After following the right path, and taking the first left, you have indeed come upon a lake of lava. The

other side is visible, but is 60 feet away at its narrowest point. There seem to be a number of paths across the lava. Pillars of varying size and amounts on each path.

"Greetings and welcome. Here, your natural adeptness for walking will be tested. Before you are 4 paths. Choose one and start walking. But, be warned, each path has it's own ups and downs. Rights and lefts too. Cross the lake and you get to go onward. Fall, and you're gonna be burned.

"Oh, on the by and by. For some weird reason, magical items don't work here. Neither do most spells. Guess you have to do this yourselves. Keep your wits about you. Good luck."

Path 1: There are four pillars here, about 3 feet in diameter, and about 15 feet apart. These Pillars are spinning. Pillars one and three turn clockwise, and Pillars two and four turn counter clockwise. Jumping from one to another requires a DEX Check at -1. To stay on these Pillars, requires a DEX check at -3.

Path 2: There are six pillars here, about 30 inches in diameter, and about 10 feet of space between them. All of these pillars are greased heavily. DEX at +1 to jump from pillar to pillar, and DEX at -2 to stay on.

Path 3: There is a tightrope here. A PC may walk across the rope (not hang from it as it is too close to the lava for a PC to hang below it). Three Checks need to be made at DEX -2 to cross successfully. Players in armor heavier than elven chain may not use the rope. Those PCs who have Tightrope Walking may cross at no penalty.

Path 4: Here the ceiling is much lower. There are rungs here hanging from the ceiling. Players may brachiate from one to another. This is done at DEX -2 and 3 rolls (1 roll for every 6 rungs).

DM Note: The NWP Tightrope Walking gives a +2 bonus to this test. Tumbling gives the PC a +1. The only spell that will work in this location is Spider Climb.

If a PC falls:

You begin making your way across the pillars/tightrope/rungs, when a mishap sends you into the lava below. The scent of your burning flesh fills the air, and a short scream fills the ears of your companions..

In reality, the PC is teleported to a forcecage inside the Archmage's Tower. There he/she is greeted by Karinius Silvereyes, and told to watch the rest of his

companions. If the PC is friendly, the Archmage may even take a bet on who will make it, if anyone.

For the PCs who make it across please read the following:

*"Your feet are agile, and the path you will find,
But are as dexterous of the Mind?"*

*Through the door are riddles three,
and only the answer will set the door free.*

*Time is close, so do not delay,
All you have is till the end of the day.*

*Use the paper and the quill,
And share not your answers with others, or your flesh
a dragon's belly will fill."*

The Test of Intelligence:

*The door before you opens to reveal a room with
a large table and a set of chairs that match your
number. On the wall across from the door are a series
of plaques graven with letters carved of jade.*

Please give the PCs **Handout Two**.

DM's Notes: This test is of the PC intelligence. DO NOT give out the riddles until you have the PCs check to see if they read Common. Then, each PC will have to write down their answers. There is to be no sharing of answers here. Each PC is being tested, and should the PC disobey this rule, the roof will open to have the PC be devoured by a gigantic Red Dragon. Results are as for the Failed test of Dexterity, and they are transported to the forcentage.

The only spell that will function here is *comprehend languages*. Items that confer this ability are negated (i.e. *ring of languages*), but items that grant it permanently will work (i.e. *tome of comprehend languages*)

Riddle 1: (Written in Common)

*We've never met, and yet you fear me,
Time and again you've all felt my hand.
To embrace me is to banish your fear,
And at the end we'll walk as friends.
And though I reap a bitter harvest,
You bones will go to feed the earth.*

The Answer is Death. To answer, all PCs need to make and INT check at 0. Those who worship Kelemvor, or who are bards, gain a +2 to their check.

If the INT roll is failed, the PC cannot answer and will be devoured by the dragon.

Riddle 2: (Written in Common)

*Enough of me cause things to grow,
But too much will wither the hardest soul.
A day without me is not Uncommon,
But a night with me could never be.*

The Answer is Sun. To answer, all PCs need to make and INT check at 0. Those who worship Lathander, or who are bards, gain a +2 to their check.

Riddle 3: (Written in DWARVEN)

This riddle is written in High Dwarven, and those who read/write Dwarven must make a check to decipher it. Dwarves make the check at +2. Others make the check at -2. Bards may use their Read Languages at -10%. If there is anyone who cannot read Dwarven, the riddle may be deciphered by another PC, but no hints may be given.

*I am nature's scalpel, and I cut away at the flesh of life.
My axe reaps a bitter harvest.
Destruction and death lie in my wake,
And even the noblest of causes I bring to misery.*

The Answer is War.

Anyone who fails to answer any of the riddles, please read the following:

*As you stare dumbfounded at the riddles, the
gaping maw of the dragon appears to swallow you
whole. The last sound you hear is the sound of
weapons being drawn and their ineffectual blows they
rain on your assailant.*

*You wake to see an old elf with silver eyes. He
smiles and speaks:*

*"Please be patient and enjoy your companions
travails. Stout heroes are needed, and perhaps one of
yours will prove worthy."*

The Test of Wisdom:

*"Well done to those of you left. I am sorry that
your companions proved unworthy. But for the next
test, you need pass through this door in the table.*

Should the PCs go through the opening in the table which has appeared, please read the following:

*"Knowledge is important, but not the only thing.
Times oft call for one to apply the knowledge one has
gained. Tell me, of what you learned, in the test just
before. Are you wise enough to know? Illuminate this
room as understanding will illuminate your minds.*

Who embodies the icy hand of Death?

