

# In Search of Beauty

A One-Round Living City Tournament

By George Fulda

*Part two of the Jewel of Putrescence Series*

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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. Tiered events and foes are marked throughout the text.

### Low Tier adventure

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

### High Tier adventure

Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

## DM Introduction

The Jewel of Putrescence is an artifact with a long and torturous history, which is given in the Introduction for both tiers of the adventure.

## Low Tier Adventure

In the low tier scenario, the Temple of Sune realizes what is necessary to destroy the artifact and must send adventurers to find Sune herself in order to destroy the artifact. In order to do so, they will *plane shift* the party to Sylvania in the Outlands.

However, the use of this spell requires a forked rod, much like a diviner's rod, specifically attuned to the desired planar location. The Temple does not know the specific orientation of the fork and must discover this information. The low tier parties are charged with finding out this information.

The party will have the choice of how to attain this information. Regardless of which Temple or sage they attempt to gain this information from, the encounter will be the same. The sage will direct them to a priest of Denier who specializes in such things. He will entreat the party to take his niece with them, as he wishes for her to take up religious studies.

The party soon realizes that this lass is much more trouble than she is worth, as she escapes in the middle of the night and attacks a treant. Once the party reaches the Priest, he will take them in. Once again the girl will cause troubles and set fire to the house in an attempt to escape.

The party must put out the fire and rescue Danito's valuables. Finally, the girl's "gang" will come looking for her and the party must deal with the miscreants.

The summary of the high tier adventure is found before the player introduction for the high tier scenario.

## Player Introduction

*You each receive a summons from the Temple of Sune marked "with the greatest urgency." Arriving at the Temple you are immediately ushered into a room draped with satin curtains. Seated at the brilliant mahogany table is a human Heartwarder who appears to be in his late forties. He is the perfect specimen of beauty and personal charm. Less startling are other adventurers seated around the table.*

Allow the players to describe their characters physically, but do not give time for lengthy introductions, as Corwell will not give them much time to speak.

*"Good evening. Thank you for coming. I am Corwell Fanfare, Heartwarder. I had you brought here*

tonight to ask you to perform a horrible, and yet glorious task. But first, let me tell you a story.

*“Hundreds of years ago, a vain prince in the land of Zakhara ruled his kingdom negligently to the point of abuse. His sole preoccupation was the ponderance and enhancement of his own beauty. While the majority of the kingdom lay in ruin and constant distress, all the land in direct sight of the castle was immaculately trimmed and laden with beautiful flora and fauna. He would all disregard everything in his kingdom except that which was not beautiful.*

*“One stormy night, an old crone knocked on the door of the castle asking for shelter. The prince was horrified by the figure before him. She offered him, in exchange for shelter for the night, a beautiful black star sapphire. He was so offended by her wrinkles, warts, and fetid odor, that he threw her out into the stormy night.*

*“Little did the prince know that the crone was in fact a powerful sorceress fleeing from a party of vigilant adventurers. The sorceress was so enraged by the prince that she immediately began work on a hideous enchantment. Summoning a powerful Tanar’ri, she placed a powerful curse on the very jewel she had offered him.*

*“The curse complete, she delivered the jewel to the prince anonymously. The jewel, being the most startlingly beautiful jewel he had ever seen, was immediately mounted into his crown. Over the next few weeks, he began to notice a few horrific flaws in his beauty. No spell or natural agent he employed would remove these blemishes. As the months and years wore on, he slowly transformed into a hideous creature. Not only did the beauty drain from his body, but everything that he gazed upon turned ugly and vile. No matter what he tried, he could never rid himself of the jewel. It could not be crushed, sent away, dispelled, or the curse removed. He ended his days a miserable, putrescent creature.*

*“Immediately upon the prince's death, the jewel disappeared. The fiend within the jewel hungered for more beauty to drain from the world. He immediately was drawn to the most beautiful place on Toril. After draining the beauty from the area, he would go to another beautiful place to satisfy his hunger. For centuries this cycle continued. Finally, a few centuries ago, he settled beneath the city of Sarbreen. Here it has rest, draining the beauty from what once was a glorious city. This brings the jewel to present day.”*

*Corwell stands and walks toward your party. “My friends, this jewel must be destroyed. To accomplish this, we must send an envoy with the jewel to the*

*presence of The Divine Beauty herself. We are able to plane shift there, but we cannot do so without a small forked metal rod specifically attuned to the desired plane. Unfortunately, no one from this temple has attempted to travel to Sylvania. This is why we need your help.*

*“We are asking you to track down the knowledge as to the specific attunement for the rod. Without the utmost accuracy, the envoy could end up in the depths of the Abyss!”*

- The Temple will pay the party 500 gp each in red rubies.
- If the party needs prompting as to where to gain the information, Corwell will suggest a sage of perhaps a temple of knowledge.

## Encounter One-In Search of Knowledge

Now the party is on their own. They literally have the run of the city in terms of how to find this information. Regardless of where they go, the party should end their search at the house of the sage Artemus L’Shanei.

Possible avenues to finding the sage are as follows:

- Going to the Temples of Oghma, Denier, or Gond. They will all direct the party to Artemus.
- Searching through the Hall of Records for sages. The clerk, Trudy (a lonely librarian), will gladly help the party find Artemus.
- Asking for help at the Guild of Magical Arts. The Guild will be particularly curious as to why they need the information and probably try to sell them a plane-hopping permit. They too will send the party to Artemus.
- PCs attempting to gain information via the Silent Network. Depending upon the cell of the player, information leading back to Artemus will be quick.

Finally, the party should meet Artemus. He lives near the temple district.

*Approaching the modest structure of the house of the Artemus the sage, you notice a sign posted outside his house.*

Give out **Players Handout 1**. Continue once the players knock on the door.

*After a few moments the door opens to reveal a small female elf..well just a kid. "Go away! We've already given to the lepers this year. Now leave before your smell infests my clothes." Abruptly the door shuts.*

This little charmer is Artemus' niece Christine. The next knock will be answered by Artemus himself.

**Artemus L'Shanei, em P5:**AL NG; AC 10; MV 12; hp 24; THAC0 18; #AT N/A; SA Spells (none memorized); SD 90% res. to charm; MR Nil; SZ M; ML 8

**Christine Noilleh, ef F2/W2/T3:** AL CN; AC 8; MV 12; hp 11; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA Spells & wand of frost; SD 90% res. to charm; MR Nil; SZ M; ML 15

Spells: 1st level-*burning hands, charm person*;  
2nd level-*invisibility*

Artemus will apologize for her rudeness and ask the party in. He will explain that she is, well, an adolescent and sometimes difficult to deal with.

Artemus will show them into his lounge and offer the party refreshment.

After the party explains their needs for information, he will tell them that he does not know the information, but can easily direct them to someone who does...for a price.

*"You see, my niece, Christine, was orphaned during the war. Both of her parents were killed during the battle of Murky Confusion. Christine was left in my care and, well...I'm not really parent material.*

*"Also, Christine seems to have fallen into the wrong crowd. She's been carousing with this group of hooligans called the griffons. I'm afraid of what may become of her if she doesn't receive the proper care and attention she needs.*

*"I'll tell you where this man who knows all about your tuning rod can be found, if you agree to take her there. Convince him to take her on as an apprentice. To get her off my hands....I would be eternally grateful."*

Artemus, in fact, will not tell the party of Danito's whereabouts unless they agree to take Christine. He will tell them that Danito Quelmaten is a Glyphscribe, a priest of Denier who specializes in such things. He lives two days' ride north of the city. Once they agree, he will give them exacting directions.

When the party is ready to go, Christine can be found in the back alleyway with one of her friends, another female elf (who wears a tattoo of a griffon). They have caught a stray puppy and are talking about what to do with it. The talk is not pretty; the other girl suggests sewing its eyelids shut. Christine agrees with this suggestion just after the PCs come out to find her (she thinks it is a prank and therefore any evil intent detected is very minor). Christine will not be happy about leaving. Her friend, Chica, will run off to tell the Griffons of her fate.

*In parting, Artemus kisses Christine good-bye and hands you a scroll. "This will serve as an introduction for all of you to Danito. May the Master of all Glyphs guide your way safely. Good luck.!" After he closes the door, you believe that you hear the distinct sound of a cork being popped."*

## Encounter Two "Thank heaven, for little girls!"

The physical terrain of the journey is simple enough. The party will pass several burned shells of peasant cottages, remnants of the war, many beggars, a few merchants and even a couple of nobles. Christine is the problem.

Christine is very unhappy about being taken away from her "family," the griffons. She will fight kick and scream every step of the journey. She will brag about how the griffons will never leave her stranded and will come for her.

Christine will cause much trouble along the journey. Following are several possibilities for trouble she can get into along the way. Use a few of these, but not all. Choose the ones you think your party will have the most fun with and are most apropos. Remember, Christine is a tri-class F/M/T, and will use these capabilities. However, do not use her spells until specifically stated in the adventure. Additionally, do not have her reveal her wand until encounter three.

- Traveling to the city gates, Christine heckles the City Guard to the point of enraging. "Hey 'ya bunch of donut eaters, why don't 'ya get off yer behinds and look at something 'ya haven't seen in years, yer feet!"
- Christine will attempt to pick the pockets of a party member (35%).
- Passing a group of peasants outside the city gate, she will throw a dagger at some livestock, killing a goat and causing much commotion.

- On a stop relieving the “call of nature” she will attempt to run back to Ravens Bluff through a briar patch.
- She will attempt (with a magnifying glass) to set fire to one of the mounts (especially a bonded one!)
- Christine will begin ridiculing any religion or knighthood a party member is faithful to. “I bet the only way a Tempite can get a date is to knock the woman out!”- “Knights of the Golden Chicken. What’s wrong, was the name Purple Pigeons already taken?”
- Passing a group of traveling nobles she will throw mud at their carriage, blaming a PC (preferably a gnome or halfling).

She will carry on in this manner until nightfall.

Important Note: The PCs may have enough of Christine at some point and cast *charm person* on her, or tie her up. If she is tied or rendered unconscious, she will not play further pranks, but will glower a lot (if conscious). If she is charmed, she will treat the casting PC as a friend but still play pranks on the others. Adjust her pranks accordingly. Remember that *charm person* does not make someone act against their own interests, and Christine’s interest is to return to Ravens Bluff and her gang, which is like her family.

Second note: tying up Christine and carting them past the guard is cause for arrest, no matter who the PC is. The PCs will get off eventually, after Artemus comes down to explain things, but the PCs should be given as hard a time as possible if they tie and/or gag Christine.

### Encounter Three “Now What????”

*Having had a less than pleasant day’s ride, you finally stop to camp for the evening. Christine complains that the campsite you picked is far too rocky and indefensible. Nevertheless, she plops down on the ground seemingly tired from a day of mischief.*

Allow the party to make whatever sort of normal preparations for the campsite they desire. The site is a small clearing with intermittent spots of brush in the middle of the forest. Christine has a plan of her own.

Sometime in the middle of the night, she will cast *invisibility* on herself. Using her move silently ability, she will sneak out of the campsite. She will use any means of escape possible. If the party has tied her down, she will use her rope use proficiency to get free.

If they are constantly watching her, she will use her ventriloquism proficiency to create a distraction. Keep trying until she gets away.

