

# **In Those Days**

***Chaos Quest : Peace***

**A One-round Living City Tournament**

**By Jeffrey Kahrs**

Blurb: You've been asked to mediate a dispute between two warring clans in the mountains south of town. Now you find that something mysterious is happening and you have to put a stop to it.

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

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

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

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

## Tier Structure

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

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

## DM Background

The human and demi-human races and their mythologies form but a fraction of the history of the Forgotten Realms. The story that follows deals with the peace gem, an artifact of the aarakocra, and begins in the mists of prehistory.

The aarakocra were once people who knew good and evil, chaos and law, but near the end of the first age, the neutral gods of the aarakocra pantheon came to predominate and brought the aarakocra under their sway. According to legend, conflict ensued and the heavens thundered, but eventually law and chaos were brought under control.

As a final act, the great chaos god, Naratok, created a being of pure chaos which the aarakocra call Kroakaskwee, the Sower of Dissension. The beast wreaked havoc among the neutral aarakocra until a band of heroes captured it in a magical stone known as the peace gem. The gods assigned the Old Man to be the stone's guardian.

Neutrality is capricious and realizes that growth must come from challenge. Once each age, the Sower is allowed to walk among the people of that time as a test of its champions. Ages ago, it brought down the mastery of the dragons. Now it has been released into the time of the smaller races.

## Synopsis

The story begins with the PCs in the Sleepy Dwarf Tavern passing the time in a tavern listening to "war stories." They will hear several stories and be prompted to tell one. One of the stories will tell them a bit of the background of the aarakocra. They then will receive a message summoning them to City Hall.

At City Hall the party will encounter Benjamin Brattleboro, a diplomat of the Ravens Bluff diplomatic corps. Brattleboro will tell the PCs that he needs some adventures to mediate a dispute. It seems an old treaty calls for the city to mediate such a dispute and the aarakocra expect the city to send someone. He wants to engage their services for a small fee.

Assuming the PCs take the job, as the party travel s to the aarakocra village they are ambushed by creatures maddened by the Sower's power. They will then meet Hillmok, the clan leader of the Elmwood aarakocra, and gain clues from him on how to settle the dispute. He will direct them to Grayfeather, the leader of clan Oaktalon. Grayfeather will tell the PCs of the Old Man.

The party should then proceed to see the Old Man where they will be tested to see if they are worthy to be the champions. If they pass enough of the tests, the PCs will then be told what is happening and how they can fix the problem. The Old Man will give them one of the three shards of the Peace Gem. The PCs will then go to a meeting with both clan leaders. Here they must convince each to maintain peaceful relations. They also must obtain the shards of the Peace Gem which each clan has.

The PCs will then go to confront the Sower and defeat him using the shards. If they are successful, they will have ended the trial for this age and the old man will reward them.

## Player Introduction

*As the war slips further into the past, life has returned to a gentle monotony. You have had ample time to reflect on your start in this lifestyle. Was it was money or power or religion or fun or love that started you off as an adventurer? Today there are no offers are on the table or pressing business to be tended to, so you've decided to spend the day in The Sleepy Dwarf Tavern drinking, relaxing, or listening to war stories.*

*A short round little man with a scraggly beard is telling a story of how he boldly entered the camp of Myrkyssa Jelan to recover a chest of secret papers. A huge female warrior with a massive sword tells how she was dropped behind enemy lines from the back of a griffin. Finally, they all turn to you (choose one PC, preferably one with some experience) waiting for the next story.*

Allow the designated PC to tell his story, if he has one. If the story is not about the war, the others will begin to question why it is being told. If the story is too unbelievable, they begin to ask questions of how certain things happened and generally to scoff at the truthfulness of the story. Once the PC finishes continue:

*A young halfling sitting on the edge of the group begins to speak, "I seen a lot of scary things in the war, but I weren't no fighter then. See, me and my family lived on a farm in the mountains about two days south of town. When the fight started, we was raided constantly by the enemy army. They took my Pa away, they said to work, but we never seen him again. My Ma and me packed up the little ones and decided to come to town for protection. On our way, a bunch of goblins came out of the woods to attack us.*

*"I had Pa's old sword," he says, patting a rusted short sword at his side, "but it was ten to one. Just before they got to us, a bunch of what I thought were birds descended from the sky and killed or drove off the goblins. They weren't birds exactly, they were bird men. One of them talked to Ma with a funny voice. They then escorted us until we found a patrol of the army. So I'm here and not in a stewpot cause of the birdmen."*

The young halfling is Aaron Roundhill. His story is true. He wants nothing, but he wanted to be able to contribute a story.

After the party has had their time with Aaron, a gaudily dressed man will enter the inn. The messenger from Quicksilver Messenger Service is a riot of reds, golds, and greens. He will stand in the middle of the room and loudly call out each of the party members' names.

*Ah, there you are. I bear a message for each of you. (player's handout # 1) If any of you cannot read, I'll read it to you for 5 coppers.*

The messenger will wait to see if any thing else is needed from him. He is also expecting a tip for which he will show appropriate gratitude. If no tip is forthcoming, he will "hurumph" and hold forth his palm. If no tip appears, he will turn sharply and leave.

The messages are invitations to city hall at the party's first convenience and, barring any trouble, they should make their way there quickly. Once there they are to ask for Benjamin Brattleboro.

## Encounter 1

### "Ravens Bluff expects every adventurer..."

*Upon arriving at City hall, you are able to follow the posted signs to the offices of the Diplomatic Corps. You are greeted by a comely human female with a "where-have-you-been" look about her. She quickly escorts you to Benjamin's office.*

*The front half of the room contains furniture in three or four different and conflicting styles. The back half is a labyrinth of stacked tomes and pyramided scroll cases. As you wait for your patron, a voice intones, "Please, please have a seat, will you?"*

Benjamin Brattleboro is a gnome. He is rather neatly dressed in a red velvet double-breasted suit with tails. His hair is pulled back into a pony tail which tends to accentuate his magnificent nose. He is given to holding the insides of his collar as he speaks. Overall his appearance is a bit comical. Brattleboro is an accomplished diplomat and uses his appearance to disarm. After a few moments, he will emerge from the maze atop a stack of books, such that he is slightly taller than any character in the group. This is intentional to place him in the power position.