Answer: Kelemvor. Wisdom at 0. (Worshippers of Kelemvor know this automatically.)

In who's smile shines the Sun?

Answer: Lathander. Wisdom at 0. (Worshippers of Lathander know this automatically.)

Tell me noble ones, in final riddle, who best exemplifies the art of War?

This one is a trick question. The other riddles were written in Common, while this one was written in Dwarven. The answer is Clangeddin Silverbeard. This is the only answer that will be acceptable.

Wisdom at -1. Dwarves who worship Clangeddin know automatically.

As the answer to the last riddle is spoken, the light abruptly come up. The room has a large table in it, filled with food and drink.

"Eat and be rested for a moment, for you will need your strength for what lies ahead."

After you have rested and eaten for about an hour, a door opens to the southwest.

Those who fail are teleported to where their other companions may be. They are greeted by Silvereyes and told to watch. He may perhaps make a wager with the new PCs, just as before.

The Test of Constitution:

"Very good. I see that perhaps wisdom is within your grasp. You've proven that you've what it takes to go on. So far, this has been a test of your endurance. Now, you shall face a true test of your hardiness. Pass through your door, and prepare yourselves."

Passing through the door transports you to an underground lake. The cavern here is immense, and scorch marks line the cavern walls here.

"This is the lair of my friend, the Great Red Dragon Flamespire. He has agreed to allow passage to you across the lake, but you must do so underwater. The distance is great, and he will allow you but your initial breath and one more to cross. Those that come up for air more than once will be eaten."

After speaking, the familiar maw of the Red Dragon appears. Mmmm...more tasty morsels. Maybe you're not as tough as you think. I hope NOT. I hate to be cheated out of a meal. So, what's it gonna be, one at a time, or all at once?

The object of this test is to swim the 200' across the lake coming up for air only once. This will require 5 Con checks.

- First Check: After 40', a check must be made. If the PC makes the check, then he stays underwater. If he fails, he must surface to take a breath for a round.
- Second Check: After 80', a check at -1 must be made. Failure means surfacing to breathe for 1 round. Those who took a breath already ignore this modifier.
- Third Check: After 120' anyone who has a Con less than 9 MUST surface to breathe, unless he has already done so. Con checks are at -3 for those who have not surfaced. -1 to those who have surfaced.
- Fourth Check: After 160' anyone who has not surfaced MUST do so. Con checks are at -3 to those who surface in Check 1, -2 to those in Check 2, and -1 to those in Check 3.
- Fifth Check: Those who surface in Check 4 make their Con at a 0 modifier. Those in Check 1 roll at 1/2 Con. Those in Check 2, Con -3. Check 3 is Con -2.

PCs with Swimming make two fewer checks (it takes them 3 Con rolls instead of five to cross). PCs with Endurance gain a +1 bonus to their Con checks. Those PCs with both NWP's make the crossing in 3 Checks, and gain the bonuses for having both NWP's.

Inventive PCs may also pass here. If the PC has a reed or a hollow tube to breathe through, he/she may pass and complete the test. A *water breathing* spell or *airy water* may also work. Karinius will praise that PC at the end for their inventiveness, and for finding a way to succeed beyond the parameters of the test.

To the inventive PC:

"Impressive that you've come up with a way to defeat the Test by finding a solution beyond the parameters of the Test. Simply impressive. You remind me of a young man in Gordia that I met in my travels of the planes. He was a free thinker as well."

PCs who surface more than once:

As you surface for the second time, you are greeted by the sound of a reptilian tongue licking its lips.

"Tasty!"

You are very unceremoniously chomped by the dragon.

Again, the PC is teleported to the forcecage, to be met by his/her companions, and Silvereyes. Those that cross successfully, are read the following:

"Drat and double drat. You mortals are very lucky. Still I haven't had a lot to eat. Are you sure you wouldn't like to let me eat you?"

Wait for an answer, if there is none, then continue.

"No matter. Please go ahead and follow the passage to the next cave. Wharinak is there to greet you. If you'd prefer to have your bones broken, and be tossed into an acid pit, so be it. Last Chance? What do you say? I will at least eat you....."

Test of Strength:

Following the passage, you come to another cavern of stone. Here though it is not a lake, but a room in which dwells a gigantic man. His beard is blueish-white, and his skin as black as a starless night. He wears a toga, and smiles warmly at you.

"Greetings visitors to Silvereyes. I am Wharinak. I am here to test your Arm. To see if you've the mettle to pass on to annoy the Omnipotent Karinius. Think you've the strength? Then you've a choice. Join me at the table in an arm wrestle, or within 3 strikes, send the Iron to the top to ring the bell. Now, if you fail either test, I get to break your bones to powder and toss you into the pit.

"And don't bother taking out those puny blades of yours. I got a weapon here that will flatten the lot of you, should you fail, or resist. "

The Armwrestlers:

"Well met there. Been a while since I turned my hand at this. I'll even use my weak arm. No fair if I just trounce you. The rules are simple, you beat me twice, and you get to pass. You lose twice and Well you know. Bam....Splat!"

The Rules: The PC must make a STR Check at -1 to start. If the PC makes a critical check (rolls a 1) the PC gets the best of Wharinak and pins him outright. This will surprise the giant and only works once. After, the Giant must roll a 20, and the player a 1 to pin him from the onset of the match.

In matches where both participants make the rolls, the one who makes it by the most wins. Wharinak has a 19 STR in his left arm. Three checks are to be made. The first to win three checks wins the match.