She will run off in search of Ravens Bluff. She, however, will not get so far. A few hundred meters into her escape, she trips into a treant. Her activity wakes the treant. Frightened, she fires her *wand of frost* at the flora. Unhappy by this turn of events, the treant will attack her.

What the party is able to do depends on when they arrive on the scene. If the party is particularly aware, they will notice her absence on the first round. Chronologically, this is what will happen.

Round One-	Christine escapes.
Round Two-	She uses the wand on the Treant
Round Three-	The Treant picks her up by the scruff of her neck.
Round Four-	She fires again.
Round Five-	The Treant attacks her bringing her down to 2 hit points.
Round Six-	Christine Fires again.
Round Seven-	The Treant kills her.

The party may interpose as early as round two. Anyone on watch will certainly hear the sounds of battle on round two. It will only take a round to reach the treant. It is up to the party as to how to diffuse the situation. The treant will be able to be talked down from battle until round five, then it is far too hurt to take chances. A ranger or druid in the party will immediately know the treant for what it is. Otherwise, the party may not realize that the treant is a good creature. They may choose to attack it. It will protest at being attacked and warn the party it means them no harm. How the party deals with the situation is up to them. Depending on how the scenario plays out, killing the treant may or may not be an evil act.

#### Tier 1

**Treant:** AL CG; AC 2; MV 12; HD 7; hp 45; THAC0 13; #AT 1; Dmg 2-16; SA Animate Trees; SD Nil; MR Nil; SZ H (13’); ML 15

#### Tier 2

**Treant:** AL CG; AC 9; MV 12; HD 7; hp 45; THAC0 11; #AT 1; Dmg 3-18; SA Animate Trees; SD Nil; MR Nil; SZ H (15’); ML 15

#### Tier 3

**Treant:** AL CG; AC 11; MV 12; HD 7; hp 45; THAC0 9; #AT 1; Dmg 4-24; SA Animate Trees; SD Nil; MR Nil; SZ H (17’); ML 15

Whatever the resolution, Christine will neither apologize for nor regret her actions. She will not attempt to escape the rest of the night, though.

If the treant survives, it will certainly expect an explanation and restitution (like water or healing).

## ENCOUNTER Four-"THE GLYPHSCRIBE"

*After a less-than-restful night, you continue on to the house of the Priest of Denier. In short order, you come upon a humble yet sturdy wooden structure covered with sigils, signs, strange runes and enscrollments.*

Allow the party to investigate if they wish. The front door has a *glyph of welcome* on it. This glyph showers floral perfume on anyone within 10 feet of the door (save vs. breath weapon). Underneath the welcome mat, however, there are *glyphs of pain, lightning, and fire traps* which are controlled from within. Surrounding the grounds is a *glyph of warding* specifically attuned to animals. Danito likes the solitude of the forest, but doesn't particularly like the company of the forest animals.

Danito will answer the door promptly when knocked upon.

**Danito Quelmaten** 1/2em P(Sp)8; AL NG; AC 10; MV 12; hp 43; #AT 1; Dmg 1-6+1 (mace); SA Spells; SD Nil; MR Nil; ML 14; Str 11; Int 15; Wis 17; Dex 9; Con 10; Chr 15

*The door opens to reveal a middle-aged half-elf male with flowing silvery hair and a warm smile. "Yes, what can I do for you?"*

The remainder of the encounter for this evening is rather simple. Danito will invite the party in and offer them his hospitality, after he has read the scroll from Artemus.

- Danito will offer them the correct forked rod, although it will take him a few hours to research the matter. In the meantime, he suggests (in fact insists) that the party stay the night and enjoy his hospitality.
- Danito will speak with Christine to ascertain whether or not she is interested in studying with him, but he will not take her if she is not willing.
- He will offer the party the common room of the house to rest in and sleep in. He will offer the guest room to Christine. She will accept.

The house has three rooms in it.

**A-Common Room.** The front door opens onto the common room. Inside is a rectangular dining table with eight seats. It is located on the right side of the room in front of the door to the guest room. Along the short wall is a modest kitchen. On the left side of the room is a library filled with books on the various languages of Faerun. Various titles are *Griffon Grammar, Duergar Runes, Marvelous Glyphs from the True World, and Etiquette of Greater Sloths*. A large desk dwarfs the wall opposite the kitchen. All the papers are in perfect and meticulous order. This is where Danito will do his research. Opposite the door to Danito's room is a well-used dart board.

**B-Guest Room.** This room has a simple feather bed and desk. There is no window or door to the outside.

**C-Danito's Room.** This room has a much grander bed and small vanity mirror. Also included is a small desk with Danito's personal papers and small magical cache (mostly scrolls). The desk abuts a door to the outside.

## ENCOUNTER Five "Burning down the House.."

At some point in the evening, Danito will excuse himself from his research to have a chat with Christine. The obstinate yelling and screaming should give the party a clue that the chat is not going well. After about 10 minutes Danito will emerge from the room shaking his head. *"I don't think the young lady is particularly enthusiastic about studying the marvels of glyphs."*

A couple of minutes after he emerges, the party will smell smoke coming from the spare bedroom. Christine has used her *burning hands* spell in an attempt to break her way through the walls and to freedom. Not a level-headed plan, but then again she's not a level-headed girl.

The progress of events should follow the pattern below, but feel free to adjust as necessary. In order to combat the fire, the party may use several methods. This includes spells such as *affect normal fires, create water*, or using *wands of flame extinguishing*, or even using Christine's *wand of frost*, which she is carrying (unless the party confiscated it). If using water, presume that it will take at least 30 gallons of water to quench the fire in any one room. Every round that a party member is inside a room which is on fire, he

must make a Constitution check at -2 in order to avoid smoke inhalation. A failed check means that all physical actions are at a cumulative -1 for the next 3-12 turns.

Round 1-Christine casts *burning hands* on the outside wall.

Round 2-Christine breaks through the wall to the outside, burning herself in the process. The flame will spread throughout the room. This is the first round the party will have an opportunity to act.

Round 3-Christine will collapse outside, unconscious and bleeding from her wounds. Danito can direct the party to the well at the back of the house, if they need water. For every party member working on getting the water from the well, five gallons can be retrieved per round.

Round 4-The fire will spread to Danito's bedroom and the kitchen. Danito will cast *cure light wounds* on Christine and drag her away from the fire.

Round 5-Fire will spread to the other side of the common room, endangering the scrolls and books.

Round 6-Entire house catches on fire. Half of the scrolls will burn. The "sprinkler system" glyph of *create water* will activate over the library.

Round 7- Fire begins to spread into the forest.

Round 8+-50 feet of forest per round will burn.

After the party (hopefully) quenches or at least contains the fire, the fun will start.

## ENCOUNTER Six "Bird of a Different Color"

*After rescuing the house from complete destruction, you check around the house to survey the damage. Christine is cradled in Danito's arms, just beginning to regain consciousness. Haltingly she speaks, "Why did you save me, after almost destroyed your house?" You hear Danito reply, "Because you are still but an innocent in this world, and I have sworn to protect the innocent and less mentally fortunate. As long as you are in my care, you shall not suffer."*

*As if light dawning upon Christine for the first time, she smiles for the first time without any trace of*

*malice or mischief. "You know, I think I would like to stay here...if I'm still welcome."*

*This touching scene would bring a smile to your face were it not for the gang of thugs who just jumped down from the trees.*

This is Christine's former gang, the griffons, who have come to "rescue" her, as she still is one of theirs. And like any gang, they do not take nicely to having one of their own stolen away against their will.

*A man with dazzling leather armor, a cutlass and a ridiculous feathered cap addresses your group. "I believe that you have our property. Christine, your family of Griffons has come for you. Return to us." With this last, he points his cutlass in the direction of Danito.*

It is theoretically possible that the party could, at this point, talk their way out of a fight, but not likely. The griffons have the party surrounded from their position in the trees, archers ready to fire. The leader, Jerome, will accept nothing less than Christine's release, and a few magic items and gold from the party to make the travel worth their while. Christine will be unwilling to return.

Danito will spend the combat simply protecting Christine. The griffons in the trees will fire arrows as long as permissible, then turn to short swords. The fighters on the ground beside Jerome will attack spellcasters first, and then move onto fighters.

### Tier 1

**Jerome, em F/W (Swashbuckler) 2/2;** Int Ave; AL CN; AC 3 (leather, Swashbuckler bonus, Dex, Ring); MV 12; hp 15; THAC0 19 (17 cutlass); #AT 3/2; Dmg 1-6+2; SA +1 to disarm attacks; SD Nil; MR 90% to *sleep and charm*; Dex 15; ML 15

Magical items: *ring of protection +2 5' radius, cutlass+2, and leather armor of blending +1* on Jerome.

Spells: 1st level-*sleep, magic missile*

**Griffon Guards(3), em F1;** Int Low; AL LN; AC 7 (studded leather); MV 12; hp 6; THAC0 19; #AT 1; Dmg 1-8 (long sword); SA Nil; SD Nil; MR % 90 to *sleep and charm*; ML 12

**Griffon Archers(3) 1/2em T1;** Int Ave; AL LN; AC 5 (studded leather); MV 12; hp 11; THAC0 18 (bow) /19 (Short sword); SA Nil; SD Nil; MR 30% to *sleep and charm*; Dex 16; ML 10

## Tier 2

**Jerome, em F/W (Swashbuckler) 4/4;** Int Ave; AL CN; AC 2 (leather, Swashbuckler bonus, Dex, Ring); MV 12; hp 30; THAC0 16 (14 cutlass); #AT 1; Dmg 1-6+2; SA +1 to disarm; SD Nil; MR 90% to *sleep and charm*; Dex 16; ML 15

Magical items: *ring of protection +2 5' radius, cutlass+2, and leather armor of blending +1* on Jerome.

Spells: 1st level-*sleep, magic missile, spook*, 2nd level- *invisibility, flaming sphere*

**Griffon Guards(3), em F3;** Int Low; AL LN; AC 6 (studded leather); MV 12; hp 15; THAC0 17; #AT 1; Dmg 1-8 (long sword); SA Nil; SD Nil; MR 90% to *sleep and charm*; Dex 15; ML 12

**Griffon Archers(3) 1/2em T3;** Int Ave; AL LN; AC 5 (studded leather); MV 12; hp 13; THAC0 17 (bow) /18 (Short sword); SA Nil; SD Nil; MR 30% to *sleep and charm*; Dex 16; ML 10

## Tier 3

**Jerome, em F/W (Swashbuckler) 6/6;** Int Ave; AL CN; AC 1 (leather, Swashbuckler bonus, Dex, Ring); MV 12; hp 45; THAC0 13 (11 cutlass); #AT 1; Dmg 1-6+4; SA +1 to disarm; SD Nil; MR 90% to *sleep and charm*; Str 18; Dex 17; ML 15

Magical items: *ring of protection +2 5' radius, cutlass+2, and leather armor of blending +1* on Jerome.