*"Thank you for coming today. We, I mean the city and more specifically the Diplomatic Corps, require your help. It seems that the aarakocra have invoked The Five Valleys Treaty. So, I believe this clears up the need for your involvement."*

Allow the party a few moments to react and then continue.

*"Oh, perhaps you do not know the treaty then. Years ago, I believe about two years after O'Kane took office, the city was asked to mediate a dispute among several rival clans of aarakocra who live south of the*

city in and around several valleys. O'Kane's ministers agreed but as far as records show, we have never been asked to assist since that time. I believe I have a copy of the treaty...over ...there." The gnome leaps across the room landing on a pyramid of scrolls that should go bounding. Yet the nimble-footed bureaucrat lands deftly and picks up a musty scroll that appears to be made of tree bark. He blows away years of dust and unrolls it gently.

"Here is the relevant passage. 'The party of the first part and the party of the second part do herewith agree that in the best interest of yadda, yadda that any conflict arising so on and so on will be subject to arbitration by ministers of Ravens Bluff.'"

"So, the mayor gets a message which is forwarded to us. One problem, no ministers are available for such a task. You see all of our people are out trying to rebuild and strengthen our pre-war ties. So perhaps you could investigate and wrap this up for us, yes? We will, of course, make you deputy ministers for this and pay you a fee."

The Treaty of the Five Valleys obligates Ravens Bluff, as a neutral party, to arbitrate any disagreement between a group of rival aarakocra clans. Brattleboro will stress that an aarakocra conflict could prove quite disruptive to trade route south of town and tell the party how desperately they are needed. The city will pay 500gp each for investigating the problem and reporting back with an additional 750gp each for bringing about a settlement. Brattleboro will remind the party that neither clan is an enemy and each provided some minor assistance during the war, especially with reconnaissance. Tactics such as mind control would remove from the PCs their diplomatic shield. He will give them a letter temporally certifying them as deputy ministers of Ravens Bluff (player handout # 2) and directions to the aarakocra village that asked for help.

Brattleboro will explain that the office of Associate Assistant Deputy Minister comes with both responsibilities and power. The PCs have the responsibilities to settle the problems between the aarakocra tribes in a peaceful manner. The settlement should satisfy both the conflicting tribes. Ravens Bluff is very concerned about the situation, but does not wish to become a long-term participant in this squabble. Basically, the PCs are to negotiate with the tribes, but promise no more aid from Ravens Bluff. The duties apply only to this situation, this is not a permanent title and holds no power in any other situation.

## Encounter 2 Through the Meadowlands

As you follow Brattleboro's directions you find yourself traveling the main road out of town to the south. Ahead smoke drifts lazily from the crown of Firestorm which erupted not long ago. After spending an uneventful night in High Haspar you reach the trail indicated on your map. The track appears to be rarely used as it winds up into the heavy forest and thick bushes of the mountains. The underbrush thins as you get farther from the road but the trail takes a torturous upward turn with numerous switchbacks. After several hours of slow travel you reach a saddle between two peaks and find yourself in a beautiful mountain meadow. The late summer is beginning to give way to autumn at this elevation and the air is crisp. Then you notice the shadow moving toward you across the field.

The PCs have had several days of travel so they can change their spells and even cast some that will still be in effect. Once they reach the meadow have the party make surprise rolls. The taint of dissension on the land has angered its native inhabitants and led to an ambush from above. If the party is mounted, their horses should also make morale checks, a 7 for most horses. Paladin's bonded mounts are immune and all war horses and mules get +3 to checks. Mounts failing checks will try to run unless they are controlled by their riders. Have any PC whose horse runs make a land-based riding proficiency checks to be able to control their mount. This will be their action for this round. If they do not have the proficiency, the mount will run where it chooses.

### Tier One:

**Hippogriff (1):** Int Semi; AL N; AC 5. MV 18, Fl 36 (C, D); HD 3+3; hp 15; THAC0 17; #AT 3; Dmg 1-4/1-4/1-8; SA nil; SD nil; MR nil; SZ L (10'); ML 20

### Tier Two:

**Hippogriff (2):** Int Semi; AL N; AC 5. MV 18, Fl 36 (C,D); HD 3+3; hp 26; THAC0 17; #AT 3; Dmg 1-6/1-6/1-10; SA nil; SD nil; MR nil; SZ L (10'); ML 20

### Tier Three:

**Hippogriff (5):** Int Semi; AL N; AC 5. MV 18, Fl 36 (C,D); HD 3+3; hp 26; THAC0 15; #AT 3; Dmg 1-6/1-6/1-10; SA nil; SD nil; MR nil; SZ L (10'); ML 20

### Tier Four:

**Gorgimera (2):** Int Semi; AL N; AC 5 (front)/2 (flank and rear); MV 12 Fl 15 (E); HD 10; hp 80; THAC0 11;

#AT 5; Dmg 1-3/1-3/2-8/2-12/3-12; SA Breath Weapon; SD nil; MR nil; SZ L (5' at shoulder); ML 20

The gorgimera is constructed of three creatures. It has the hindquarters of a gorgon, the forequarters of a lion, and the body and wings of a red dragon. It has the head of all three beasts. The creature can attack with its claws (1-3/1-3), bite with its lion (2-8) and dragon (3-12) heads, and butt with its gorgon head (2-12). The gorgimera has two breath weapons. The gorgon head breathes a cone of gas 1' wide at the base, 3' wide at the end and 3' long. The victim must save vs. petrification or be turned to stone. The gorgon head can use this ability twice per day. It always uses one at the beginning of battle. The dragon head can breathe fire (3d8) with a saving throw vs. breath weapon cutting the damage in half. The breath is five yards long. It can do this only once per day.