The Hammergame:

"This is pretty tough. First you gotta lift the thing. Then you gotta smack that lever there and send the iron up to ring the bell. You gots to hit it hard, and you only get 3 hits. No bell? Then I gets to hit you. And believe me, with this weapon (hefting the huge

Warhammer with one hand) it's only gonna be once. So, you game?"

The Rules: The PC must make a STR -1 to pick up the hammer. Then, the PC must hit the lever with the huge and heavy weapon. This is a roll to hit AC 10. The PC must do at least 20 points of damage (total over 3 hits) to send it to the top. The giant's hammer does d10 damage. The PCs' strength bonuses may be added. Indeed stronger PC will do better, and maybe faster.

Wharinak: Int Avg; AL N; AC -1; MV 15; HD 15; hp 120; THACO 2 # Att:3; Dmg 2d10 (giant maul); SA nil; SD Regenerate 5 hp/round; MR nil; SZ H; ML n/a.

To those who are lucky enough to pass:

"Indeed I have been challenged this day. And bested no less. Go forth mortal, and confront the final test, and the most important. For beseeching aid from him will be the most arduous of task."

With that, the giant waves his hand and a shimmering doorway appears. The colors of a rainbow coalesce within it, and it radiates a faint warmth.

To those that fail:

"Well, you took your chance, and even though you did ok, I am afraid that I must collect my due. Face it like a person of honor, and stand real still. I promise, I will make this as painless as possible."

Wharinak raises his hammer and with a mighty whoosh, and a crack of thunder and shattering stone, your companion has been driven into the stone floor, much like a nail.

"Like I promised. I am sorry, but those are the rules of the game. Who else would like to try their luck?"

To the smacked persons ONLY:

You seem to fall for an eternity before a sudden flash of light, and a rough landing sets you inside a forcecage. The others missing party members are here, as is a wizened old archmage.

"Welcome. Please be patient and let us see how the rest fare, eh.

For those who complete the test of Strength, go to the Test of Charisma.

The Test of Charisma:

This is the final test the PCs will have to make. This is mostly roleplaying, BUT PC with higher reaction bonuses will be given a bit of latitude. Use only the PCs' Charisma reaction bonus, and add only reaction bonuses given by favors of the Gods.

Knighthood reaction bonuses DO NOT apply because the PCs are NOT in Ravens Bluff.

Please read the following:

As you enter the portal, a blinding light envelopes you. You are bathed in warmth, and any wounds you have sustained are now completely healed.

A few moments later, you enter a very elaborate laboratory. Many mahogany book cases line the walls here, filled with hundreds of tomes, both magical and mundane. In the center of the room are your companions, alive, and no worse for their ordeals. The skull of a dragon hangs from the ceiling, and below it rests a desk made of pure mithril, with adamantine runes inlaid on its surface. Behind the desk, in a chair made of a gigantic sea shell sits a wizened elf. His eyes bore into you with an intensity you have never felt.

"You have cost me much in material things and time. Both of which I do not have an infinite amount of. Even less so, have I the patience to deal with you or any other fool eager to come here to ask for some favor, or to enchant a blade, or perhaps take on a student.

"You will tell me, why you have come to this place, even though I already know why, and you will attempt to give me a reason to aid you. If I find this to my liking, I may aid you. If not, I will send you and your less than heroic companions on your way.

"So tell me, why you are here?"

After explaining the story in some detail, please make sure they tell a good story, and remember to use some specific names and places, and perhaps times. Then roll a reaction check, using the reaction modifier with a bonus of 2, the PC who came up with the inventive way to best the Constitution test will gain a bonus of 4 to this roll.

"Now, tell me, why should I aid you?"

Karinius is an archmage, and an elf, so he will respond to flattery, should the PC go that route. He will not brook any insult, even an overt one, and will dismiss the PC should he/she do so. He will also respond to a logical progression of events that will make him see that he is a necessary piece to this puzzle. Roll a reaction check, adding any bonuses for charisma and any gained through the tests.

- Hostile: the PC did somehow offend the archmage, and he will give them a map, and NOTHING else. No reward for making it through the funhouse.
- Any other result: the archmage will give a nod of respect to the PC, free his/her companions, and award him/her with a class-specific item.

Should there be two or more people, he will ask them to do the same, but he will ask the PC speaking to stop at a crucial point, and ask the next PC to continue. Each PC will have to make a reaction check, and those who fail are transported into the cage.

"Well met (PC's name). I see that your are not the waste of time I believed you were. Here, take this, it is a map to where you will find that who you seek. And I think you might just be surprised at who it is. "

To the PC who completed the maze, please read the following, and read the item that corresponds to him/her class.

"And this, for acquitting yourself well within my maze. This item is the:

At this point read the appropriate item to the PC/PCs:

Armband of giant strength: This item is designed for a warrior's arm. Wear it on your sword arm, and when the enemy is too mighty, touch the stone, and you will be empowered with the strength of a stone giant for a time. Have a care, for its power is only temporary.

Medallion of faith: This medallion will bear the symbol of your patron, and protect you from blade and spell. But its greatest gift lies in making your healing touch more powerful. Have a care, for its power is limited, and if used often, it loses its power.

Granite wolf: For the ranger, this is a gift of eternal friendship. Call to the wolf, and he shall appear, but true friendship has a price. Should you be a true friend, and give the strength of your muscle, and blood of your body, Timber shall be bonded to you forever. If not, Timber shall aid you, but only as long as the power of the figurine is intact. Is your friendship true, or fleeting?