Spells: 1st level-*sleep, magic missile, spook, charm person* 2nd level- *invisibility, blindness* 3rd level- *lightning bolt, dispel magic*

**Griffon Guards(3), em F5;** Int Low; AL LN; AC 4 (studded leather); MV 12; hp 40; THAC0 14; #AT 1; Dmg 1-8+1 (long sword); SA Nil; SD Nil; MR 90% to *sleep and charm*; Str 17; Dex 17; ML 12

**Griffon Archers(3) 1/2em T6;** Int Ave; AL LN; AC 4 (studded leather) ; MV 12; hp 27; THAC0 15 (bow) /17 (Short sword); SA Nil; SD Nil; MR 30% to *sleep and charm*; Dex 17; ML 10

After the battle, the party can find 300 gold total on the Griffons.

Danito will be grateful for the party's actions in saving his house from the fire and keeping both himself and Christine safe from the Griffons. He will reward the party with a priest's scroll with *glyph of warding x2* (cast at 8th level).

Christine will also be grateful to the party for saving her from the life which the Griffons promised her. In gratitude, she will give the party her *wand of frost* (7 charges less any used during the module (including the attack on the treat)).

## ENCOUNTER Seven - "Divine Inspiration"

In the morning, Danito will give the party his results.

*I'm sorry to say that I have not been entirely successful. I have the position for the rod which is attuned to the area of the Outlands around Sylvania, but I'm afraid that I can't be more accurate than that. All hope is not lost, though. I have an acquaintance of mine who might be able to assist us.*

Danito will explain that he could contact and summon a planar resident that might be able to help them. If the party is game, he will summon it. He will warn them that the spell will not last for long and it might not be too happy about being summoned without prior notice.

If the party agrees to compensate his friend, he will summon him. Danito will not know what it will want in return.

*Danito brings out a small metal box which almost looks like a doll. He concentrates for a few minutes, mumbles some strange incantation and a shimmering gate appears in front him. Out of the gate steps one of the strangest creatures you have ever encountered.*

**Rabbit-486, Rogue Modron W 4;** Int Ave; AL LN; AC 8; MV 15; hp 15; #AT 1; Dmg 1-6 (Steel Pole); SA Spells (As needed); SD 30% resistant to mind-affecting spells; MR Nil; SZ M (Exactly 6'); ML 13

Faction:Fraternity of Order (Guvners); *Everything has laws, most are dark. Learn the laws of the multiverse and you can rule it.*

Rabbit-486 is a paradox caught in a world of chaos trying to maintain order. Rabbit-486 will be quick to correct any PC who gives him less than the full respect a sentient being has. He is struggling through a self-imposed immersion of hedonist society (and was summoned from Sylvania), to broaden his horizons. He is always on the lookout for new spells (especially prime ones!). He will be most grateful and helpful to anyone who gives him a scroll or extra spellbook.

In essence, he is a self-conscious Data (of *Next Generation* fame). He will be most surprised to be here on Toril, although it is not an entirely unpleasant surprise for him. He was in the middle of negotiating the purchase of a scroll from a Githyanki pirate.

***“I do not think that my heritage has anything to do with a fair price. You humanoids are quite....wait a micromoment...something has changed. Danito! It is most pleasant to input your visage once again. However, this was perhaps not the best of times. I almost had that scroll in my hands. I hope you have some serious input for me!”***

Rambit-486 will be willing to exchange the information for some of their own. He is a fledgling wizard so would appreciate any spell the party could give him. Rambit will only have the time to copy a 1st level spell. However, a scroll would be even better. If the party has no mages, Christine will be willing to give it her spellbook. But don't offer this right away. Let the party think of it.

After a satisfactory offering is given, Rambit-486 will assist with the following.

***“The attunement for Sylvania is really quite logical. As you know, the outer forks must be positioned at 2 and 9 o'clock. The inner tine is positioned 48 million clicks counterclockwise of Sigil's shadow, from the apex of the positive material.”***

***Rambit-486 notices the looks of confusion on your faces. “Perhaps you are not versed in the clockwork theory of the universe. Look, it is quite elementary. Modron reckoning dictates Sylvania to be the 17th gate town from Mechanus center. So simply square that number and add the necessary Rubik differential (which is of course the cube of the Basic number of the Multiverse). Does it compute?”***

***As Rambit-486 says this last piece of information, he disappears as abruptly as he arrived. Danito walks toward you and apologizes. “I'm sorry, the spell duration expired. I think he gave us enough to go on though, don't you?”***

The party must now interpret what Rambit-486 meant. It breaks down as follows, the outer two tines must be positioned at (from a circle) 75° and 270°. (Which is 2 o'clock and 9 o'clock). The degree of the inner tine is the square of 17 (289) plus the cube of the Rubik differential. Rambit-486 explained that the Rubik differential is the basic number of the multiverse.

This number is 3. All of the Planescaping multiverse centers around the concept of three sides to

everything (law, chaos, neutrality; good, neutrality, evil; life, death, undeath;). This is a basic concept of Planescape. Allow the players to stew about this for a while. Allow Danito to assist in figuring out the number with such vague clues as “Perhaps it refers to a universal property of reality” to the more direct “Well, how many planes are there and how do they differ?” If the party is absolutely stumped, Danito can research this himself and produce the number 3.

Thus,  $289+3^3 (289+27)=316$ . That is the degree of the inner tine of the tuning fork.

## CONCLUSION

***Danito hands you the completed fork and its instructions and thanks you once again for your actions. Christine thanks you for your kindness and nervously prepares for her first lesson.***

***The journey back to Ravens Bluff is an uneventful one. Upon reaching the Temple of Sune, you are immediately ushered in to see Corwell. With open arms he greets you. “I can't thank you enough for your service. I hope that retrieving this wasn't too much trouble.”***

Corwell will await for the party's response, but will not tarry too long with them, as he has much yet to do this day. Soon, he will excuse himself. An acolyte brings in the promised rubies and invites the party to spend the day at the Temple, offering whatever joys and pleasure the Temple of Beauty may bring to them.

## End of Low Tier, In Search of Beauty

### 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

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 2 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 2 Group, not a Tier 3 group.

#### Encounter One

Finding Artemus 25 xp

#### Encounter Two

Getting inf. and directions to Danito 25 xp

#### Encounter Four

Saving Christine 50 xp

Defeating the Treant (killing is not necessary, but it has to give up, not the PCs) 200 xp

#### Encounter Six

Putting out the Fire (depending on how quickly and how much damage) 50 xp

Defeating the Griffons 100 xp

#### Encounter Seven

Solving tine riddle without help 100 xp

Total Experience for Objectives: 550

Role-playing Experience 0-500 xp

**Total Possible Experience 1,050 xp**

For Tier 2: 2,100 xp

For Tier 3: 3,150 xp

### Treasure Summary

If it's not on this list, the PCs cannot keep it

#### Encounter Six

- *Ring of protection +2, 5' radius*
- *Cutlass +2*
- *Leather armor of blending*
- 300 gp
- Priest Scroll: *glyph of warding* x2, 8th level
- *Wand of frost* (6 charges)

#### Conclusion

- 500 gp in Rubies Each

#### Fame Award

PCs receive one Fame Point in temples or general category, player's choice.

## High Tier Adventure

The high tier gets to have a true adventure. Corwell has investigated the problem, performed many high divinations, and has come up with an answer for the problem. He divined the history of the jewel, and can imagine only one way to destroy it. That way is to entreat the high nemesis of the jewel to destroy it, the Goddess of Beauty herself, Sune Firehair.

The party will travel to the Outlands to the gate city of Sylvania. Here they will find not only the gate to Arborea, but also a mimic which will guide them.

Once in Brightwater, the party will attempt to gain access to the Heartfire Quarter, but will be unable to do so unless the entire party has a Charisma and Comeliness of 16+.

In order to create a potion which will temporarily give the party the sufficient stats, they must gain the kiss of a succubus, an aire of natural beauty from a Satyr (which they must sing to get!), and wine from some bad-tempered bacchanalians.

Once inside, they immediately encounter the avatar of Sune herself. She destroys the jewel as the party holds off the balor within.

## Player Introduction

*You each receive a summons from the Temple of Sune marked "with the greatest urgency." Arriving at the Temple you are immediately ushered into a room draped with satin curtains. Seated at the brilliant mahogany table is a human Heartwarder who appears to be in his late forties. He is the perfect specimen of beauty and personal charm. Less startling are other adventurers seated around the table.*

Allow the players to describe their characters physically, but do not give time for lengthy introductions, as Corwell will not give them much time to speak.

*Before you is the utmost of physical perfection. His body is the ideal specimen of muscular perfection. The muscles are firm, yet not so bulky as to be unattractive. His skin is without blemish and his forest green eyes exude warmth, confidence, and friendship. His flowing red hair accentuates his perfectly framed face.*

*"Good evening. Thank you for coming. I am Corwell Fanfare, Heartwarder. I had you brought*

*here tonight to ask you to perform a horrible, and yet glorious task. But first, let me tell you a story.*

*“Hundreds of years ago, a vain prince in the land of Zakhara ruled his kingdom negligently to the point of abuse. His sole preoccupation was the ponderance and enhancement of his own beauty. While the majority of the kingdom lay in ruin and constant distress, all the land in direct sight of the castle was immaculately trimmed and laden with beautiful flora and fauna. He would all disregard everything in his kingdom except that which was not beautiful.*

*“One stormy night, an old crone knocked on the door of the castle asking for shelter. The prince was horrified by the figure before him. She offered him, in exchange for shelter for the night, a beautiful black star sapphire. He was so offended by her wrinkles, warts, and fetid odor, that he threw her out into the stormy night.*

*“Little did the prince know that the crone was in fact a powerful sorceress fleeing from a party of vigilant adventurers. The sorceress was so enraged by the prince that she immediately began work on a hideous enchantment. Summoning a powerful Tanar’ri, she placed a powerful curse on the very jewel she had offered him.*

*“The curse complete, she delivered the jewel to the prince anonymously. The jewel, being the most startlingly beautiful jewel he had ever seen, was immediately mounted into his crown. Over the next few weeks, he began to notice a few horrific flaws in his beauty. No spell or natural agent he employed would remove these blemishes. As the months and years wore on, he slowly transformed into a hideous creature. Not only did the beauty drain from his body, but everything that he gazed upon turned ugly and vile. No matter what he tried, he could never rid himself of the jewel. It could not be crushed, sent away, dispelled, or the curse removed. He ended his days a miserable, putrescent creature.*

*“Immediately upon the prince’s death, the jewel disappeared. The fiend within the jewel hungered for more beauty to drain from the world. He immediately was drawn to the most beautiful place on Toril. After draining the beauty from the area, he would go to another beautiful place to satisfy his hunger. For centuries this cycle continued. Finally, a few centuries ago, he settled beneath the city of Sarbreen. Here it has rest, draining the beauty from what once was a glorious city. This brings the jewel to present day.”*

*Corwell stands and walks toward your party. “My friends, this jewel must be destroyed. This is the task*

*that I set before you. The road, however, is not an easy one.*

*“I was able to divine the history of this jewel, which was a difficult struggle in and of itself, I believe that I have divined the only way possible to destroy the artifact. The artifact must be taken to the great nemesis of the fiend within the artifact. It must be destroyed by the great beauty, the Beatific Goddess Sune Firehair herself.*

*“We ask you to travel to her realm of Brightwater on the plane of Arborea. There, you must speak with her divine beauty, and entreat her to destroy the damnable rock. This is a journey of unparalleled danger. If you decline this quest, neither your bravery nor your honor will not be questioned. Will you aid your world?”*

The offer to get out is a real one. If anyone decides not to go, their module is over. But for the brave or foolhardy who wish to continue, read on.