The creatures are fierce and will fight to the death. *Speak with monster* or similar spells or abilities will only produce angry unreasoned responses. The monsters all appear well fed and show no obvious reason for their ferocity. A *monster lore* check or just a good guess will show this behavior to be unusual. *Detect magic* will detect only a faint background flicker that cannot be pinpointed. The creatures possess nothing.

After the encounter, the party can continue on up the trail. If any members are stone allow the party to take appropriate action but note that the old man can and will cure this if necessary.

## Encounter 3 Into the Trees

*After the unprovoked attacked you leave the mountain meadow and head down the other side of the mountain as you continue to follow the trail. When you reach the floor of the valley the trail winds beside a small creek for several miles before finally crossing it at a shallow ford. You begin what should be the final ascent to the aarakocra village.*

*As you round the last bend in the mountain trail you come upon a great forest. In the trees above you can see what appear to be numerous large bird nests. Many of them seem to be connected to one another with vines or rope bridges. A large central nest is seen in the crown of the towering elm tree which stands in the middle of the village. There are several bird men flying between trees. You also become aware of several of the aarakocra carrying javelins sitting high in trees on the trail near you. Two of them dive from the canopy above and land gently in front of you. They stand about five feet tall but their wings span an*

*impressive twenty feet. One of the two, a large specimen with bright red feathers, seems to only glare at you. The other, feathered in yellow with a red head and wing-tips steps forward and in a strange croaking voice say, "My name is Ragmar of the Elmwood clan, what business do you groundlings have here?"*

The two guards are Ragmar and Philpup. He will be curt (but not rude) until the party reveals them selves as negotiators. He will then warm to them, but will show a fatalistic attitude toward their mission. The enemy clan deserves just punishment, he feels. He and Philpup will escort the party into the village.

*With one guard in front and the other at the rear, you are lead to the base of a huge elm tree. To your surprise Ragmar reaches up on the trunk and pulls a short vine which pops open a door craftily concealed by the tree bark. Inside is hidden a spiral staircase which leads up inside the tree. Following Ragmar you ascend the stairs and finally come out inside one of the nests you saw from the ground. They appear much more substantial here. They are made of branches and vines carefully woven together to form not only a floor and walls but a ceiling as well. Ragmar turn to you, "Please wait here. I will inform Hillmok of your arrival. He will be with you shortly. You will need to remove any heavy armor or other items before trying to traverse the paths of Elmwood. The village was not built for ones such as you." With that he opens a door in the side of the room, leaps out and flies away.*

The room is large enough to hold the entire group, but the ceiling is only six feet high. There is no furniture, but a number of limbs protrude from the floor. Philpup will sitting on one, watching the party.

If the PCs try to leave the room, Philpup will ask them, in broken Common, to stay in the room. He will allow them to explore the room, however. They will find that several windows can be opened in the walls and ceiling. There is the door to the circular stairwell in the middle of the room and two other doors. The door through which Ragmar exited opens onto a ninety-foot drop. The other door opens to a footbridge which leads to another tree about fifty feet away. If the PCs open this door, a young aarakocra who was trying to peer into the door will squawk raucously and run back across the bridge. The party will then hear bird calls from all sides as twenty aarakocra of all colors come flying to aid the fledgling. They will not attack, but they will line the trees and watch the PCs every move. If this happens, skip the first part of the boxed text beginning Encounter 5.

If the PCs try to engage Philpup in conversation they will quickly find that he is not very bright and knows very little Common. If they are nice to him he

will begin to show extreme interest in anything shiny the party has, especially continual light devices or shiny metal objects. If asked about the Oaktalon clan, he will say that they must be punished, he isn't sure for what but will make up something.

**Ragmar (1):** Int Average; AL NG; AC 7, MV 6, Fl 36 (C); HD 1+2; hp 10; THAC0 19; #AT 2; Dmg 1d3 (talon) or 1d6 (javelin); SA nil; SD nil; MR nil; SZ M (20' wing span); ML 11

**Philpup (1):** Int Average; AL NG; AC 7, MV 6, Fl 36 (C); HD 1+2; hp 10; THAC0 19; #AT 2; Dmg 1d3 (talon) or 1d6 (javelin); SA nil; SD nil; MR nil; SZ M (20' wing span); ML 11

## Encounter 4 The Fire Nest

*Eventually Ragmar returns through the same door by which he left. He walks across the room and opens another door, this one leading out to a rope bridge. As Ragmar opens the door, a small orange aarakocra, who was apparently listening outside, squawks and flaps his wings. Ragmar deftly catches him by both of his feet. "Learn your place, young one" he shouts as he flings the smaller bird off the bridge.*

Pause for reaction from the PCs. If they look, they can see the young bird flapping mightily as he falls slowly and unharmed to the forest floor below. If the party objects, Ragmar will ask them about discipline of young ones in their own culture. He has heard tales of young humans being beaten and worse. Allow a discussion of culture differences at this point if the PCs are so inclined.

*Ragmar turns to you, "Hillmok will see you now. Follow me." He leads you across the bridge, through another room like the one you were just in, except it had no central stairwell. As you exit that room you walk along another bridge to a platform. From there you ascend a ladder to another platform. Finally you cross a final bridge to a chamber which is at least five times the size of the first chamber.*

*As you enter, you see an elaborate fire pit, surrounded by a stone hearth. Behind the fire a large aarakocra sits on a high perch. He is covered in brilliant feathers of red, yellow, and orange with an impressive crest of white feathers. He looks at you and says, "Who approaches the fire nest of the Elmwood and who dares to speak with Hillmok the mighty?"*

Allow the PCs to introduce themselves. Hillmok will speak in lofty tones and require that the party prove they are from Ravens Bluff. He believes they could be a trick of the Oaktalon clan. He will carefully examine the PCs' papers and compare them with another he is holding (an original copy of the treaty). Once he is satisfied that the PCs are from Ravens Bluff his manner will become more friendly.

