

# **In An Elven Way**

**A ONE ROUND AD&D LIVING CITY TOURNAMENT**

**By DAVID P. SANTANA**

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

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

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

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

## Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

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

## DM's Introduction:

There is an old prophecy within the Temple of Selune. It is Written:

*That the seventh son of a seventh son shall come amongst the servants of the moon and give to them a child of light and darkness. This child, if born in the light of the Cresting Moon shall be the vessel of all that is good in the world. If the child is born naught in the light, it shall be cursed by darkness and bring new evil to the world.*

The diviners in the service of Selune have determined that one of the priestesses that arrived recently is carrying a child and, indeed, is soon to give birth. The father of the child is the son of a seventh son. The birth is also special in another way. She is an elf and the father is also an elf! The priestesses of Selune know that the child will be born soon and so the mother should be taken to the Cresting Moon. The Cresting Moon is a holy temple built where we believed that Selune stood before the Time of Troubles began.

The PCs are sought out through divination as the ones who will take the priestess to the holy lands of Selune and complete the prophecy. Once the PCs accept the mission, they are told that while transport for the PCs can be provided, no magic can be cast or placed upon the priestess. It might cause her to miscarry, bringing upon everyone the evil.

### A NOTE ON SPELLS :

It is important to remember that no spells can be cast on Mordana. Spells cast on her can cause early birth and, thereby end the module. Have Mordana remind the party if they start thinking about casting spells on her.

### A NOTE ON ADVESARY:

Adversary is the name given to the evil that desires the child of prophecy. Adversary cannot totally succeed since the child is only a small part of his plan. He will return in other modules as he continues to build his plan to own the future.

### A NOTE AN EILISTRAEE AND EVERMEET

More information can be found on Eilistraee in *Drow of the Underdark* (pgs 20-27). More information can be found on Evermeet in the book *Elves of Evermeet*. The NPC Lord Alinar Le'Quella is a silver elf who is the dispatched by the Queen Mother to the Realms to do her bidding. More can be found on him on pg 93 in *the Elves of Evermeet*. No stats are given for them, since the party cannot fight the Drow, or win a battle vs the forces of Evermeet.

## INTRODUCTION AWAKENING

Find out if any of the PCs follow Selune. If the PCs are Selune worshippers, they will be brought in to see the acting High Priestess from evening services. If the PCs are not Selune worshippers, letters of attendance are delivered to each member by messenger. If there isn't a PC who is a Selune worshipper, only read **B** below.

## **A**

*After having attended the moonlight evening services at the Temple of Selune, Priestesses of Selune came and spoke to you. They requested that you come at first sun the next morning to see the High Priestess. You are each given a coin with the Symbol of Selune and a scroll of introduction.*

## **B**

*You find a messenger waiting for you as a knock awoke you before the sunrise. The messenger delivered a note to you and left before you even noticed she was starting to leave. You begin to read the note:*

*It is requested you come to the Temple of Selune at first sun this morning. There is a mission we wish you to undertake for us of great importance to us and, perhaps, to all of Faerun.*

*Lady Varess of Moonshae  
Assistant High Priestess of Selune*

The PCs may choose not to go see the Assistant High Priestess. If they choose not to go, they are out of the adventure. If any of the PCs chooses arrive much after first sun, Lady Varess will look down upon them and attempt to mostly ignore them during their interview.

## **ENCOUNTER 1 CRAWLING ALONG**

*Arriving at the Temple of Selune, you avoid the Crow's End Construction Company workers, as they busy themselves trying to complete the work on the temple of Selune. It would seem they are about to top the temple with a new starlight dome. The main entrance is crowded with workers and equipment. The side building to the main temple is open and a few priestesses are going into the building there.*

The PCs may enter the side building, try to enter the building through the main temple or they may even stop to talk to the workers. The workers are men and women who used to be unemployed and lived in Crow's End. If asked, they will say who their employer is and that they are well paid and well taken care of. Harold Glenshoe, the owner of the CeCC is not on this site at this time. The PCs who are Selunite priests would come to see the High Priestess at first sun and

should be told they will be waiting when the other PCs arrive.