*“We will plane shift you to a city in the Outlands called Sylvania. Here, you must find the gate to Arborea. Unfortunately, we can not gate you directly to Arborea, as we do not know exactly where to send you. In Sylvania, you must seek out a mimir, which is a device that will help you navigate through Arborea.*

*“Once you reach Arborea, you are on your own. No one from our temple has ever had the honor of traveling to that plane. If you are successful in your mission, I am confident that, should you be successful, the Lady of Love will see to your return.*

*“If you do not have wills, I suggest you make them out now.”*

Once again, this is not humor, but rather a serious suggestion. He suggests that they get all their affairs in order. Corwell really does not have much advice to give them, as this is quite an unusual quest. If the party inquires as to why they do not simply send the jewel to another plane, such as the Abyss, Corwell will respond that he does not believe the jewel would stay there, but rather return to fulfill its purpose. He will suggest that they meet in the morning at dawn. If the party asks about reward, he will assure them that if they survive, they will be adequately compensated.

## **ENCOUNTER One - “We’re not in Ka nsa s a nymore”**

Allow the party to make whatever preparations they feel are necessary. Take careful note as to what the PCs

bring with them, as they will not have any opportunity to restock. Continue with the following text when they are ready.

*Promptly at dawn, you meet at the temple of beauty. The early hour does not bother you nearly as much as the unknown which lies ahead. Corwell greets you and leads you into a subterranean level of the temple. He stops at a room brightly colored in flaming red and oranges. Inside the room are four priestesses surrounding a simple altar draped in silk and mithril cords.*

*Corwell opens a lead box and produces a black jewel in the shape of a...well you've never seen any stone like this. Its blackness is so pure that the lack of color seems to radiate a vacuumous contempt which seethes through every facet.*

*Corwell turns to each spellcaster in the party and hands him what seems like a twisted piece of wood adorned with several pieces of metal and embellished with strange arcane markings. "These are what are known as spell keys. We attained these from an astral traveler who assured us that when holding these on your first stop, your spells will function normally."*

These are generic spell keys for the Outlands. Holding these keys will allow the PC spellcasters' spells to function normally in Sylvania. However, this does not apply to when they enter Arborea itself. Corwell will not know any more specifics than he has already stated. The Spellcraft proficiency will not reveal any additional information about these keys, as none of the PCs' studies have had to do with Outer Planar experiences.

*Corwell speaks, "This is the jewel which is the cause of our grief. Beware of its power, we only know of its curse. Do not be tempted by its capabilities. May the Goddess of all that is Beautiful bless you and keep you on your journey."*

Allow the PCs to ask any last minute questions. Take careful note of who takes the jewel. This will become very important. Corwell will warn the party not to place the jewel in an extra-dimensional space, as this may give the jewel the power to escape into the Astral Plane.

*With that, Corwell joins the other priests. After a moment of concentration and chanting, a gate appears in front of the altar.*

Once the PCs plane shift, give the PC holding the jewel **Player Handout 2**. If the PC gives the jewel

away to another PC, do not have him pass over the handout. The jewel will only respond to a new possessor if the original possessor is killed. Refer to **DM Aid #1** for specific instructions for handling the jewel. Once this is done, continue with the following text.

*Your senses whirl as you feel your body weighted down by a mighty pressure all along your skin. You begin to wonder if the spell might have gone horribly wrong as you feel the motion stop and you take a moment to get your bearings.*

*Directly in front of you, enormous green structures grow into the sky all around you. Looking for telltale signs of civilization, you see no windows, doors, or other physical signs of civilization.*

Actually, the party is in front of megaflora, specifically, 700' tall plants. The party will notice that they are surrounded by these structures. Think of having an ant's view of a forest. The party will hear all sorts of noises which are presumably from animals, but unlike any they have heard before.

While in here, they can encounter a variety of giant-sized insects and such as that. Do not spend a lot of time here, but use what seems interesting to create the mood. All things should look very exotic compared to Prime Material versions of the same creatures.

With a successful tracking roll or Wisdom at 1/2, the PCs will be able to find a path which leads through the megaflora and will take them into town. This path however is easily visible from above. The plants are well-grooved. Therefore, anyone attempting a climb walls proficiency will be at +15% to do so. The same view, of course, will be available for any PC who flies up.

The path is a narrow passage between two plants. Until the party discovers this passage, make it seem like the party is in an enormous green-barred prison. Once the party finds its way out of the brush, continue with the following encounter.

## **ENCOUNTER Two - "So, are you new in town?"**

*In all your years of adventuring, you have never come upon such a wondrous and strange sight as town which opens up before you. The buildings are made of various materials which you can only presume are organic ranging in colors from pea green to vibrant purple to royal blue, but nothing timid or soft-spoken. The structures are occasionally*

*four-sided and of sound foundation, but on the whole they must have been constructed by a team of intoxicated gnomes on the losing side of a bet.*

*The inhabitants of the town are similarly astonishing. Creatures half-man, half-horse trot around proudly, tall gaunt humanoids with angular faces and bodies stalk the streets, many inhabitants look like creatures whom you would instinctively attack if found back in Ravens Bluff. But you quickly remind yourself that you are not in Ravens Bluff, but in a foreign land where you are the strange foreigner.*

Allow the PCs to react to this information and take any sort of preparation they feel necessary. When they venture into town, continue with the following text.

*Moving in closer to what you would presume to be the market district you notice several things. First, nobody stares at you as intently as you would expect. Second, many of the inhabitants are speaking a language which sounds like a horribly bastardized Common. Occasionally, you hear a snicker as you pass and some sort of comment about the “clueless” and “primes.”*

The party's immediate mission is to find a mimic. Don't make it too easy for them. Following are several NPCs the party can encounter. Don't force them to interact with all of them, but rather select two or three that would be most interesting for your party's make-up. All of the NPCs know where Maximillian's Mimic Shoppe is, but not all will divulge the information easily. Make sure that you are familiar with the NPC's physical characteristics, faction (and therefore life philosophy), and principal motivations. Also use the Planescape cant (dialect) as much as possible to set the mood properly.

**Thentis Shendill, bariur m F3**; Int Very; AL CG; AC 7; MV 15; hp 33; #AT 1; Dmg 1-8 (head butt w/horns); SA Charge; SD Nil; MR Nil; SZ M; ML 15

Faction:Society of Sensation (Sensates)-*To know the multiverse, experience it fully. The senses form the path to truth, for the multiverse doesn't exist beyond what can be sensed.*

Thentis, like many cutters here in Sylvania, has come to town where the Sensates have a stronghold in the city. He has come to experience the ultimate pleasures of the God Bar, where powerful illusions temporarily give a basher the appearance and faux abilities of a known power so that he can fight other, similarly enchanted takers in the arena. Last night he, assuming the form of Gond, got whipped by someone who laid

down a lot of chink to play Dumathoin. Essentially, a centaur hippie looking for a good time.

**Celandril Helphthaine, Aasimar m Pal 11**; Int Ave; AL LG; AC -2 (Field Plate + Ring of Protection +4); MV 12; hp 93; # AT 3/2; Dmg 1-8+4 (bastard sword+1); SA Nil; SD +1 Surprise, +2 Save vs. Charm; MR 10%; SZ M; ML 17

Faction:Harmonium (Hardheads); *Peace is our goal. But if it takes a little war to get others to see things the Harmonium way, so be it. That's how we'll reach our golden harmony.*

Celandril has come to Sylvania in the hopes of finding a way to stop the influx of chaotic influences from Arborea from penetrating the rest of the upper planes. He realizes that these hedons don't mean any harm, but their influence is quite disruptive to the orderly way of life on his home of Arcadia. Currently he's trying to shut down a group of Sensates who are trying to bring gambling to Arcadia.

**Naughtia Maxima, Tiefling f T8**; Int Very; AL CN; AC 0(Bracers+Dex); MV 15; hp 38; #AT 3; Dmg 1-3 (darts); SA Backstab x3; SD half dmg from electricity; MR Nil; SZ M; ML 8

Faction:Free League (Indeps): *This ain't no faction and nobody tells us what to do. Keeps your options open; nobody's got the key to the truth.*

Naughtia is a lifetime resident of Sylvania who knows the highways and byways better than most. She can tell the party any of the information they would get from the mimic, if she felt like it. She makes her living as a tour guide in Sylvania, principally scouting out the best parties. She will be interested in buying any magic weapons from party members, at one-half their listed *Magic Encyclopedia* value, or less. She will offer her services to the party, if they treat her right.

**Rambit-486, Rogue Modron W 4**; Int Ave; AL LN; AC 8; MV 15; hp 15; #AT 1; dmg 1-6 (Steel Pole); SA Spells (As needed); SD 30% resistant to mind-affecting spells; MR Nil; SZ M (Exactly 6'); ML 13

Faction:Franternity of Order (Guvners); *Everything has laws, most are dark. Learn the laws of the multiverse and you can rule it.*

Rambit-486 is a paradox caught in a world of chaos trying to maintain order. Rambit-486 will be quick to correct any PC who gives him less than the full respect a sentient being deserves. He is struggling through a self-imposed immersion of hedonist society, to broaden his horizons. He is always on the lookout for new spells

(especially prime ones!). He will be most grateful and helpful to anyone who gives him a scroll or extra spellbook. In essence, a self-conscious Data (of *Next Generation* fame).

Once the party finds its way to Maximillian's, continue with the following text.

*You make your way into **Maximillian's Megadiscount Mimir Emporium**. Looking around the establishment you see mostly travel posters on the walls with slogans such as, "Visit Baator. It isn't just for pit fiends anymore!" ; "Mechanus, a great place to be assimilated."; "The Plane of Earth Rocks!" Standing behind the counter is what looks like a tall lanky man with small brown horns, a green tint to his skin, one protruding pointed tooth, and a body odor which is reminiscent of garlic. "Welcome to Maximillian's Emporium! Where in the planes are you traveling to today? Got a special on Quasi-elemental Mimir tourguides!"*

**Maximillian Malten, Tiefling m F2**, Int Exceptional; AL TN; AC 8 (leather); MV 12; hp 13; AT 2; Dmg 1-2(fists);SA Nil; SD Nil; MR Nil; SZ M(5'2");ML 11

Max is a tiefling merchant always willing to take advantage of a willing customer, especially a clueless prime. He exclusively sells mimirs, primarily targeted at vacationers, but barmy adventurers as well.

If the party is clever enough to get a planar resident to purchase the mimir for them, it will only cost them 2,000 gp in gems. Otherwise, Maximillian will charge them 10,000 gp in gems or 1,000 xp in magic. If they wish to pay a combination of the two, simply multiply what they give in xp in magic x 10 and the remainder must be made up in gems. If they pay in Ravens Bluff gold, the price will double, exchange rates being what they are...

Max will try to sell them other mimirs if they flash a lot of cash around. Unfortunately, these mimirs will only function for a one-week period. Information is power, after all. Max will try to fleece them for as much cash as possible.