Hillmok shares the fatalistic attitude common among his people. While he sent for the arbitrators, he feels that the cause may be beyond hope. Hillmok knows and will relate, with occasional prompting, the following.

- The fire chamber is holy to the bird people as fire is greatly feared by them.
- A few months ago, the clan's hunting ground was invaded and several animals were found dead. Although raiders were suspected, none were ever seen.
- Foot prints and a javelin bearing the crest of the rival clan were discovered at the site.
- Two weeks ago an Elmwood hunting clan came upon a Oaktalon hunting party in neutral territory. After a brief skirmish, numerous insults were cast by the two sides. No one was seriously injured, only a few feathers were lost. This incident prompted Hillmok to call for help.
- He will agree to a parley. The site will be a meadow in the valley below, where the original treaty was signed. He says that he will be there at sunset the following day. If the Oaktalon are not there, war will follow very soon.

Hillmok will portray his people as the victims and himself as an avenger. He does state that if the Oaktalon pay reparations he will forgive the other clan. He wants the Oaktalon to give his people Red Oak Ridge, a small piece of land that, he says, is of no consequence but will prove that the Oaktalon are serious. Hillmok should seem reasonable about everything, except dealing with the opposing clan, but he is really interested in finding a larger supply of acorns, one of the aarakocras staple foods. It seems that the small grove of oak trees that the Elmwood people used was burned by the army during their recent occupation.. He is also affected by the Sower so his natural rivalry with the other clan has been exacerbated. If magic is detected for, he shows only faint signs of enchantment/charm magic but the PCs will also then notice the highly magical shard of the Peace Gem which he wears on a chain around his neck. This shard is hidden in his feathers so it is not seen unless *detect magic* or another similar spell is cast.

Hillmok does not understand the true power of the gem, but he knows the old legend that Kroakaskwee

was once imprisoned in it. If asked, he will tell the party that long ago, the Aarakocra god Naratok imprisoned Kroakaskwee in the Gem, but now it has escaped. Kroakaskwee is an evil spirit which plagued all sentient races. It was the duty of the old man to keep it imprisoned. It appears the old man failed.

Hillmok will give the party members directions to the rival clan's encampment. The village will provide the party a resting place for the night or they can camp on the ground outside the camp. By the time the party has finished talking to Hillmok, it will well past nightfall. If they choose to stay in the village, they will be housed in the original room they were left in. It is not particularly comfortable, but the aarakocra will do what they can to make it serviceable.

**Guards (4):** Int Average; AL NG; AC 7, MV 6, Fl 36 (C); HD 1+2; hp 10; THAC0 19; #AT 2; Dmg 1d3 (talon) or 1d6 (javelin); SA nil; SD nil; MR nil; SZ M (20' wing span); ML 11

**Hillmok (1):** Int Average; AL NG; AC 5, MV 6, Fl 36 (C); HD 2; hp 16; THAC0 18; #AT 2; Dmg 1d3+1 (talon) or 1d6+1 (javelin); SA nil; SD nil; MR nil; SZ M (20' wing span); ML 11

## Encounter 5 The Oaktalon Clan

*In the morning you travel along another mountain trail. You go down the mountain and then back up its neighbor. As you near the top you become aware of several aarakocra watching you from the branches above. You soon come to a village much like the one you just left. The only exceptions are that most of the trees are oaks and several huts built on the ground below the trees. Once again you are confronted by a pair of sentries dropping from the trees above One sits on a branch about ten feet above the ground, the other lands directly on the path in front of you. He eyes you suspiciously, then speaks. "What do you want humans?"*

This is Bentwhistle, a large aarakocra with mostly white plumage sprinkled with black. He knows that the PCs are coming from the direction of the Elmwood clan. He will not trust them until the mention the treaty. He has heard of the treaty and will be anxious for the PCs to speak with Grayfeather. The PCs will immediately be ushered into one of the huts on the ground below the trees. Soon a medium sized aarakocra walks. This is Grayfeather. He is almost completely white with a mask of black feathers around his eyes. On his head is a crest of gray feathers. Unlike any other

aarakocra you have seen, he is wearing trousers and a strangely tailored vest which fits over his wings. On his head is a gaudy, shiny golden crown (made of bronze). He speaks common very well and tries to act more human than the other bird men. He picked up these affectations during the war. He flew over the enemy forces and reported back their positions to a Ravens Bluff scout who he called "the general". He became enamored with human ways and tries to mimic them whenever he is with humans. He is a capable leader and respected by his tribe. If the PCs make fun of him he will become indignant and need numerous gifts (i.e. shiny copper pieces) to be lured to negotiate with the Elmwood clan.

- His clan is not responsible for the degradation.
- Hillmok is a war monger who simply wants Greyfeather's land.
- Let him attack, he will die.
- He is willing for peace but will not pay Hillmok's tribute. Red Oak Ridge has always belonged to the Oaktalon clan.
- Emissaries were sent to talk to the Old Man but found the Peace Stone shattered and the Old Man injured. He insisted that the aarakocra leave him to recover, that he would be well soon.
- The Old Man is a great Shaman. He has kept the Peace Stone which keeps peace between the aarakocra. He will give the PCs directions to the Old Man's cave.
- The Peace Stone is an artifact of the aarakocra. It was a dark, smoky gem. It was used to imprison Kroakaskwee, an evil spirit which troubled all sentient races until it was imprisoned by the aarakocra god Naratok. Naratok entrusted its safe keeping to the Old Man.
- Grayfeather possesses one of the shards that he wears around his neck. It is clear that Kroakaskwee has escaped. He is not sure if that happened on its own or of the Elmwood broke the stone. If the PCs can get the Old Man's shard, he will give his to them, if they think it is important.
- Greyfeather's tone will move from haughty to almost pleading. His people are peaceful and well learned. All that could be ruined by war, but he cannot and will not admit to crimes he does not believe his people guilty of.
- If any party members were turned to stone from the ambush, Grayfeather will state his belief that the Old Man will cure them.
- He will part with his shard upon seeing the Old Man's but only after getting a promise from the party. They must agree to ask Ravens Bluff's Officials to send teachers so that his people can learn more of the groundlings ways.