DM NOTE: If the points of strength and constitution are sacrificed, then make the necessary adjustments to the cert, and to the Players Character sheet. Sign and initial the cert in ink and hand it to the PC.

Footman's flail of speed: This wondrous weapon once belonged to Rayne Steelhelm of Helm, and it allowed her to smite her foes in a hail of blows. Legends say that should a follower of Helm use this weapon, the follower has the blessing of the God upon him, and the Divination Sphere becomes more effective to the priest.

Staff of the woodlands: I found this staff years ago, when I still adventured, and know very little of it, save

that it was made for Darius Harewood of Neverwinter over three centuries ago. The staff still possesses some powers, but as to what, only the druids can say.

Hat of disguise: This outlandish piece of headgear was a gift from an old friend in Calimport. I have no use for it, as it clashes with my clothes, but for you it has a use. Will it to change you, and it will. Your appearance at any rate. Will it to look like your friends, or foes, and you shall look as they do.

Torc of warrior's prowess: This was once worn by Caesar Bresianson, one of the early founders of the Harpers. It was said to aid him in battle, making him the equal of any warrior with his weapons.

Spellbook: To you, I entrust this. It is a spellbook, and I have filled it with some very useful spells. I had hoped to give this to an apprentice someday, but I think this will aid you well in these coming years. It has some blank pages within it, and being made of black dragon hide, it quite impervious to acid. It has another little power, but I am sure you will discover it.

DM's, Please read the following if one of the PCs passed all the Tests.

“Now, allow me to tell you a story:

“I met Valeris Marryck at the end of his illustrious adventuring career. He was a man full of fire, the fire of life. As an adventurer, he lived his life to the fullest. Doing the work of Lathander gave him a purpose. A reason to live.

“But, age crept upon him, as it does all of us, and Valeris settled down to retire. And although his body could not sustain the life he once had, his spirit could. Though he loved his wife dearly, his youthful fires were still tugging at him. He loved many women, though only one bore him a child.

“Her name was Aralynn Skyemantle. She and Valeris met at a party hosted by myself, and soon became lovers. I counseled Valeris not to pursue this affair, but he would hear none of it. When word of the affair broke, his staunchest ally, Ombital Duskrone, was forced to strip him of his paladinhood.

“But, unknown to all, Aralynn carried within her the seed of Valeris Marryck, the very last of his line. And Aralynn knew the power of that unborn child, and the power it would carry over Marryck should the wrong people learn of the child's existence. So, she left Marryck, much to his heart's dismay, and came here. And it was here that she bore her child, and it was here that she bade me to protect her child.

“And, I did. I wove enchantments and spells that would hide the child from prying eyes. To mask her

against her father's enemies. But, in all my magic, I could not hide her name.

“Erin. Her name is Erin. But, in that name, there was the greatest irony of all. For many thought the name to be Aaron, a male name. And so over the years, while many searched for Aaron Marryck, all over looked Erin Skyemantle, a young novice at the Temple of Lathander.

“So, now you know. And now you know the peril she is in. Even now, she has taken on a task to find a number of missing children. I will transport you close to where she is, and for the remainder of the journey, you must follow the map. This may put you closer to Erin than you realize. Have a care, I know that Marryck's enemies seek to have her, as well as those who ally themselves against Lathander.

“Good luck, and Godspeed.”

Chapter 8: Erin Skyemantle-Marryck. A duel in the Dragon's Lair.

With that, Karinius speaks words of magic and a portal is opened for you.

“I cannot get you any closer than this, for the same wards that hide Marryck's child from others, hide the child from me. I do know that Erin was traveling toward the lair of Emerauxscals. It is there that Erin believes that the kidnapped children were taken. Now go.”

As you enter the portal, you are instantly transported to a lush grassland with a range of mountains off in the distance. The map given to you by the archmage shows the mountains and the grasslands, and a trail that leads through the mountains the lair of Emerauxscals.

The path is worn, but not well traveled. (Rangers and those with tracking will know that a warhorse with a rider was here, perhaps 30-50 minutes ago. This should hasten the PCs along.) And leads upward into the mountains.

After about an hour of brisk walking, you come to an opening in the mountain, and are greeted by the sounds of battle. The smell of dragon fills your nostrils as you get closer to the cave entrance.

As you enter the cavern, and follow a long and winding passage, finally rounding a corner, you are greeted by a single armored knight taking on a cadre of armed warriors and priests. Behind them, on a raised dais watching the fray are a massively built man carrying a huge studded mace, a hooded woman with a serpentine lower torso, and a hooded man with the symbol of Cyric about his neck.

“Kill the scion of Marryck!”

It is very apparent that you haven't been see yet, but the odds are turning against the knight rather quickly.

Tier One:

Cyricist Warriors: (4) Int Avg; AL CE; AC 4; MV 9; HD 1; hp 9; THAC0 18; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; SZ M; ML 13.

Cyricist Priests: (2) Int Avg; AL LE; AC 3; MV 6; HD 3; hp 21; THAC0 18; #AT 1; Dmg 1d8 (longsword); SA spells; SD nil; MR nil; SZ M; ML 13.

Spells: 1st: *cause light wounds, protection from good*; 2nd: *heat metal*

Cyricist Mages: (1) Int Avg. AL NE; AC 8; MV 12; HD 3; hp 12; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA spells; SD nil; MR nil; SZ M; ML 13.