*Maximillian hands you what looks like an animal skull with a diamond setting in the forehead. "Simply address it and ask it a question, if it knows the chant, it'll tell ya'."*

At this point refer to **DM Aid 2** for answers to questions the party may have. This mimir has information on Arborea and its travel highlights, creatures and places to avoid, known gates, Powers and

Proxies, etc. If the party asks for information which is not on the DM aid yet is reasonable that the mimir may have an answer to, feel free to create the answers.

### **ENCOUNTER Three - "I know where we are! Da rn..."**

Presumably, the party will ask the mimir how to find the gate, as per their instructions from the Temple. The party cannot find the gate, the gate will find them. They must go into the forest outside the city of Sylvania (which are not difficult to find) and lose themselves! In other words, they must go into the woods and each party member must fail a Wisdom check. They must fail these Wisdom checks within four rounds of each other. These failed checks will indicate that they have lost any semblance of a trail. If, however, a PC fails a Wisdom check and the rest of the party does not fail a roll within four rounds of each other, they have collectively relocated the trail and must reroll to fail again.

If, however, the party devises some clever method of losing themselves (such as blindfolding themselves and walking for an hour in a random direction), use your judgment and go with it. Don't let this draw out into dice-rolling.

If the party does not lose themselves within seven rounds, proceed with encounter 3a. Once they finish encounter 3a, they will be able to make their checks at a +10. This will reflect the residual effects of the *chaos* spell. Otherwise, proceed onto 3b.

#### **ENCOUNTER 3a**

As the party is trying to lose themselves in the forest, Phelnix, a raving mad Xaostecist wizard will come upon the party. Convinced that they are not accepting the natural chaos of nature, he will attack them for attempting to bring order. He will approach invisibly and briefly address them before casting his *chaos* spell. Afterward, begin with regular initiative.

#### **Tier 4**

**Phelnix, 1/2em w11**; Int Exceptional; AL CN; AC 1 (elven chain+dex); MV 12; hp 45; #AT 1; Dmg 1-6 (Staff); SA Spells; SD Stoneskin (8); MR Nil; SZ M; ML 14

Spells: *taunt* x2, *grease*, *color spray*, *shield*, *irritation*, *levitate*, *web*, *spectral force*, *scare*, *hold person*, *polymorph other*, *confusion*, *fumble*, *chaos*, *wall of force*.

### Tier 5

**Phelnix, 1/2em w13**; Int Exceptional; AL CN; AC 1 (elven chain+dex); MV 12; hp 50; #AT 1; Dmg 1-6 (Staff); SA Spells; SD Stoneskin (9); MR Nil; SZ M; ML 14

Spells: *taunt x2, grease, color spray, shield, irritation, levitate, web, spectral force, slow, scare, hold person, polymorph other, confusion, fumble, chaos, wall of force, reincarnation, globe of invulnerability.*

Once the party defeats the wizard and attempts to lose themselves again, proceed with encounter 3b.

### ENCOUNTER 3b

*Just as you begin to feel that you have lost your way around you and nothing looks familiar, a shimmering gate appears in front of you.*

At this point ask the PCs their intentions. The obvious answer is to go through the gate. The not-so-obvious answer is one which could have been gleaned from the mimir. This gate will transport them to Arborea. However, if a specific place is not invoked while stepping through the gate, it will transport them to a random site on Arborea. If the party thought to ask the Mimir where to go or how to get to Bridgewater, it will have answered to invoke her name or Brightwater as they step through.

If the party says anything resembling Sune or Mistress of Beauty or Brightwater, proceed encounter four. If they do not invoke anything of the sort, skip to encounter five. If the party consists of PCs with Charismas of 16+, go directly to encounter seven, "Hey, wanna party". This will occur on the way to the gate of the Heartfire quarter. Adjust box text as necessary.

### **ENCOUNTER Four - "Excuse me, are you a God?"**

*Stepping through the gate, you once again experience the now more familiar sensation of having your guts wrenched. When your head stops spinning, you take in your surroundings. The first thing you notice is that one sun is rising to the North, burning with a fiery glow which gives a crimson hue to the sky. However, another sun is setting in the East behind an enormous silvery gate in the near distance.*

*Looking on the ground, you see an earthworm chasing a red-breasted bird. Far off you can hear music playing from two different sources. The*

*healthiest trees you have ever seen laden with scrumptious-looking fruit line the path which you are on, which leads to this enormous gate of silvery radiance.*

Arborea is a place of magnificent natural beauty which emphasizes the inherent chaos of nature, human or otherwise. Brightwater, however, is a contradiction in terms on this plane. It is a most urban realm, with nature intermingled within it. The party is currently just meters outside of the Heartfire Quarter, the home of Sune Firehair. **It is at this point that the spell keys will stop working.** Please refer to **DM Aid #3** for the effects, both to spells and to magic items. Clerics whose deities are not on this plane will feel the immediate distancing from their God. Also note that all magical items with plusses are acting at -2 plusses.

Allow the PCs to interact with their surroundings. Refer to encounters five through seven for other possibilities if the party does not proceed to the gate.

*Approaching the gate, you realize that the radiance which you had attributed to the gate is, in fact, coming from in front of the gate. An enormous female figure, perhaps nine feet tall, stands before the gate. She is, without a doubt, the most enchanting and alluring creature you have ever laid your eyes on. Her fiery red hair flows in the slight breeze and brushes against her golden bow which is strung lightly across her back. She wears a loose tunic adorned with a sword of enormous proportions.*

This striking creature is En'phelai, a Solar in the service of the goddesses of Brightwater, namely Sune, Lliira, Hanali Celanil, and Sharess. She is not much of a conversationalist and will not address the party unless it addresses her first or tries to get into the gate.

**En'phelai-Solar**; Int Supragenius; AL CG; AC -10; MV 18, Fl 48 (B); HD 22; hp 177; THAC0 -6; #AT 4; Dmg 2d20+16; SA Vorpals severing, arrows of slaying; SD +4 or better weapon to hit; MR 85%; SZ L(9'); ML 20; Str 24; Dex 21, Int 20; Wis 22; Chr 24; Com 23

En'phelai will, of course ask for their purpose here. When they reveal their desire for an audience with Sune, she will look the party over carefully. Chances are, the party will not be allowed to enter. Brightwater has certain standards. No petitioner may enter while not blessed with beauty. In game terms, no one may enter without a 17 Charisma or higher.

If the entire party consists of PCs with these stats, then they may go right in and proceed to encounter eight. For the vast majority of the tables, however, this

will be a difficulty. If some of the party members have the appropriate stats, the party may choose to split. This is not, however, advisable. Under no circumstances will PCs be allowed to enter without the stats. Therefore, if only part of the party wishes to take on the Balor-horror in encounter eight, so be it! Otherwise, they will have to collect the potion for the other party members.

Hope, however, is not lost. She knows of a potion that will temporarily bless them with enough beauty to garner admission.

***“If you gain the ingredients to the potion, I will mix it for you and you will be admitted. The ingredients are simple: The kiss of a succubus, an aire of natural beauty, and a bottle of Bacchanalian wine.”***

She will not tell the party where these can be found or any specifics as to how to attain the ingredients. She will, however, hand the most Charismatic member of the party a crystal potion bottle laced with strings of adamantite.

En’phelai will not reveal these secrets, but the mimir will. The mimir will direct them to a succubus who lives a few hours’ travel away. It will tell them that the aire can be attained from a Satyr, whom they can actually hear in the distance. And the Bacchae Marauders, well they will find them.

## **ENCOUNTER Five “Give us a Kiss!”**

Following the mimir’s advice should take the party to meet Lola, the succubus in the valley of lost songs. If the party came directly here from the gate of Sylvania, adapt box text as needed. They can either try to find their way back to the Heartfire Quarter, or encounter the succubus. Play it by ear, but of course the party will not know to get the kiss. If, however, they kill Lola, they can still come back later and get her kiss post-mortem.

***Your party follows signs toward the valley of lost songs apparently located in an enormous park in the center of the city. You travel with trepid anticipation at meeting this denizen of the lower planes here in Brightwater. After about a half an hour of travel, you come upon what seems to be an enormous forest growing out of the city.***

The party should enter the park and look for signs of the succubus and the valley of lost songs. It will not be too difficult to find, provided they follow the stream

of alu-fiends which are going to meet their mother for lunch.

***Moving further along into this “park,” you see up ahead an unnaturally large waterfall which seems to have cropped out of nowhere. All around the waterfall are beautiful scantily clad maidens...with small wings and unsloping eyebrows. At the height of the waterfall, sitting on a rock surrounded by lilies, is a slightly different comely female with much larger wings, protruding incisors, and a limp male humanoid form strewn across her dainty lap.***

The gentleman on Loa’s lap is a Sensate who was convinced by a friend of his, a Xaosticist, that there is surely no better sensation than to have your life force sucked out by a beautiful woman. His response to this action, once he is released is, of course, “*Whoa, what a rush!*”

The party must now, somehow approach Lola, the succubus. Fortunately, it is lunch time, and therefore feeding time, and she is accepting company. The alu-fiends are all her daughters, and fiercely loyal.

The party has two realistic options. The first is to attempt to parley with Lola. If the party approaches the waterfall, either on-foot or flying, they will be intercepted by one of her daughters, an alu-fiend by the name of Tess.

***One of the smaller-winged maidens intercepts you before reaching the waterfall. “Hello, clueless, are you here to see mother? If so, you’re in luck. She is entertaining visitors for at least 15 more minutes before her bath. May I inquire as to the nature of your visit?”***

If the party is up front with her as to their needs or comes up with some reason other than “to kill her,” Tess will fly up to report and then fly back with an affirmative reply. “*Mother will see you now, berks.*”

Lola is perched on an outcropping of rocks about halfway up the waterfall, about 180’ off the ground. Tess will offer to fly any party members up to her, who cannot fly under their own power. If they accept, two alu-fiends per PC will take the party up to see her.

The outcropping Lola is perched upon has room for up to eight additional people, although they will be cramped. Lola is reclining upon a rock close to the cliff-face. The delirious body of the Sensate is curled up on the floor next to her. The party will inevitably, unless flying, be placed precipitously close to the edge of the cliff.

*As you reach the outcropping, the form of the dangerously alluring succubus comes into focus. Her crimson hair cascades around her thin face, framing two eyes which bely the horrors they must have witnessed. She speaks in a husky alto, "Oh good, more big strapping primes to delight my afternoon. How may Lola serve you?"*

Once they ask her for her kiss, she will give it to them. Of course this kiss must involve a member of the party. As the party members will no doubt be aware, the consequence will be one level drained. She will then take the energy harnessed from this draining and blow it into the bottle. For party members which have items which guard them against level drainings, one charge will simply be expended.

She will, however, offer another possibility.

*"My daughter, Tess, is not happy here on Arborea. She wishes to explore the the prime material. However, like any concerned mother, I do not want her going to that savage place unprotected. Therefore, if one of you would agree to marry her and take her with you back to the prime material, I will give you the kiss."*

Since she has just drained from the Sensate, she can give of this essence to the bottle. If someone in the party agrees, Lola will send Tess to him, on Toril, in a month's time.

If the party decides to fight from the beginning or use force once parleying with her, she will certainly fight, with the help of her daughters. In order to get to Lola, they must go onto the rock cropping. If in combat there, the alu-fiends will attempt to sweet the party members off the side and watch them plunge down (18d6 fall).

Tess will stay at the rock and guard her mother. The wizards will immediately fly into the air and cast spells while airborne.