**Bentwhistle (1):** Int Average; AL NG; AC 5, MV 6, Fl 36 (C); HD 2; hp 14; THAC0 18; #AT 2; Dmg 1d3+1 (talon) or 1d6+1 (javelin); SA nil; SD nil; MR nil; SZ M (20' wing span); ML 11

**Grayfeather (1):** Int Average; AL NG; AC 7, MV 6, Fl 36 (C); HD 1+2; hp 10; THAC0 19; #AT 2; Dmg 1d3 (talon) or 1d6 (javelin); SA nil; SD nil; MR nil; SZ M (20' wing span); ML 11

**Guards (4):** Int Average; AL NG; AC 7, MV 6, Fl 36 (C); HD 1+2; hp 10; THAC0 19; #AT 2; Dmg 1d3 (talon) or 1d6 (javelin); SA nil; SD nil; MR nil; SZ M (20' wing span); ML 11

## Encounter 6 The Old Man

*Following the Grayfeather's directions, you descended the mountain again but took a small side trail that lead to a cave opening. Now you find yourself rapidly descending into the bowels of the earth. After what seems an eternity, the passage you are in widens and evidence of stonework can be seen. A breeze extinguishes all light sources, even magical ones, and a bright light appears atop the cavern. An old man stands before you. In a gravelly voice he asks, "What business have you here?"*

Allow the party time to respond and then read the following.

*"Those who the Old Man would talk with must prove themselves in test of three: One of Battle, One of Knowledge, and One of Courage. Find yourselves whole that the challenge may prove fair."*

At this point, all wounds taken by the party will be healed and a *stone to flesh* spell will be cast. Members must still make the appropriate system shock roll.

*"Divide yourselves into three parts. One team for each test. One test for each team. Choose well your champions for on their heads lay many fates."*

The Old Man is actually a giant demi-god who has been placed as keeper of the stone. Periodically the stone releases its inhabitant and a band of champions must recapture it. He hopes these are the champions and is testing them to prove their worth. The amount of help he can give them depends on their success in the tests.

Let the PCs divide themselves into three groups, one group for each test. No group can have more than

three people or less than one. Each PC must go once and only once. Once they have divided themselves, the voice returns.

*"The first test is one of courage. Who stands for this test?"*

The members who stand for this test will be teleported to a closed cavern with a lever in the wall behind them. An exit can be seen on the far wall.

The remaining party members will be allowed to watch as one portion of the original cavern becomes a scrying device.

The secret of this test is to see how well one faces the end, the ultimate test of courage. The voice intones:

*"Your opponents will appear, conquer them if you can. Should you choose retreat, pull the lever and the Test of Courage will end."*

As the voice subsides, two hideous creatures appear in the room. They look like rotting giants and attack with clubs dripping with noxious fluid. The clubs always hit, doing one quarter of the opponents total hit points per strike. Allow the party to hit against AC 5 and record damage. This is meaningless, the party will fall on the fourth round. Describe their deaths as graphically as your audience allows. The fight goes on for those remaining.

The contest will end for them as promised. The party wins the challenge if all characters participating die without anyone pulling the lever. Should anyone pull the lever everything goes dark and the first team is in front of the rest of the party. They still have any injuries they sustained in the battle. The dead are dead (for now).

*As the scrying wall turns dark, the voice again intones, "Who stands for the test of wisdom?"*

The Champions are again transported to a hidden chamber and the scrying wall against shows those remaining the scene. **This test is described on the appropriate player and DM handout.**

*"Solve this puzzle, unlock the door in fifteen minutes or fail."*

This is a real timed test. Note that a character with a combined Wisdom and Intelligence under 20 cannot solve this puzzle and should be told by the DM to not even try. Should no champion meet this criterion the test is a failure.

Following this test take the remaining champions aside and give them the third test, the test of honor. The voice speaks inside their head.

*An old voice speaks inside of your head, "My friends, the first test was a mistake. If you will confront only one of the creatures that they opposed, I will restore them to life. Remember, however, that you will face the very real possibility of death. You must decide as a group, what is your answer?"*

The PCs have two choices which are correct. If they agree to battle the monsters, they pass the test. If they say they will not dishonor their friends' sacrifice by killing themselves, they pass. If they choose not to face the monsters because they are afraid that they will die, they fail. If the PCs answer that they will not fight, an angry voice asks why.

At the conclusion of all three tests the party finds themselves back in the central cavern and completely whole. The Old Man will appear to them with his demeanor determined as listed below. The Old Man appears as an ancient stooped giant barely ten feet tall.

#### **If the party passes none of the test:**

The Old Man will state that these must not be the champions foretold and will send the party on its way. They may still make a report of what is going on to the officials in Ravens Bluff, but they will not be allowed to confront the greater evil. They must return and try to get the aarakocra to agree to leave one another alone. They will only be partially successful if they are skilled at negotiation. Finish the module as appropriate.