Spells: 1st: *magic missile* x2; 2nd: *glitterdust*

Tier Two:

Cyricist Warriors: (4) Int Avg; AL CE; AC 4; MV 9; HD 2; hp 14; THAC0 18; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; SZ M; ML 14.

Cyricist Priests: (2) Int Avg; AL LE; AC 3; MV 6; HD 5; hp 35; THAC0 17; #AT 1; Dmg 1d8 (longsword); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: 1st: *cause light wounds, protection from good, cause fear*; 2nd: *heat metal, flame blade, hold person*; 3rd: *prayer*.

Cyricist Mages: (2) Int Avg; AL NE; AC 8; MV 12; HD 5; hp 17; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: 1st: *magic missile* x2, *color spray, sleep*; 2nd: *glitterdust, scare*; 3rd: *slow*.

Tier Three:

Cyricist Warriors: (4) Int Avg; AL CE; AC 4; MV 9; HD 3; hp 27; THAC0 18; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; SZ M; ML 14.

Cyricist Priests: (2) Int Avg; AL LE; AC 3; MV 6; HD 5; hp 35; THAC0 17; #AT 1; Dmg 1d8 (longsword); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: 1st: *cause light wounds, protection from good, cause fear*; 2nd: *heat metal, flame blade, hold person*; 3rd: *prayer*.

Cyricist Mages: (2) Int Avg; AL NE; AC 8; MV 12; HD 5; hp 17; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells; SD nil; MR nil; SZ M; ML 14.

Spells: 1st: *magic missile* x2, *color spray, sleep*; 2nd: *glitterdust, scare*; 3rd: *slow*.

Lycodin: (1) Int Very; AL LE; AC 0; MV 9; HD 7; hp 56; THAC0 13; #AT 2; Dmg 1d10+2 (*great mace* +2); SA nil; SD immune to petrification and paralysis spells. (i.e. Hold and Slow); MR nil; SZ M; ML 14.

Tier Four:

Cyricist Warriors: (8) Int Avg; AL CE; AC 4; MV 9; HD 3; hp 50; THAC0 14; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; SZ M; ML 15.

Cyricist Priests: (4) Int Avg; AL LE; AC 3; MV 6; HD 7; hp 50; THAC0 15; #AT 1; Dmg 1d8 (longsword); SA spells; SD nil; MR nil; SZ M; ML 15.

Spells: 1st: *cause light wounds, protection from good, cause fear*; 2nd: *heat metal, flame blade, hold person*; 3rd: *prayer, bestow curse*; 4th: *free action*

Cyricist Mages: (3) Int Avg; AL NE; AC 8; MV 12; HD 7; hp 24; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells; SD nil; MR nil; SZ M; ML 15.

Spells: 1st: *magic missile* x2, *color spray, sleep*; 2nd: *glitterdust, scare, web*; 3rd: *slow, lightning bolt*; 4th: *polymorph other*

Lycodin: (1) Int Very; AL LE; AC 0; MV 9; HD 8; hp 64; THAC0 11; #AT 2; Dmg 1d10+2 (*great mace* +2); SA nil; SD immune to petrification and paralysis spells. (i.e. Hold and Slow); MR nil; SZ M; ML 15.

Tier Five:

Cyricist Warriors: (10) Int Avg; AL CE; AC 4; MV 9; HD 5; hp 35; THAC0 14; #AT 1; Dmg 1d8 (longsword); SA nil; SD nil; MR nil; SZ M.

Cyricist Priests: (4) Int Avg; AL LE; AC 3; MV 6; HD 7; hp 50; THAC0 15; #AT 1; Dmg 1d8 (longsword); SA spells; SD nil; MR nil; SZ M.

Spells: 1st: *cause light wounds, protection from good, cause fear*; 2nd: *heat metal, flame blade, hold person*; 3rd: *prayer, bestow curse*; 4th: *free action*

Cyricist Mages: (3) Int Avg; AL NE; AC 8; MV 12; HD 7; hp 24; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells; SD nil; MR nil; SZ M.

Spells: 1st: *magic missile* x2, *color spray, sleep*; 2nd: *glitterdust, scare, web*; 3rd: *slow, lightning bolt*; 4th: *polymorph other*

Lycodin: (Maedar) Int Very; AL LE; AC 0; MV 9; HD 8; hp 64; THAC0 11; #AT 2; Dmg 1d10+2 (*great mace* +2); SA nil; SD immune to petrification and paralysis spells. (i.e. Hold and Slow); MR nil; SZ M.

Mythacasties (Greater Medusa): Int Very; AL LE; AC 0; MV 12; HD 10; hp 80; THAC0 10 # Att: 1 + weapon attacks; Dmg 1d8 (longbow w/ sheaf arrows); SA petrify and poison; SD poison blood; MR 25%; SZ M.

Mythacasties is attacking with poisoned arrows. She has 24 of them. The poison is deadly, and saves are made at -1. Those who fail die in one round. Those who make their save suffer no ill effects. Mythacasties can petrify herself only if a PC gets into melee range and uses a mirror or a metallic object that has a reflective surface. Water and polished stone reflections will have no effect on the medusa. She will receive a save at +1 if this occurs.

The Hooded Priest of Cyric will never attack, and will slip out of the fray. In the lower tiers, the Maedar, Greater Medusa, and the Priest of Cyric will leave. They will be out of melee range, and missile range, but not spell range. At lower tiers, if anyone attacks them, the one damaged will stay and enter the fray. The Priest of Cyric will NEVER stay, as he is stonesskinned (12) and protected by a globe of invulnerability. He also has a contingency spell set to activate if he is attacked either physically or magically. He will be teleported away.