If the party does kill Lola, they may obtain the kiss from her post-mortem. Use your own imagination as to how this is accomplished.

#### **Tier 4**

**Alu-Fiend Warriors (15):** Int Ave; AL CE; AC 3 (chain +2); MV 12, Fl 15 (D); HD 2; Hp 15 each; THAC0 17; #AT 1; Dmg 1-8+4 (+2 long sword + Str.); SA Innate Spells *darkness 15' radius, infravision, teleport without error, charm person, dimension door* (once per day), *ESP, shapechange* (into humanoid), *suggestion*; SD cold iron or +1 or better weapons to hit; MR 30%; SZ M; ML 12

**Alu-Fiend Wizards (4):** Int Genius; AL CE; AC 5; MV 12, Fl 15 (D); HD 6; Hp 20 each; THAC0 17; #AT 1; Dmg 1-4+2 (+2 dagger); SA Innate Spells *darkness 15' radius, infravision, teleport without error, charm person, dimension door* (once per day), *ESP, shapechange* (into humanoid), *suggestion* and spells; SD cold iron or +1 or better weapons to hit; MR 30%; SZ M; ML 12

Spells (Wizard 1&2)- 1st level: *burning hands, enlarge, spook, magic missile* 2nd level: *melf's acid arrow, web* 3rd level: *lightning bolt, flame arrow*

Spells (Wizard 3&4)- 1st level: *phantasmal force, magic missile, protection from good, reduce* 2nd level: *flaming sphere, invisibility* 3rd level: *haste, dispel magic*

**Tess, Alu-Fiend F2/W2:** Int Very; AL CN; AC 5; MV 12, FL 15(D); HD 2; Hp 10; THAC0 17; #AT 1; Dmg 1-8+2 (long sword +2); SA Innate Spells *darkness 15' radius, infravision, teleport without error, charm person, dimension door* (once per day), *ESP, shapechange* (into humanoid), *suggestion* and spells; SD cold iron or +1 or better weapons to hit; MR 30%; SZ M; ML 14

Spells- 1st level: *color spray, grease*

**Lola, Succubus:** Int Exceptional; AL CE; AC 0; MV 12, Fl 18(C); HD 6; hp 45; THAC0 15; #AT 2; Dmg 1d3/1d3; SA Energy Drain and Innate Spells *darkness 15' radius, infravision, teleport without error, ethereal* (as if using *oil of etherealness*), *charm person, clairaudience, ESP, plane shift, shapechange* (to humanoid form), and *suggestion*. SD +2 or better weapon to hit, immune to fire, never surprised; MR 30%; SZ M; ML 14

#### **Tier 5**

**Alu-Fiend Warriors (20):** Int Ave; AL CE; AC 3 (chain +2); MV 12, Fl 15 (D); HD 2; Hp 15 each; THAC0 17; #AT 1; Dmg 1-8+4 (+2 long sword + Str.); SA Innate Spells *darkness 15' radius, infravision, teleport without error, charm person, dimension door* (once per day), *ESP, shapechange* (into humanoid), *suggestion*; SD cold iron or +1 or better weapons to hit; MR 30%; SZ M; ML 12

**Alu-Fiend Wizards (4):** Int Genius; AL CE; AC 5; MV 12, Fl 15 (D); HD 8; Hp 25 each; THAC0 16; #AT 1; Dmg 1-4+2 (+2 dagger); SA Innate Spells *darkness 15' radius, infravision, teleport without error, charm person, dimension door* (once per day), *ESP, shapechange* (into humanoid), *suggestion* and spells;

SD cold iron or +1 or better weapons to hit, *Stoneskin* (7); MR 30%; SZ M; ML 12

Spells (Wizard 1&2)- 1st level: *burning hands*, *enlarge*, *spook*, *magic missile* 2nd level: *melf's acid arrow*, *web*, *mirror image* 3rd level: *lightning bolt*, *flame arrow*, *slow* 4th level: *polymorph other*

Spells (Wizard 3&4)- 1st level: *phantasmal force*, *magic missile*, *protection from good*, *reduce* 2nd level: *flaming sphere*, *glitterdust*, *invisibility* 3rd level: *haste*, *dispel magic*, *hold person* 4th level: *enervation*

**Tess, Alu-Fiend F2/W2:** Int Very; AL CN; AC 5; MV 12, FL 15(D); HD 2; Hp 10; THAC0 17; #AT 1; Dmg 1-8+2 (long sword +2); SA Innate Spells *darkness 15' radius*, *infravision*, *teleport without error*, *charm person*, *dimension door* (once per day), *ESP*, *shapechange* (into humanoid), *suggestion* and spells; SD cold iron or +1 or better weapons to hit; MR 30%; SZ M; ML 14

Spells- 1st level: *color spray*, *grease*

**Lola, Succubus:** Int Exceptional; AL CE; AC 0; MV 12, FL 18(C); HD 6; hp 45; THAC0 15; #AT 2; Dmg 1d3/1d3; SA Energy Drain and Innate Spells *darkness 15' radius*, *infravision*, *teleport without error*, *ethereal* (as if using *oil of etherealness*), *charm person*, *clairaudience*, *ESP*, *plane shift*, *shapechange* (to humanoid form), and *suggestion*. SD +2 or better weapon to hit, immune to fire, never surprised; MR 30%; SZ M; ML 14

One way or the other, the party should get the kiss.

## ENCOUNTER Six - "To Aire is huma n..."

If the party fought the alu-fiends and succubus in encounter five, continue with encounter six. Otherwise go to the Bacchae encounter (seven) which will occur on the way to Tenedes, the Satyr.

*Exiting the park, you join the bustle of locals traveling to and fro along the city streets. Expecting trouble, being not exactly native, you are on your guard. You pass by many inhabitants which look mostly human, but with distinctly different features. Some of the creatures have wings, most have elven ears, but larger. And most distinctly, everyone has colorful tattoos!*

The creatures which the party is mingling with are the eladrin, a race native to Arborea. They are a kindly race, just as powerful collectively as Baatezu or Tanar'ri, but not nearly as war-like or vindictive. If the

party wishes to interact with them allow it. They will be friendly to the party, as long as they are treated with a modicum of respect. They can tell the party where Tenedes is to be found although the PCs should be able to hear that by themselves. Most of these eladrin have visited the Prime Material so have a familiarity with primes.

*Walking through the busy streets, its amazing that you can hear a tune being clearly played above the noise of the crowd from some sort of a flute in the distance.*

Any rogue in the party making a successful hear noise proficiency check will be able to follow the sound to its source. Additionally, anyone making a direction sense proficiency check will be able to do the same. Otherwise, the party will have to ask the natives as to the source of the sound. Anyone will be able to point out Tenedes' courtyard.

*Having followed the sound to its source, you find yourself in a palatial courtyard surrounded by statues, great and strange plants, and a small gathering. On a pedestal at the far end of the courtyard a strange humanoid with half-human and half-goat features. He is surrounded by many adoring fans, both male and female. He is playing a whimsical tune on a double-barreled wooden flute.*

It is up to the party to approach Tenedes for the aire of natural beauty. If they interrupt him before he finishes his piece, he will not react poorly, but the crowd listening to him surely will. Continue with the following text once they ask him for the aire.

*"My good travelers of the prime material...it would be Tenedes' pleasure to perform such a piece for you. But we have a simple rule, here in the court of songs, one request must be preceded by another, especially when it is such a request as this one! I sense that you may not be as addle-coved as you appear so I would simply ask of you one thing...a song of your native land."*

That's right, Tenedes wants a song from the party. Tenedes only knows (as does everyone in the crowd) that the party is composed of primes. They don't know from where, so the song need not be about Ravens Bluff, the Vast, or even Faerun. As long as it is convincing, it will be acceptable.

The goal here is to actually get a party member, preferably the entire party, to sing a song about their homeland. The song can be very simple, but someone

in the party must actually SING an appropriate song. Obviously, give the PCs some time to come up with something. Its time for those bards to show their stuff!!! If the party absolutely cannot come up with anything appropriate, but someone in the party is a bard or has a singing proficiency, you may give them **Player Handout 3**. Regardless, the party must physically SING one of the selections. If no one in the party has a singing proficiency, they may use the dwarven drinking song heard in many taverns.

Tenedes will be kind as long as some sort of song is offered. The crowd, however, will not be. They will react accordingly to the performance. They will be influenced as per the Encounter Reactions table (Table 59) in the DMG. Allow all reaction bonuses (of the PC or PCs singing) and minuses to count, including bard bonuses for swaying the crowd. Finally, account for how well the PC actually sang. Then, roll. The crowd will react according to the chart. If the reaction result is “friendly”, then Tenedes will be so moved, enlightened, or amused by the performance that after performing the aire, he will reward the party with his *harp of healing*.

*Tenedes instructs you to place the bottle down on the ground in front of him. He begins to play on his flute and everyone grows silent. The aire begins softly as the coming dawn. The melody reflects the shinning sun and gentle breeze, while the harmony depicts birds singing, animals frolicking, and lovers engaging. The aire speeds to a Presto tempo and revels in the fast and exciting pace of life, the joys of victory, and the frantic passions of youth. The song ends in a triumphant Allegro. Tenedes’ fingers seem to fly with blinding speed and precision over the tone holes of the flute. As the song ends, the entire crowd, in tears, ruptures in applause. Your crystal decanter seems to glow with pleasure. Exhausted, Tenedes turns to you and winks.*

## ENCOUNTER Seven - “Hey, Wa nna Pa rty?”

Adjust box text as necessary to get into this encounter. It can happen as the party approaches Tenedes or after it leaves him. Or, in the unlikely event that the party is entirely comprised of PCs with 16+ Charisma and Comeliness, on the way to the gate of the Heartwarder district.

*Suddenly a whirling mass of dust, smoke and people speeds toward your location and stops abruptly*

*in front of your party. In front of you are dozens of drunken humanoid in loose robes, leafy crowns, and sandals. One of them staggers forth to your party and asks, “Hey, got any wine?”*

These creatures are Bacchae Marauders. They are the embodiment of Dionysian reverie. They are in a constant drunken frenzy and are always looking for more wine and more companionship. However, it takes very little to set them off.

If the party does not immediately join in their revelry, they will become upset and attack. Of course, if they do offer to join, they will become Bacchanalian Revelers and their adventuring days are over. But in all likelihood, the Bacchae will decide that their wine is not good enough, they don’t party well enough, or...well...they just don’t like their faces. Each Marauder has a bottle of the required “wine”, and any one will do. Allow the party to role-play a bit with them if they desire, but in the end, with the battle cry of “*Evoe!*,” the marauders will attack.

Bacchae attack in a fury of biting, scratching, kicking, clubbing, and eye-gauging. On a roll of a natural 20, Bacchae can tear items of clothing, armor, and jewelry away from their opponents. Each successful attack on armor costs the defender one point of armor class. The loss of magical rings, cloaks, bracers, etc. will become immediately apparent. Items lost to the bacchae must make two saving throws vs. crushing blow. If both are successful, then the mob has not torn or destroyed the item and has ignored it, setting it aside. Additionally, once any Bacchae has taken damage, the entire mob will be whipped into a blood frenzy. They make all attack and damage rolls at +2 and have a -1 bonus to initiative.