If the PCs try to enter the main temple, read the following:

*The temple is very disorganized as workers rush from here to there as they setup scaffolding and moved materials into place. The workers are too busy to stop and occasionally bump into you as they go about their work. The main temple is closed off from the side buildings by piled up materials or boarded up from this side. The only way to enter the side building would be from the outside.*

If the PCs enter the side building of the temple, read the following:

*As you enter the side door, a priestess near the entrance will greet you. "Good morn and well met, parishioners. What brings you to the Temple of Selune on such a bright morning?"*

Once the PCs are through with any jokes, offside comments and tell the priestess they are here on request of the acting High Priestess, they will be escorted to a room to wait for her. If any PCs wish to ask the priestess for any sort of service, she will grant them a *bless* spell which will last until the end of the meeting with the High Priestess

## **ENCOUNTER 2 STANDING UP**

*As each of you enters the room you note the presence of others in the room.*

PCs who are Selune priests and worshippers would be in the room first, before the others. This is the appropriate time for the PCs to introduce themselves to each other.

*The room is decorated with several chairs of different sizes. There are two tapestries depicting the Time of Troubles battle between Selune and Shar. They hang behind a rather ornate desk that takes up most of the space in the room. The room was obviously a storage room from the marks on the floor where crates used to sit. It has been converted into an office since the damage that was done to the temple. After you have waited a short time, you hear a door open from behind the tapestries. Two temple guards pull back the tapestries from behind them and hold them up. Three women enter the room from that door. One woman moves to pull the chair behind the desk while*

*the second sits down. The third, who is heavy with child, places a pillow on one of the chairs in the room and sits down.*

*The woman who sits behind the desk speaks, "Good morning gentle beings." She pauses to wipe some unseen dirt from the top of the desk. You can see the shorter priestess who stands behind her to roll her eyes for a moment before the seated priestess speaks again. "I am acting High Priestess Lady Varess of Moonshae. I have been sent from my post at Ylaphron to assist the four High Priestesses of Ravens Bluff in their duties." She stops again to look each of you over. You feel her cold stare as she crosses each of you, her green eyes piercing each of you, yet leaving nothing behind.*

*"I have heard much of you adventurers of Ravens Bluff. It is said you can do great feats as well as handle small delicate situations. I particularly do not care what you adventurers truly are. But our diviners have told me that you are the ones who will complete the task I am now to set before you." Before you can speak, she continues, "As you can see, the elven priestess, Mordana Corwellyn," she gestures to the priestess sitting down," is heavy with child. A prophecy was made soon after the Time of Troubles. The Prophecy told of a child born of the seventh son of a seventh son shall come amongst the Selunites and give to them a child of light and darkness. This child, if born in the light of the Cresting Moon shall be the vessel of all that is good in the world. If the child is not born in the light, it will bring new evil to the world."*

Allow the PCs time to let this information sink in, and let them ask questions. If they do not, continue.

*"Now, while I am not a believer of superstitious lottery," she pauses again to glare at the priestess that has moved from behind her to next to her, "But it has fallen to me to carry out the tenants of this prophecy." You see, even though Mordana is an elf, as is her spouse, she is carrying the seventh son of the seventh son, or so did I find out soon after my arrival here. Mordana must be taken to the Cresting Moon, which is the name of one of our holy temples to the north. This is where you noble adventurers come in." Lady Varess once again pauses. She seems to be waiting for you to say something.*

The PCs may ask her more questions if they want. She will not answer any of them until they ask her what she wants them to do. If the PCs do not ask, her secretary-priestess Lillian Tomareau, will tell them what they should ask.