Erin Marryck is wearing full plate, and a helmet which limits her vision, making her immune to the gaze of the medusa.

Erin Skyemantle-Marryck, hf Pal10 AC -5; MV 12; hp 92; THAC0 7; #AT 3/2; Dmg 1d8+5 (*bastard sword* +2 and STR); SA nil; SD+4 saves, aura of Protection; MR nil; Str 18/90, Dex 16, Con 16, Int 15, Wis 15, Cha 17; SZ M. Int Very. AL LG.

Items: *full plate, shield, bastard sword* +2, *ring of protection* +2, *dagger* +2, *potion of extra healing* (2), *helm of gaze protection* +1

Should the PC win the battle, they will find a small sack containing 125 gold, 52 platinum, and 3 gems worth 350 each. They will also find amongst the ruins a *ring of magery* and a *stone of sharpening* (wrapped in a bit of burlap).

After the Battle:

After the enemies have been vanquished, the young knight you now know as Aaron Marryck walks toward you and raises the helm's visor.

Aaron, as is turns out to be is actually Erin, a young woman. She is very beautiful, and her red hair frames a well defined face. A pair of jade green eyes stare at you with thanks. Her mouth opens in a broad grin and she nods to you:

"Well met travelers. I thank Lathander you've come. I might not have made it without your help.

Come, the children are below, and our enemies have eluded us, some of them at least. I am Erin Skyemantle, Paladin of Lathander, and you've my thanks."

Erin smiles as you follow her down a flight of stairs located on the south side of the lair, and find below 12 cages, eight of them having a child no older than six inside.

"I still don't know why they took the children. This is not the place for some arcane rite."

At this time you may explain Erin's origins to her.

Erin looks at you perplexed, and with a look of skepticism for the remainder of the journey home.

But, once back in Ordulin, at the Dawn Tower, the lot of you are greeted by High Morninglord Ombital Duskroon and Karinius Silvereyes. The pair greet you warmly.

"Thank Lathander you've returned safely, and with the child of my friend no less. It is amazing that I always had her within my touch, and never knew it. In time, Lady Marryck, both Karinius and I will tell you of your father, so that you may know him better.

The the archmage speaks, "And, we have been in contact with Ombital's counterpart in Ravens Bluff. They have prepared a hero's welcome for you all, and a ceremony that will bestow the Sword of Voland Marryck upon its rightful heir.

PCs are healed at this time, and any PC killed will be raised or resurrected at 1/2 price. After all of this has been attended to, please read the following:

Using Karinius' magic, you are magically transported to Ravens Bluff. You are greeted warmly by all, and hailed as heroes in the finest feast you've ever had.

Then, at dawn the next morning, you are invited to a solemn ceremony, given by both Morninglords Duskroon and Dayspring, in which the birthright of Erin Skyemantle-Marryck is given over freely. The sword, Avengers Fyre, which has displayed no power since being rescued from the hands of Vermilan Braal, comes to life in the hands of Erin Marryck.

Epilogue: A Paladin's reward.

Read the following to any paladin PCs in the group who upheld their paladinic code and generally acted like a paladin should act.

After all the celebrations are over, and night as fallen, you eventually make your way home and to sleep.

Sleep comes easily to you, and as suddenly as you've fallen asleep, you're awakened.

You are not in your bedroom. In fact, you are outside. A broad meadow lays before you, the sun shining brightly in the sky. The grass is the perfect green it only achieves at the peak of summer, and all is calm.

A tree is in the distance, and in fact it is the only tree in this meadow. Standing against it are a three figures. One you recognize as your own patron (insert the Paladin PC's god), another is Lathander Morninglord, and the last a man you've never seen before.

Your patron beckons you to come forward.

"Lord Lathander and I have spoken, and he has beseeched me to find you worthy for this honor. I have agreed with him, for you have shown great honor in your endeavors. For such zeal for your tasks, a great reward must be given. You are hereby granted a boon of companionship. Look upon this."

Your patron looks to Lathander, and the Morninglord holds a medallion. On it is a picture of a horse.

"When dawn breaks, go to the gate of the city. There, awaiting you will be your companion. Treat him well, for he is the Most Loyal friend you shall ever have. This is a token of my thanks for bringing the Champion of Lathander into her rightful heritage."

Lathander hands to you a golden coin. When you touch it, you are enveloped in a warm yellow light which blinds you for a moment. When the light ends, you are left alone with the third being.

"I shall thank you as well. I asked for you to receive this honor, and it is an honor you well deserve. I wish I could give you something else for restoring my family to greatness. But all I can offer is my thanks."

The man offers his hand in respect to you.

"Know that you will always have the eternal gratitude of the Marrayck family."

Then the scene goes black and you awaken to the dawn. You can recall the words of Lathander Morninglord, telling you that your companion waits for you at the Gate to the city.

When the paladin goes, continue.

Going to the Main gate of Ravens Bluff, you are greeted with a sight. A cadre of guards surrounding a majestic mount, which allows no one to come near it. Upon seeing you, it calms itself, and looks at you with intelligent, knowing eyes.

The crowd opens for you as you approach the animal. It nickers at you as you approach it and it kneels to you as you get within 5 feet of it.

"Hey pal, this animal yours?"

Your new companion snorts at the guard, and at the word animal.

Within your mind, you hear:

"Take great care of your friend, for one day, he may take great care of you. Again, my eternal thanks go with this Boon of Companionship."

And so ends Chapter 2 of the Cycle of Cyric.

Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

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

Encounter 2:

Manning the Bilges or Cutting the Sails: 50 xp

Encounter 3:

Getting info from Raithspur: 50 xp

Getting info from Duskroon: 50 xp

Encounter 4:

Getting info from Spellstone: 50 xp

Encounter 6:

Getting Twixel to lead you to Symone without force: 50 xp

Battling the Goons: 100 xp

Not allowing harm to the grove: 50 xp

Encounter 7:

For each Test passed: 25 xp
(max 150 xp)

Encounter 8:

Saving Erin Marryck: 150 xp

Total Experience for Objectives: 700 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,200 xp

For Tier 2: 2,400 xp

For Tier 3: 3,600 xp

For Tier 4: 4,800 xp

For Tier 5: 6,000 xp

Treasure Summary:

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

Note on cert disbursement: Since this module will only run at Gen Con, judges will come to judge central near the end of the slot to say which two of Encounter 7 items and which warhorses they need.

Encounter 5:

- **Castilian's Earring:** This earring is a diamond stud which is shaped as a star. It is stylish and fashionable. The metal part of the earring is made of electrum, and its value is 450 gp.
- **Cat's Eye Agate Ring (to male PC only):** This golden ring houses a cat's eye agate, which was a gift to you from Daryian Catseyes for your charm and grace. Its value is 625 gp.

Encounter 6:

- 1 Sapphire worth 600 gp
- 1 gold armband worked with gems worth 250 gp
- a total of 65 gold and 119 silver pieces.

Encounter 7:

Only a Maximum of 2 of the following will be awarded. There is only one of each of these items, so if 2 PCs of the same class make it, the lowest level of the two gets the item. NO EXCEPTIONS!!!!

- **Armband of giant strength:** This armband, made of adamantite with a polished piece of marble in it, will bestow on the wearer the strength of a Stone Giant. This item may only be used once per adventure, and the duration of the strength is 1 turn. Each use drains one charge, and the armband starts with five charges. This item cannot be traded, sold, loaned, or given away. This item only works for fighters only (not rangers or paladins).

- **Medallion of faith:** This medallion is made of finely worked platinum, with a matching platinum chain. The surface of the Medallion now bears the symbol of _____ (the PC's god). This medallion works as a *ring of protection*, and does NOT combine with *rings of protection* or magical armor. The *medallion of faith* provides a +3 bonus to Armor Class and Saving Throws. When a charge is expended, the paladin wearing the medallion can heal double the normal amount through his or her ability to lay on hands. Once all charges are expended, the items loses its powers, but still retains the symbol of the paladin's deity. This item cannot be traded, sold, loaned, or given away. This item only works for single-classed paladins only, and counts as a miscellaneous magical item. The medallion has 5 charges.

- **Granite wolf:** This figurine is made of a highly polished gray granite. The eyes of the figurine are carved of jade. On the bottom of the figurine, the word Timber is carved. When spoken, a mist will form, allowing Timber to come from the Astral Plane.

This statue can be used one of two ways only.

1) If the ranger gives the statue one point of Strength and Constitution, Timber will become a real wolf and a follower of the ranger when the ranger gets to the level at which he or she can attract followers.

2) If the ranger does not want to give the Strength and Constitution, Timber will come to the ranger's aid three times and stay for up to 12 hours each time. After that, the statue becomes non-magical.

Timber: Int Animal; AL CG; AC 1; MV 15; HD 6+5; hp 53; THAC0 13; #AT 2 (bite); Dmg 1d8; SZ M; ML 13.

This item cannot be traded, sold, loaned, or given away. Timber will only obey the PC whose name appears, in ink, above. This item only works for rangers only. This cert must be presented at the beginning of each event for the DM to inspect.

_Initial here for item permanence.

_Initial here if charged item.

_Player's Initials acknowledging the Point Sacrifice.

- **Footman's flail of speed +1:** This dual-headed flail is made of finely forged steel and inset with gems. Karinius has told you that this once belonged to Rayne Steelhelm, Champion of Helm, and was lost for decades. This flail functions as a *scimitar of speed*. Priests of Helm who use this weapon gain

the ability to have one divination spell per day last twice as long as normal. This item cannot be traded, sold, loaned, or given away. This item only works for priests.

- *Hat of disguise*: This hat is made of the mane of a ki-rin and is topped off with the feather of a couatl. The hat functions as a hat of disguise as described in the *Dungeon Master Guide*, but is charged. Each hour of disguise (or part thereof) uses one charge, and the hat begins with eight charges. This item cannot be traded, sold, loaned, or given away. This item works for thieves only.

- *Spellbook of Karinius Silvereyes*: The book is covered in the hide of a black dragon, and bound with gold. The pages inside are not paper, but thin sheets of mithril. On it is a lock without a keyhole. When the proper command phrase ("Magic is the key to Knowledge, and Ignorance its door.") is spoken, the book opens to reveal a table of contents. All the mage has to do is speak the name of the spell, and the book will flip over to it. There are currently 30 spells scribed within, and room for 25 more. This book saves as hard metal at +2, and is **impervious to acid of any sort**. The spells within are as follows:

1st: *armor, audible glamour, chill touch, comprehend languages, taunt, spook.*

2nd: *alter self, bind, whispering wind, wizard lock, strength, bladethirst*

3rd: *paralyze, delude, nightscar, dire charm.*

4th: *fire shield, polymorph self, wall of ice, Rary's mnemonic enhancer.*

5th: *cloudbill, wall of iron, ironguard, Snilloc's major missile*

6th: *true seeing, power word: silence, Bigby's forceful hand*

This spellbook may not be traded, nor may it be given away or sold. The spells contained within are also non-transferable to other PCs and may not be erased or replaced in this book.