At the end of this battle, all PCs who were in melee with the Bacchae have lost any active *stoneskin* spells (due to the chaotic melee and the many blows).

### Tier 4

**Bacchae Marauders (45):** Int Ave; AL CN; AC 7; MV 12; HD 2; hp 12 each; THAC0 19; #AT 1; Dmg 1-10; SA Tearing, Blood Frenzy; SD Immune to Enchantments and charms; MR Nil; SZ M (6’); ML 17

### Tier 5

**Bacchae Marauders (55):** Int Ave; AL CN; AC 7; MV 12; HD 2; hp 12 each; THAC0 19; #AT 1; Dmg 1-10; SA Tearing, Blood Frenzy; SD Immune to Enchantments and charms; MR Nil; SZ M (6’); ML 17

Once the party dispatches the revelers, they can take a bottle of their wine, and one reveler will have, from a previous attack, an undestroyed *ring of spell storing*.

## ENCOUNTER Eight - "Into the Arms of Beauty"

*Making your way back to the gates of the Heartfire Quarter, you once again see the glowing radiance of the guardian.*

Once the party gives the potion bottle to the Solar, she will hold the bottle in her hands, make a silent prayer to Sune, and return the bottle to the party. She will instruct the party to each take a sip from the glowing crystal decanter. Once the party does so, their Charisma will be raised to 17 for 1-4 hours. Any PC with a already 17 or above who drinks from the bottle will have those attributes raised one point for the same duration.

After the potion is consumed, the gates will open.

*Walking through the shimmering gates of ivory and gold, you enter the most astoundingly beautiful city you have ever encountered. The streets look as if they were paved with the purest platinum, the buildings shine in the radiance of the sun and all the inhabitants are beautiful beyond imagining. As you enter farther within, though, everyone around you runs away in horror.*

The gem of putrescence will begin to glow furiously with a blacklight effect. The petitioners all sense the great disturbance of evil.

One round after the gem enters the city, the balor trapped inside breaks free to suck the beauty from the place. All petitioners without exception will flee immediately. If a PC has been using the gem's powers, he or she cannot do so any longer.

All petitioners run for help from either the avatars or the solar at the gate. Help arrives on round two in the form of the Solar, and round four in the form of Sune's Avatar.

The creature is a Balor-Horror. It retains most of the abilities of a normal Balor and has a couple of added bonuses. Its appearance is that of a Balor, a repulsive towering humanoid with dark black twisted skin, rupturing with pustules and diseased melanoma. It has huge wings that propel it with unnatural speed

and agility; long, wicked claws; and grotesque fangs that drip with venom.

The Balor-horror will attack the PCs for the first round, and then divides its attacks between the PCs and the Solar. It cannot attack Sune's avatar, but by then it won't have a chance to anyway. On the first round all PCs must save vs. fear or run in horror for 2d4 rounds.

The balor can use an innate power and attack with both weapons in the same round. It is of supra-genius intelligence and will use its attacks to its best advantage. Do not hold back; it would not.

**NOTE: The PCs' weapons are all +1 or effectively non-magical on Arborea, so they cannot hit the balor in melee. They must find other ways to keep it from decimating the petitioner population.**

### Tier 4

**Balor-Horror:** Int Supra-Genius; AL CE; AC -4; MV 15, Fl 36 (B); HD 13; hp 85; THAC0 7; #AT 2 (sword, whip); Dmg 1-12/1-4+special; SA Terror, body flames, Charisma loss; SD +3 or better weapons to hit; MR 70%; SZ L (12' tall); ML 18

Sword-shaped like a black thunderbolt, acts as a vorpal sword. Causes 10d6 damage to a non-balor if picked up and must save vs. death magic or die.

Whip-With a successful attack, the many tailed whip draws him into the balor's bodily flames (4d6 per round). PC may break out with successful Strength check at half.

With any successful physical attack by the Balor-Horror, the PC must roll vs. his Charisma. If the PC does not roll under his Charisma, the PC loses a point of Charisma.

Innate Spells: (at 20th level of ability) *darkness 15' radius, infravision, teleport without error, detect invisibility* (always active), *detect magic* (always active), *dispel magic, fear, pyrotechnics, read magic, suggestion, symbol*(any type), *telekinesis*, and *tongues*. No gating ability.

### Tier 5

**Balor-Horror:** Int Supra-Genius; AL CE; AC -8; MV 15, Fl 36 (B); HD 15; hp 100; THAC0 5; #AT 2(sword, whip); Dmg 1-12/1-4+special; SA Terror, body flames, Charisma loss; SD +3 or better weapons to hit; MR 70%; SZ L (12' tall); ML 18

Sword-shaped like a black thunderbolt, acts as a vorpal sword. Causes 10d6 damage to a non-balor if picked up and must save vs. death magic or die.

Whip-With a successful attack, the many tailed whip draws him into the balor's bodily flames (4d6 per

round). PC may break out with successful Strength check at half.

With any successful physical attack by the Balor-Horror, the PC must roll vs. his Charisma. If the PC does not roll under his Charisma, the PC loses a point of Charisma.

Innate Spells: (at 20th level of ability) *darkness 15' radius, infravision, teleport without error, detect invisibility* (always active), *detect magic* (always active), *dispel magic, fear, pyrotechnics, read magic, suggestion, symbol*(any type), *telekinesis*, and *tongues*. No gating ability.

### All Tiers

**En'phelai-Solar**; Int Supragenius; AL CG; AC -10; MV 18, Fl 48 (B); HD 22; hp 177; THAC0 -6; #AT 4; Dmg 2d20+16; SA Vorpal severing, arrows of slaying; SD +4 or better weapon to hit; MR 85%; SZ L(9'); ML 20; Str 24; Dex 21, Int 20; Wis 22; Chr 24; Com 23

She does not have an arrow of slaying for balors, but her weapons are all powerful enough to cause the balor harm (unlike the PCs'). She will fight to the death if necessary, but the battle won't go that long.

On the 4th round of melee, the avatar of Sune arrives:

***In a blinding flash of orange light, a vision of pure beauty appears before you. Standing in front of you is a ten foot tall human female of unearthly beauty clad only in a diaphanous silken gown and her impossibly long, sweeping red hair which looks almost as if it is on fire. Her anger is obvious but does not in any way detract from her incredible beauty. She stares directly at*** (PC holding the jewel) ***and in an impressive feminine voice booms "Who are you who has brought this jewel and this fiend into my home?"***

On the 4th round of combat, regardless of what the PCs do, she will look directly at the jewel of putrescence and it begins to smoke and melt. By the end of the 5th round it is completely destroyed. When this happens, the balor (if still present) screams in agony and disappears, banished back to the Abyss.

The sight of Sune's form has a profound effect on mortals. All PCs must save vs paralysis upon seeing her or stand in place, awed by her beauty and unable to do more than gaze at Sune's form. No mortal can resist getting a good look at such a supreme beauty. No male of any sort can lift a hand or thought to harm her once he sees her, it is simply impossible.

Once the jewel vanishes, so does Sune's avatar. She is not going to stay around bantering with the PCs. If they want an audience, they can ask for one (this would be granted in a couple months).

En'phelai the solar (if alive—another solar comes if this one falls) will approach the PCs and help them. She will cast a *heal* on all party members. Additionally, in way of thanks she will offer the party one *arrow of slaying* of the party's choice, as long as it is not vs. a good creature (and not vs balors). The jewel was completely consumed in the ceremony.

The solar can explain anything the PCs want to know to conclude the module (divine knowledge from Sune), and will explain how the PCs can achieve an audience with Sune now that they do not have a pressing reason. One makes a request of the solar at her main court, and awaits a response. The response can take any amount of time, since this is a chaotic place (for PCs it will take 4 months—Sune is not excited about talking with them since they loosed a fiend in her home).

En'phelai will give her thanks to the party and *plane shift* the party back to Ravens Bluff, including any dead party members. If the entire party died, Sara will still *plane shift* the bodies back to the Temple of Sune in Ravens Bluff.

As the PCs depart Arborea, they hear the most beautiful female voice they have ever heard say,

***"For ridding the planes of that accursed jewel, you will always be blessed by beauty"***

Inform the living PCs that they have gained a +1 permanent bonus to reaction checks. Dead PCs do not get this bonus.

### CONCLUSION

***The now-familiar feeling of whirling through space overtakes you again. As you come to your senses, you find yourselves right where you left, in the Temple of Sune. In front of you is the sleeping figure of Corwell leaning against the altar.***

It is up to the party to wake Corwell and report the results. He will, of course, be ecstatic at the successful report.

***The next evening an enormous celebration is held in your honor at the Temple of Sune. The finest food, wine and music is presented for your pleasure. At the height of the feast, Corwell interrupts the celebration and speaks.***

*“I have been reinstated as the High Priest of the Temple and as my first official act, I would like to give the Temple’s highest honor it can offer.” Corwell places a platinum necklace with a gold-shaped heart pendant. In the center of the pendant is an enormous ruby. “This is the Heartfire Pendant. It signifies that you have performed a great service to the temple and our city. We can never thank you sufficiently for your efforts, but I hope that these baubles will help.” Corwell lays several items at your table.*

*“Thank you all. The blessing of the Lady Beauty shall always be upon you.”*

## End of high tier of *In Search of Beauty*

### 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 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 4 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 4 Group, not a Tier 5 group.

**Encounter One**  
Finding the way to Sylvania 50 xp

**Encounter Two**  
Finding the Mimir Shop 50 xp

**Encounter Three**  
Finding the gate without combat 75 xp  
-or-

**Encounter 3a**  
Fighting Phelnix 50 xp

**Encounter Five**  
Gaining the kiss 200 xp

**Encounter Six**  
Obtaining the aire 100 xp

**Encounter Seven**  
Obtaining the wine 100 xp

**Encounter Eight**  
Holding off the Balor-Horror until the gem is destroyed  
2,000 xp

OR  
Killing the Balor-Horror 4,000 xp

Total Experience for Objectives: 4,575 xp  
Role-playing Experience 0-500 xp

**Total Possible Experience Tier 4** 5,075 xp  
For Tier 5: add 4,000 xp

### Treasure Summary

If it’s not on this list, the PCs cannot keep it

**Encounter Five**  
• Tess, Alu-fiend Bride

**Encounter Six**  
• *Harp of healing*- When this magical harp is played within 10 feet of wounded creatures, it heals creatures by one hit point per hour of playing. However, once the music stops or a new PC takes over, further playing is useless new wounds are received. After six hours of continuous playing, a the PC must make a successful Constitution rolls once per hour (with cumulative -2 modifiers for each additional check) or he misplays and the healing ends.

**Encounter Seven**  
• *Ring of spell storing-charm person, scare, suggestion* (not rechargeable)

**Encounter Eight**  
• *One Arrow of slaying* (any one type except good creatures and balors)  
• Permanent +1 reaction check bonus for PCs who survive the battle

**Conclusion**  
• Heartfire Pendant-2,000 gp  
• *Short bow*+3

- *Phylactery of long years*
- *Pink and green ioun stone* (+1 Charisma, 18 max)

### **Fame Award**

PCs receive one Fame Point in temples or general category, player's choice.

### **Knightly Honors**

A knight or squire can only receive one of these. Knights and squires receive knighthood-specific honors before general ones, and can receive honors they already have.