#### **If the party passes one of the test:**

The Old Man will bemoan the lack of heroes in these latter days. He will tell them that the Peace Gem once imprisoned a vile creature of chaos, the Sower of Dissension. He will tell the party that the shards can be used to imprison the creature again. He believes the Sower will show up at the parley to interfere with negotiations. He will then give the party his shard and tell them that it will, along with the others, help against the final evil. He will also ask them all to touch the shard while he casts a spell which will help them to see the Sower. He then sends them on their way. Passing one test also means that the Old Man can't help the party. To defeat the Sower, all three shards must hit the Sower in the same attack round.

#### **If the party passes two of the test:**

The Old Man admits that hope might live yet. He will tell them that the Peace Gem once imprisoned a vile creature of chaos, the Sower of Dissension. He will tell the party that the shards can be used to imprison the creature again. He believes the Sower will show up at the parley to interfere with negotiations. He gives the party his shard that he says can be used with the other

two to defeat the great evil. He will also ask them all to touch the shard while he casts a spell which will help them to see the Sower. He says that Hillmok and Grayfeather will give up theirs if properly coaxed. Passing two tests means that the Old Man can assist the party a bit. His magics make the shards stick to the Sower once they hit, so the shards may hit in different rounds. Once all three shards hit, the Sower is imprisoned.

#### **If the party passes all three tests:**

The Old Man is overjoyed. He has seen the salvation of the New Age. He tells them that the Peace Gem once imprisoned a vile creature of chaos, the Sower of Dissension. He tells the party that the shards can be used to imprison the creature again. He believes the Sower will show up at the parley to interfere with negotiations. He gives them his shard. He will also ask them all to touch the shard while he casts a spell which will help them to see the Sower. He also tells them that Hillmok will give up his if the party promises to try to get a trade agreement with Ravens Bluff. Grayfeather will want an agreement for teachers for his people. He will bid them farewell and to return when they are able. Passing two tests means that the Old Man can assist the party a bit. His magics make the shards stick to the Sower once they hit, so the shards may hit in different rounds. Once all three shards hit, the Sower is imprisoned. The Old Man is also able to give some magical protection to the party versus the Sower's seeds. If, according to the *chaos* spell, the PC would get a save, that save is at +2. If the PC would not get a save, they get a save.

## **Encounter 7 An Unexpected Turn**

If the module is running long, this encounter may be left out.

*After leaving the cave, you begin to make your way back down the mountain when a sudden rustling in the bushes to your right catches your attention.*

Give the PCs one round to decide what they are going to do. The following round, the creatures charge the party. Any PC with animal skills (Druids, Rangers) that wish to use these may do so to calm the animals, but the animals are effected by the Sower, so they save at +2. If they are not effected, they will fight to the death.

### **Tier one:**

**Black Bear (1)** Int Semi; AL N; AC 7, MV 12; HD 3+3; hp 20; THAC0 17; #AT 3; Dmg 1d3, 1d3, 1d6; SA Hug; SD nil; MR nil; SZ M (6); ML 20

If the bear scores a paw hit with a roll of 18 or better, it also hugs for 2d4 points of damage.

### **Tier two:**

**Brown Bears (3)** Int Semi; AL N; AC 6, MV 12; HD 5+5; hp 40; THAC0 15; #AT 3; Dmg 1d6, 1d6, 1d8; SA Hug; SD nil; MR nil; SZ L (9); ML 20

If the bear scores a paw hit with a roll of 18 or better, it also hugs for 2d6 points of damage. The bears will continue to fight for 1d4 rounds after going below zero hit points. When they reach -9 or lower, they die immediately.

### **Tier three:**

**Brown Bears (6)** Int Semi; AL N; AC 6, MV 12; HD 5+5; hp 45; THAC0 15; #AT 3; Dmg 1d6, 1d6, 1d8; SA Hug; SD nil; MR nil; SZ L (9); ML 20

If the bear scores a paw hit with a roll of 18 or better, it also hugs for 2d6 points of damage. The bears will continue to fight for 1d4 rounds after going below zero hit points. When they reach -9 or lower, they die immediately.

### **Tier four:**

**Cave Bears (4)** Int Semi; AL N; AC 5, MV 12; HD 6+6; hp 50; THAC0 13; #AT 3; Dmg 1d8+1, 1d8+1, 1d12; SA Hug; SD nil; MR nil; SZ H (12); ML 20

If the bear scores a paw hit with a roll of 18 or better, it also hugs for 2d8 points of damage. The bears will continue to fight for 1d4 rounds after going below zero hit points. When they reach -9 or lower, they die immediately.

## **Encounter 8 Parlay**

*As you reach the surface again, the sun is just past noon. You will be able to make the parlay site by sundown without much problem.*

*After four hours of travel you see the clearing ahead. Five intricately carved wooden perches sit in the middle of the meadow. On one of them sits the colorful form of Hillmok, the other four are vacant as you enter the valley. As you make your way to the area, you hear a stirring in the branches of the trees*

*behind you and Grayfeather, without his human clothing, soars over your heads and lands on another of the perches. The two aarakocra glare at one another.*

This area was built by the last group of Ravens Bluff diplomats who wrote the original treaty. The other three tribes are not involved in the dispute, so those perches will remain empty.

The PCs must now get the two aarakocra to give them their pieces of the shard and to agree not to fight. Each of the leaders has a goal they wish to reach.

- Hillmok wants Red Oak Ridge, but will accept a supply of acorns for his people for the next twenty years (until the ones they planted grow).
- Grayfeather wants mates for his people. It seems that recently there have been too many male aarakocra and too few females in the Oaktalon tribe. He will give up the acorns (but not the land) for two females per year over the next five years.

Hillmok will agree to this since he has far more females than will ever find mates in his clan. He insists that the females must choose to leave on their own and may freely choose a mate from the available Oaktalon males.

Depending on the amount of time you have left, make this roleplaying encounter continue for as long or short a time as you need. Neither leader wants war and will offer the options listed above. Just as an agreement is reached and the party has all three pieces of the shard, proceed to the next encounter.