- *Staff of the woodlands* +2: This staff is made of yew, beautifully carved at the top of the staff to resemble a hawk's head. The eyes of the hawk are polished amber, which shine as if they had a life of their own. This item functions exactly as stated in the DMG, and has 12 charges. This item cannot be traded, sold, loaned, or given away. This cert only works for single-classed druids only. This staff cannot be recharged.
- *Torc of warrior's prowess*: This torc is wrought of gold, and inlaid with rubies and emeralds. When

worn, the bard gains a warrior's THAC0 with any ONE weapon (a specific weapon, as with the special weapons of followers of Tempus) that he/she is proficient with. This was once the property of Caesar Bresianson, one of the original members of the Harpers. This item cannot be traded, sold, loaned, or given away. This item only works for bards only.

Encounter 8:

- *Stone of sharpening*: This sharpening stone works on **NON MAGICAL edged weapons only**. This includes non-magical arrows. It grants a +1 to damage rolls. If used on a magical weapon, the stone will crumble to dust. Sharpening a weapon requires a "charge:" only 25 weapons (or 50 arrow heads) may be sharpened with this stone before it loses its effectiveness.

- *Ring of magery*: This steel ring is cast in the shape of an elephant's head and bears opals for eyes and small slivers of ivory as trunks. It allows generalist mages to memorize three extra spell levels worth of spells per day. It does not provide any benefit for specialist or elemental wizard or bards.

- *Great mace* +2 (only if the PCs fought Lycodin the Maedar): It is a two-handed weapon made of steel with a matching handle. On the handle are engraved the symbols of both Mystra and Tempus. The head of the mace is adorned with gold and silver studs (making it effective against creatures affected by both metals). Legends state that this weapon was once the property of Aryial Thomassen, revered Cleric of Tempus. The stats for this weapon are identical to a two-handed sword.

- 125 gold
- 52 platinum
- 3 rubies worth 350 each.

Epilogue

There are three different paladin warhorses to select from, based on the deity of the paladin:

Paladins who worship Torm, Tyr, The Red Knight, Helm, or other war-like gods:

Steelehoof, Heavy Warhorse Charger: Int Low; AL LG; AC 5; MV 18; HD 5; hp 36; THAC0 15; #AT 3; Dmg 1d8+2/1d8+2/1d3 (hoof/hoof/bite); SA none; SD nil; MR nil; SZ L; ML 11.

Steelehoof is a clydesdale and wears silver colored plate barding fitted for him alone. The stallion is Black

in color and has a silver patch of fur on its forehead that vaguely resembles the holy symbol of the Paladin he serves.

Paladins who worship Sune, Tymora, Mystra, and gods of nature and the arts:

Zephyr, Light Warhorse Charger: Int Low; AL LG; AC 6; MV 24; HD 4+3; hp 30; THAC0 17; #AT 2; Dmg 1d6/1d6 (hoof/hoof); SA none; SD nil; MR nil; SZ L; ML 13.

Zephyr is an appaloosa filly built for speed. She comes wearing leather barding, made for her alone. She is a medium brown with white spots all about her body. On a chain about her neck is a holy symbol which matches the deity of Paladin whom she serves. This symbol cannot be removed, nor can it be stolen.

Paladins who worship Lathander ONLY:

Sunchaser, Medium Warhorse Charger: Int Low; AL LG; AC 5; MV 24; HD 5; hp 34; THAC0 15; #AT 2; Dmg 1d8/1d8 (hoof/hoof); SA none; SD immune to magical fear effects; MR nil; SZ L; ML 13.

Sunchaser is an Arabian stallion, and in a breed of exceptional horses Sunchaser stands out. Sunchaser is exceptionally intelligent, and has come trained with three tricks. He may, if the Paladin who has bonded with him does so, be taught two other tricks. This requires animal handling NWP.

The tricks he knows are:

1. Single Rider (will only allow his Paladin to ride him, unless instructed to take on others)
2. Comes to Signal (whatever signal the Paladin designates when the horse is received):
3. Compass (knows where home is and will go there if instructed to)

Fame Awards:

1 point in General or Temples for restoring the Holy Sword to Erin Skyemantle-Marryck.

Player Handout #1

Hail friends,

I hope this message and its carrier finds you well. As before, so again I call to you for assistance. Please come to the Halls of Morning Light before Dawn Services tomorrow. I ask that you welcome Lathander's Light to Toril with us and then join me in a private meeting to discuss what I will ask of you.

*Let the Light of Lathander brighten your way.
High Morninglord Relarn Dayspring.*

Player Handout #2

Riddle 1: (Written in Common)

*We've never met, and yet you fear me,
Time and again you've all felt my hand.
To embrace me is to banish your fear,
And at the end we'll walk as friends.
And though I reap a bitter harvest,
Your bones will go to feed the earth.*

Riddle 2: (Written in Common)

*Enough of me cause things to grow,
But too much will wither the hardest soul.
A day without me is not Uncommon,
But a night with me could never be.*

Riddle 3:

This riddle is written in a language other than Common

Player Handout #2B

Riddle #3 Translated into Common

*I am nature's scalpel, and I cut away at the flesh of life.
My axe reaps a bitter harvest.
Destruction and death lie in my wake,
And even the noblest of causes I bring to misery.*