*"Ah, finally. And I thought you adventurers would be only interested in payment and not in the rewards of a job well done. This is a simple, yet important task. A comfortable wagon awaits you behind the temple, near our stables. You are to escort Mordana to the Cresting Moon in two weeks time. That is time when Mordana should have the child. It should take you a little more than a week, abiding any problems. There are some important things for you to know. First, the mother is in a very delicate state. Any spells placed upon her or cast at her could very much cause her to begin her labor prematurely. Second, if she gives birth to the child early, the baby must be brought to the Cresting Moon before the next moonrise. Otherwise, the dark evil will come to pass. This map," she reaches out to her secretary who passes her two scrolls, "will show you the way to the Cresting Moon. This other scroll is a letter of introduction to the High Lord Priest Sliver of High Hasper, at the Cresting Moon.*

*"As payment, since you are probably still interested in that which is material, the temple is prepared to pay you 500 gp worth of moonstones each for the proper care of this situation. OF course, if you fail I don't believe you will be coming back. Evil is a seductive fruit when in close proximity."*

If the PCs ask her any questions, she has the following answers:

1. The trip is a rough and long one, it is best for the PCs to be on their guard.
2. She doesn't believe anyone will be after them in particular, since so few know about the expedition.
3. The High Priest at the Cresting Moon will be expecting them in two weeks time.
4. She will stress that under no circumstances shall they place spells anywhere on Mordrana as that will induce early labor.
5. Taking a boat any part of the distance is pointless since the Cresting Moon is deep inland.
6. Teleporting with the baby after it is born is inadvisable, since they don't know what could happen then.
7. The PCs will be outfitted with food for two weeks and will be lent horses if they do not have them. An uncovered wagon is outfitted for the provisions and a seating area for Mordrana. Mordrana prefers to travel in the open air. If the PCs insist, a covered wagon will be provided.
8. The PCs are to be sent out at moonrise, to fulfill the prophecy. The journey must begin with the first

rays of the moon and end with the same, or the prophecy will end in an evil fate.

Once the PCs agree to take on the mission, Lady Varess will introduce Mordrana. Mordrana is a quiet elf, who will spend more time concentrating on her birth than anything else. If asked, she will explain that her husband had fought in the war and is still among the missing. No body has been found. The PCs will be told to be ready before sunset and be prepared to drive the wagon by then.

## ENCOUNTER 3 FIRST STEPS

The PCs have the opportunity to purchase any common item they want as long as they have the gold pieces for it. They may also carry out any simple tasks they feel is necessary before leaving. Do not allow more than five minutes for this. Tell them it is almost sunset and they should be on their way.

*As you meet together at the temple, you can see the priestesses hitching up the horses to the wagon. Mordrana is already inside the wagon waiting to leave. Soon, as the now darkness is replaced by the first rays of the moon, you have stowed away your gear in the wagon or your saddlebags and begin to move towards the North gate.*

The initial direction of the party will be the bridge to Mossbridges and then turn east towards Dark Hollow and then Fallen Tree Hollow. Once they reach Fallen Tree Hollow, they have many choices for different roads to take.

*You feel an uneasy silence as you leave Ravens Bluff behind you. The darkness and the rising moon sets an ambiguous glow all around you. Slowly, you begin to ignore your surroundings and relax. You couldn't figure out why until you realize that soft music rises from within the wagon. You can only assume that Mordrana is singing a distant elven tune. No magic save for that of a haunting melody. Eventually, after a slow journey towards Dark Hollow and the two day's sunrise, you will need to make camp in the late afternoon of the next day.*

The PCs will want to set watches for their camp. Make rolls for their camp for the first camp. Announce that nothing happened during the night, get them moving on to the next day.

*The second day of your trip was uneventful. But now, as the sun sets once again, you prepare to make camp again on your trip.*

## ENCOUNTER 3 PRIESTS OF LATHANDER

If you feel the PCs are going to have the time, let them play out this encounter.

*As you proceed down the road, you see a group of men and women heading down the road. They are dressed in light robes and are wearing symbols around their necks.*

Twelve (12) priests of Lathander are heading towards Tantras along the road to Mossbridges. PCs could make a **religion, local history** or **INT** check (Whichever is better) to recognize the symbol of Lathander. All PC priests will recognize the symbol instantly. The priests have completed a pilgrimage from Turlago, a city in the south.