The Blue Scarf- (general honor) Given to a knight who succeeds in destroying an evil artifact. Any knight or squire who participated in the final battle can receive this honor.

Griffon Feather Necklace- (Griffon honor) For reckless courage that inspires others to accomplish a great victory over a powerful enemy. A knight or squire of the Griffons can receive this honor if he bravely acted like a leader, tactician, and was fearless in the combat vs. the balor-horror.

Book of Fair Prayers-(Right Hand of Tyr) For confronting a creature of the lower planes of at least the knight's level and destroying it, or banishing it to the lower planes. Any knight or squire to the Right hand of Tyr can receive this honor for defeating the balor-horror.

The Jade Ring-(Pillars of the Realm) Given to a knight who, while on a mission, survived extreme conditions of weather and other circumstances, and successfully completed the task that brought them there. This honor is available to any knight or squire to the Pillars who adapted well to his or her environs throughout the trip (negotiating in Sylvania, singing proudly about Ravens Bluff, used his or her mind in role-playing encounters!) and successfully destroyed the jewel can receive this honor.

The Iron Feather-(Phoenix) This honor is given to a knight who, through direct action, defeated or otherwise banished a powerful undead or extra-planar creature from the city. Any knight or squire to the Phoenix can receive this honor if he or she played an active combative role in the battle against the balor-horror.

# Sagely Advice

## Price List

Stupid answers to Stupid questions:	10 gp
Smart answers to Stupid questions:	20 gp
Brilliant answers to Stupid questions:	50 gp
Stupid answer to Intelligent questions:	20 gp
Smart answers to Intelligent questions:	40 gp
Brilliant answers to Intelligent questions:	100 gp
Correct answers:	200 gp

**DO NOT SHOW THIS HANDOUT TO OTHER PARTY MEMBERS.**

*...a deep, yet soothing voice speaks to you from within your head.*

*"Hello Master. Congratulations on finally finding me. It was preordained that you should hold me. Now you can take your true place among the great heroes of the Planes. Anytime you need my power, I will supply it for you.*

*Simply call upon the element which you wish to master and I will respond. I am completely within your control."*

*The voice goes silent, and yet you feel its lingering presence...*

**My Home of Ravens Bluff\***

*\*Sung to the tune of "Home on the Range"*

*Away in the Vast, in my mem'ry is cast...  
my dear home, which has beauty enough...  
Where goblins are speared, and Fireballs are feared  
In my home, my dear Ravens Bluff.*

*A port, a port on the sea! In sewers we trod merrily...  
Where Tempites are tough, and our warriors are buff...  
And we fight the good fight on the sea!*

**Oh Gutshaker, we sing our praise to Thee\***

*\*Sung to the tune of America the Beautiful*

*A Drink we find from Barney's Mind  
The Gutshaker is King!  
Yer arms will quake, yer stomach shake  
Yer breath 'll stink fer a year!*

*Oh Gutshaker, Oh Gutshaker...we sing our praise to thee!!  
We'll drink one more, then hit the floor.  
Without Sobriety!!*

## Dealing with the jewel

Keep careful monitor as to the behavior/actions of the PC holding the jewel. If the PC asks, the jewel will not speak to him after its initial communication. This condition will remain until either the PC calls upon one of the elemental powers of the jewel or if the party is in combat. Draw the player aside and have the jewel speak coaxing words of encouragement to the PC. Such as, "I can take care of those pesky creatures for you master, just say the word." -or- "Nice shot sir, but wouldn't a *flame strike* be more appropriate?"

If the PC calls upon one of the elements to aid him, pick the spell from the following list which corresponds to the requested element which you believe tenders to desired effect which the PC intends. All spells are cast at 17th level.

<u>Air</u>	<u>Water</u>	<u>Earth</u>	<u>Fire</u>
<i>Feather Fall</i>	<i>Insatiable Thirst</i>	<i>Fist of Stone</i>	<i>Burning Hands</i>
<i>Wall of Fog</i>	<i>Snilloc's Snowball</i>	<i>Dig</i>	<i>Flaming Sphere</i>
<i>Ride the Wind</i>	<i>Water Breathing</i>	<i>Stoneskin</i>	<i>Fireball</i>
<i>Gust of Wind</i>	<i>Watery Double</i>	<i>Pebble to Boulder</i>	<i>Fire Shield</i>
<i>Wind Wall</i>	<i>Ice Storm</i>	<i>Dist. Distortion</i>	<i>Wall of Fire</i>
<i>Solid Fog</i>	<i>Wall of Ice</i>	<i>Passwall</i>	<i>Delayed Blast</i>
<i>Cloudkill</i>	<i>Cone of Cold</i>	<i>Stoneshape</i>	<i>Fireball</i>
<i>Death Fog</i>	<i>Otiluke's Freezing</i>	<i>Wall of Stone</i>	
	<i>Sphere</i>		

Each time the PC invokes a power, he runs the risk of losing a point of Charisma permanently. The first time a PC invokes the power, the chance for Charisma loss is 20% +1% for each spell level used. For example, a PC invokes a *fireball*. The first time the chance is 20% + 3% (*fireball* being a third level spell). Each successive time the PC invokes the power, the base chance goes up by 10%. Hence, if the PC invokes the power eight times, he is guaranteed the point of Charisma lost. These points cannot be restored in any way.

If a PC loses five points of Charisma, the Tanar'ri within the jewel will attack the PC. The goal of the fiend is to drain the beauty of the world in order to bring misery. Once a PC loses a few points of Charisma, he should get the idea that the jewel carries a great curse. If the PC scoffs at the curse and does not seem to be concerned about the loss of beauty, then out of rage the Tanar'ri will attack.. For if the fear of the fiend's power is not effective, then it has no purpose to exist.

The PC will be drawn into the jewel alone, in a status similar to a *weird* spell. The PC will have 10 rounds to defeat the Balor-Horror. If the PC dies, he or she will become a Dretch, a least Tanar'ri serving the horror. If he survives the ten rounds, he will be released from the jewel. Even if the Balor-Horror is killed, it will reform to do battle again for the ceremony. These points of Charisma can be restored via a *restoration* spell from the Temple of Sune. The temple will provide such for the usual cost.

## **Mimir guide to sample questions**

**How do we find the gate to Arborea?** “Go to the forest and lose yourself”

**Where will the gate go to in Arborea?** “Simply think of your destination and you will appear there.”

**What has happened to my powers/items?** “They are farther away from their point of origin./ You are far away from your god.”

**Where is there a succubus in Arborea?** “A succubus is rumored to hold court in the valley of lost songs.” (a vast park in Brightwater)

**Where do we find the aire of natural beauty?** “Tenedes, the Satyr, sings the aire of beauty.”

**Where do we find Tenedes?** “He performs in the courtyard of song” (The party can hear his music while standing near the gate.)

**Where do we find the Bacchanalian wine?** “From the Bacchanalian Revelers.”

**Where are these revelers?** “They will find you, even if you don’t want them to.”

### DM Aid #3

This chart explains the number of steps away from any deity a PC is while in Arborea. For example, if a PC cleric worships Azuth, his Domain is in Arcadia, which is five steps away from Arborea. Therefore, he operates as a cleric five levels lower with regard to spells. Additionally, effects to magic items and mage spells are explained.

<b>God</b>	<b>Home Plane</b>	<b>Steps Away</b>
Azuth	Arcadia	5
Chauntea	Elysium	2
Denier	Beastlands	1
Eldath	Elysium	2
Gond	Outlands	1
Helm	Mechanus	6
Ilmater	Bytopia	3
Jergal	The Gray Waste	6
Kelemvor	The Gray Waste	6
Lathander	Elysium	2
Leira	Limbo	2
Lliira	Arborea	0
Mielikki	The Beastlands	1
Milil	The Beastlands	1
Mystra	Elysium	2
Oghma	Outlands	1
Selune	Ysgard	1
Sharess	Arborea	0
Sune	Arborea	0
Tempus	Limbo	2
Torm	Mount Celestia	4
Tymora	Arborea	0
Tyr	Mount Celestia/Ysgard	1
Waukeen	Outlands(Arborea)	1(0)
<b>Elven</b>		
Corelion Larethian	Arborea	0
Sehanine( Moonbow)	Arborea	0
Aerdrie Faenya	Elemental Plane of Air/Arborea	0
Fenmarei Mestarine	Limbo	2
Hanali Celanil	Arborea	0
Labelas Endoreth	Arborea	0
Solonor Thelandira	Arborea	0
<b>Dwarven</b>		
Moradin	Mount Celestia	4
Berronar Truesilver	Mount Celestia	4
Clangeddin Silverbeard	Arcadia	5
Dugmaren Brightmantle	Outlands	1
Dumathoin	Mount Celestia	4
Muamman Duathal	Mount Celestia	4
Vergadin	Outlands	1

### Gnomes

Garl Glittergold	Bytopia	3
Baervan Wildwanderer	Bytopia	3
Baravar Cloakshadow	Bytopia	3
Flandal Steelskin	Bytopia	3
Gaerdal Ironhand	Mount Celestia	4
Segojan Earthcaller	Bytopia	3

### Halfling

Yondalla	Mount Celestia	4
Avoreen	Mount Celestia	4
Brandobaris	Elysium	2
Cyrrollalee	Mount Celestia	4
Sheela Peryroyl	The Beastlands	1

Arborea is kinder to mages than most planes, but some restrictions still do apply. These restrictions apply to both spells and magical item spell-like abilities.

*Conjuration/Summoning:* The only creatures which will answer the call of Monster Summoning Spells are Nature Spirits (see Compendium attachments).

*Divination:* Divination magic is accepted and practiced, but requires props. No divination magic will occur without entrails to read, omens to interpret, or signs and portents drawn from the stars. As a result, all casting times are increased by 1 round per spell level.

*Enchantment/Charm:* All spells of this school related to emotions are more effective on this plane, with saving throws at a -4 penalty. All durations are doubled. However, the increased emotional power carries the risk of a backlash. On an unadjusted saving throw of 1-4, the target attacks the caster in a berserker rage, with +2 to attack and damage rolls. The attacks continue until the caster is dead or the target suffers damage, at which point he usually flees.

*Necromancy:* Positive healing spells work in all instances, except for *raise dead* and *resurrection* spells which do not function. All other necromancy spells will only be granted (by the Greek god Hecate) if they are for an evil purpose.

*Elemental:* NO ELEMENTAL SPELLS FUNCTION ON ARBOREA WITHOUT SPELL KEYS. Neither Clerical or Mage spells. The spell keys for elemental spells are an offering of the opposite element. For example, a burning hands spell might require a bucket of water, while a *transmute dust to water* might require the burning of a large section of forest to balance the flooding. These restrictions do not apply to the jewel's elemental powers, and it will be more than happy to point this out to its possessor.

*Weapons and Items of Protection:* All weapons and Items of Protection function as two power levels less on Arborea. For example, a *cloak of protection* +3, would function as a *cloak of protection* +1. A *long sword* +2 would be a normal long sword in terms of to hit and damage, but it would still be considered a "magical sword". A *cloak of the bat* would still retain its bat abilities, but the +2 to armor class would be gone. A *scarab of protection* +1 would still retain its guarding against draining, but would lose its special saving throws abilities.