## **Encounter 9 The Final Battle**

*You become aware of a swirling presence in the center of the parley. As you look, you see before you a creature in the garb of a farmer. A large straw hat and burlap clothes cover a humanoid form so black as to seem to represent the total lack of light. At this blasphemy's side is a seed pouch.*

If the players ask who this is, it replies:

*"The birds call me Kraokaskwee, but I am the Sower of Dissension. Taste my seeds, won't you?"*

With that, roll for initiative. The two aarakocra will fly away. The only attack the Sower will make is to cast a seed at one party member. Please note the full monster description. The creature can only be harmed by the shards. Any character fighting with a shard must be proficient in dagger or take the appropriate non-weapon proficiency penalty.

Should a party member with a shard become charmed, they will drop the shard and but continue the fight (as per the *chaos* spell) with their own weapons. The effect may be removed from a character by any spell or effect that effects emotions sufficiently (*emotion* spell, *soothing word* spell, battle rage of Tempus if begun after the chaos effect).

The fight will end when all party members are victims of the seeds or the Sower is imprisoned in the gem. The requirements for the imprisonment vary with success in the tests in Encounter 6. When the final shard is driven into the creature a great sucking sound will be heard; the shards will be ripped from the characters' hands; and the peace gem will be reformed as a dark smoky gem.

### **Tier one**

**Sower (1):** Int Exceptional; AL CN; AC 5, MV 12, HD N/A; hp N/A; THAC0 15; #AT 1; Dmg Special; SA Seeds; SD Immune to weapons; MR chaotic redirection, SZ M (6'); ML N/A

### **Tier two**

**Sower (1):** Int Exceptional; AL CN; AC 2, MV 12, HD N/A; hp N/A; THAC0 10; #AT 1; Dmg Special; SA Seeds; SD Immune to weapons; MR chaotic redirection, SZ M (6'); ML N/A

### **Tier three**

**Sower (1):** Int Exceptional; AL CN; AC -3, MV 12, HD N/A; hp N/A; THAC0 7; #AT 1; Dmg Special; SA Seeds; SD Immune to weapons; MR chaotic redirection, SZ M (6'); ML N/A

### **Tier four**

**Sower (1):** Int Exceptional; AL CN; AC -8, MV 12, HD N/A; hp N/A; THAC0 5; #AT 1; Dmg Special; SA Seeds; SD Immune to weapons; MR chaotic redirection, SZ M (6'); ML N/A

## **Conclusion Summations**

### **If the PCs fail to pass any tests:**

If the PCs were not able to pass any of the tests, they can still investigate and return to Ravens Bluff. They cannot bring peace to the aarakocra. Brattleboro will thank them and pay them. A few weeks pass and they hear news of a great clash of two aarakocra clans who seemed to destroy each other utterly and make the road south of town impassable for two weeks. They have failed and must live with the consequences.

## **Fin**

### **If the party fails to imprison the Sower::**

*You awake in Ravens Bluff sore and battered. You were brought here, you are told, by a patrol that found you on the road to town. Your bodies were covered with bruises as if you had knocked each other out. Brattleboro thanks you for your report and you are paid as promised. A few weeks pass and you hear a terrible rumor.*

*In the mountains, two clans of aarakocra have destroyed each other in battle, the few survivors fleeing to other lands. In the back of your minds, you hear the Sower's maniacal laughter.*

## **FIN**

### **If the party imprisoned the Sower:**

*As the Peace Stone reforms and falls to your feet, you and it are transported to the Old Man's cave. There you see the Old Man, Grayfeather and Hillmok. The Old Man looks at you with a smile then turns to the leaders of the two clans:*

*"You were tricked by that creature but now know the truth. Let peace reign between you."*

*The aarakocra leaders hang their heads but then embrace and swear peace. The Old Man lifts the Peace Stone and restores it to its proper place. He grabs a circular stone and says, "You are the champions of a mighty people. As such take this as a symbol between us."*

*He places the rock in a small fire allowing it to heat. Taking it up, he smashes it against the floor. It shatters. Amidst the dust and rubble lay six pure red crystal figurines. "Take one each, each take one. Wear it as a symbol of the aarakocra and it will help you on your way. Peace be to you. Farewell, We shall not meet again." With that the Old Man disappears.*

The party finds themselves in Brattleboro's office surprising the unflappable gnome. The six figures lay on his desk, each on a gold chain. Atop them is a parchment note. Brattleboro takes the note and begins to read.

The note is a treaty of peace between the tribes and explains that the party should divide the tokens. Brattleboro is very pleased and will thank the party for their assistance. Take note if the PCs mention to the diplomat about the agreements the aarakocra chiefs sought. Brattleboro will find both of these ideas to his liking. They will be paid 1,250 gp each.

*As you emerge fro City Hall, the spring in your step has returned. Perhaps an adventurer can make a difference in this old world after all.*

## FIN

### Experience

Experience is calculated as follows for Living City events.

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

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

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

For telling a war story	25 xp
For defeating the creatures in encounter 3	100 xp
For succeeding at each challenge (300 max)	100 xp
For gathering the shards	75 xp
Defeating the bears	100 xp
For fighting the Sower	50 xp
OR	
Defeating the Sower	200 xp
Total Experience for Objectives:	800 xp
Roleplaying Experience:	0-500 xp

**Total Possible Experience: 1,300 xp**

For Tier 2:	2,600 xp
For Tier 3:	3,900 xp
For Tier 4:	5,200 xp
For Tier 5:	6,500 xp

### Treasure Summary

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

### Money:

- 500 gp each for undertaking the adventure.
- 750 gp additional for bringing peace to the aarokocra.

### Magic:

If successful against the Sower, the Old Man will present the party with six crystal figurines. Allow each party member to choose one. Once each person has chosen one, the rest disappear (so each PC gets one, even if there are only four PCs). The figures are each primitive crystal sculptures worth 250 gp each. They are non-tradable and will only work for the character for whom they were originally designed.

1. **The Jack Rabbit** (5 charges): Each charge acts as a *haste* spell cast at 5<sup>th</sup> level but can only be used to flee combat. If so used, the enemy receives no "free" attack. This item is not rechargeable.
2. **The Tortoise Shell** (5 charges): grants +5 protection but only if no offensive action is taken. One round must be spent "coming out of the shell" with no offensive action allowed and no protective bonus before an offensive action can be taken. This lasts for a maximum of two turns per charge. This item is not rechargeable.
3. **The Mountain Goat** (5 charges): Each charge may be burned to add +1 to a failed Dexterity check or proficiency based on Dexterity. A natural 20 always fails. Only one charge may be used per adventure. This item may not be used to improve chances to hit in combat. This item is not rechargeable.
4. **The Ant** (5 charges): Each charge may be burned to add +1 to a failed Strength check or proficiency based on Strength, +1 to a failed open doors roll or +5% to a failed bend bars/lift gates roll. A natural 20 (or 100%) always fails. Only one charge may be used per adventure. This item may not improve hit or damage rolls. This item is not rechargeable.
5. **The Owl** (5 charges): Each charge may be burned to add +1 to a failed Wisdom check or proficiency based on Wisdom. A natural 20 always fails. Only one charge may be used per adventure. This item is not rechargeable.
6. **The Bear** (5 charges): Each charge may be burned to add +1 to a failed Constitution check or proficiency based on constitution. A natural 20 always fails. Only one charge may be used per adventure. This item is not rechargeable.

# DM's Aid #1

## The Sower of Dissension

Climate/Terrain: Any  
Frequency: Unique  
Organization: Solitary  
Activity Cycle: Any  
Diet: N/A  
Intelligence: Exceptional (15-16)  
Treasure: Nil  
Alignment: Chaotic Neutral  
No. Appearing: 1  
Armor Class: per tier  
Movement: 12  
Hit Dice: N/A  
THACO: per tier  
# of Attacks: 1  
Damage/Attack: Special  
Special Attack: Charm (See Below)  
Special Defense: Weapon Immunity (See Below)  
Magic Resistance: 100%  
Size: M (6')  
Morale: N/A

The Sower Of Dissension is a creature of pure chaos created as a punishment by Naratok the aarakocra god of chaos. It is released on the Realms once per age to test the leading races of that time. Its appearance will vary depending on its enemies. Currently it appears as a jet black human farmer. It finds the contrast between itself and the mythical grim reaper funny.

### Combat.

The Sower can only be harmed by the shards of the peace gem. No other weapon or spell can cause it harm. It will attack with its seeds which are currently carried in a sack on its side. The seeds are an extension of chaos and cause anyone struck to be effected as if hit by a chaos spell (5th level wizard spell, *PHB* page 210), saving throws are as given in the spell.

Any spell cast at the Sower will change and become another spell of the same level. the spell is determined by a random roll on the spell table on pages 164-5 in the *PHB*. The target is randomized among the casters party (caster included). Any spell which has the Sower as its target or in its area of effect will be changed.

In combat, the Sower dances around madly cackling and taunting his foes. His sole goal is to gain possession of the shards.

### Habitat/ Society

The Sower is a creature of the Prime Material plane and as such it cannot be banished . The Sower will use its free time to sow its seeds. Doing so causes the inhabitants of the land where the seeds are sown to become disgruntled and aggressive.

### Ecology

The Sower is a manifestation of a force and has limited ecological needs or impact.

## DM's Aid #2

### The Solution to the Old Man's Puzzle

Note that the puzzle involves three interlocking mathematical iterations.

(B)  
2  
2  
4  
(A) 1 3 6 11 18 29  
10  
16  
(C) 85 13 26 8 16 7

Row A is the addition of increasing primes:  $0+1=1$ ;  $1+2=3$ ;  $3+3=6$ ;  $6+5=11$ : so  $11+7=18$  and  $18+11=29$ .

Row B is addition of previous numbers:  $0+2=2$ ;  $2+2=4$ ;  $4+2=6$ ;  $6+4=10$ ;  $10+6=16$  so  $16+10=26$

Row C is tricky. You add the integers of the first number to get the next number then double that number to get the third, then repeat.  $8+5=13$ ;  $13 \times 2 = 26$ ;  $2+6=8$ ;  $8 \times 2 = 16$ ; so  $1+6=7$

**note:** if the PCs derive another solution which they can explain to your satisfaction, allow them to pass the test.

**Players' Handout #1**

You \_\_\_\_\_ are cordially requested to come to City Hall on a Matter of utmost urgency. Once there please ask for me. Thank you in advance for your help.

Signed,  
Benjamin Brattleboro

**Player Handout #2**

Let It Be Known Throughout the Realms:

the following:

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have been appointed as associate Assistant Deputy Ministers of the  
Diplomatic Corps of Ravens Bluff  
to the Aarakocra clans of  
Elmwood and Oaktalon.

The above named individuals are to be treated with all respect and consideration  
due to Diplomatic Emissaries traveling abroad in the realms.

(pursuant to section 12, article 98, paragraphs 1145-49, Free Realms Trade Pact)

Signed,

Benjamin Brattleboro  
Deputy Minister of the Diplomatic Corps  
Free City of Ravens Bluff

Seal of Diplomatic Corps  
Seal of the Mayor's Office  
Seal of the City of Ravens Bluff

**Players Aid #3**

Before you appears a rock door set with inlaid tiles. Some Tiles are missing. The door is locked.

2  
2  
4  
1 3 6 11 \_\_\_\_\_  
10  
16  
85 13 \_\_\_ 8 16 \_\_\_\_\_

On a table are tiles numbered one - thirty:

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30