The priests will be very concerned about a party protecting a pregnant woman and will be wary of them. The Lathanderians will offer to break bread with the PCs and will offer the blessing of Lathander to the party. Remember, spell cannot be cast on Mordrana. If the party does not tell the priests about this, Mordrana will tell them herself (If this is the case, the PCs do not get the bonus points at the end of the module).

If the priests are questioned about the road ahead, they will be able to tell them the following:

- The road is clear all the way to Dead Tree Hollow.
- Dead Tree Hollow has a small shrine to Lathander which is being tended to by a priest of Lathander.
- The Wandering Trail seemed clear when they passed it. No travelers seem to be coming from there.
- The farmers along the route are friendly.
- The people of Dead Tree Hollow said the path up the Wandering Trail had several safe houses along the route maintained by the rangers and druids in the area.
- Several of their brethren might be traveling up the Wandering trail over the next few days, headed towards Mulmaster.

The priests will soon depart soon after the meal ends.

## ENCOUNTER 4 TODDLING ALONG

*The next two days are uneventful, and the priests are now left behind as well as Dark Hollow. Now, Fallen*

*Tree is before you and the roads further north are ahead.*

Fallen Tree Hollow is more of a marker than a village. The few cottages here had been burned down during the war. Now it serves as a marker for the Wandering Trail

The PCs have now traveled four days since they left Ravens Bluff. Here the PCs may choose different roads to travel. At this point, any of the three possible ambushes can lay ahead for the PCs. While each path has an ambush, it is possible that ambush A or B could have a different ambush. Those who choose to go through the woodlands will deal with ambush C. Each of encounters 4 & 5 are divided into A, B and C. There is a 50% chance that the PCs going down either path will deal with ambush A or B (01-50 is A; 51-00 is B). Follow the encounters for the ambush chosen. In either case, Encounter 4D occurs on the first night on the road.

### **The Wizards**

*As you start on the trail, you feel easy as, while the trail does actually wander, the road is smooth traveling.*

The PCs will spend three days along this road stopping at hostels, hunting and the like. Allow them any preparations, camping and other role-playing as they like and then read the following for each day:

After three days of traveling, go to **Encounter 4D**, then **Encounter 5A**.

### **B. Dead Tree Hollow**

*The road slopes up on a high hill. The two days it will take to arrive there will be slow going and uncomfortable.*

The PCs will spend two days on the road, making camp along the way. On the morning of the third day go to **Encounter 4D**, then **Encounter 5B**.

### **C. Woodlands**

*After a day of cutting your way through brush, you may ask yourself why did you choose to travel through heavy woods like these. While no one will probably find you while looking for you, no one will find you if any creature catches you in the woods either.*

The PCs will spend five days traveling through the forest, camping out and making way through the

underbrush. Then, go to **Encounter 4D**, then **Encounter 5C**.

### **ENCOUNTER 4D**

*As you settle in to another campsite, you suddenly feel at peace as a soothing tune swirls around all of you. Mordrana seems to lift off the wagon as she proceeds to walk into the nearby trees.*

PCs may attempt to prevent Mordrana from entering the trees. By the third round of this, PCs must make a save vs spells to resist the *charm person* spell in the music (elves and half-elves get resistance rolls to this) or wander into the trees. For those who save, two more saves have to be made, the first at -2 and the second at -4. Elves who make their saving throws who have elven background can identify the music as an elven celebration song. If the PCs avoid the trees and make their saving throws, or use any other method not to go to where the music is coming from, must make a Constitution check. Those who fail will sleep uncomfortably that night. Those who make it will sleep well. Those who failed that check will remember a haunting nightmare, but not the music. Those who save will remember an elf's lingering kiss, but not the melody.

If the PCs are charmed by the music or follow Mordrana to the music, read the following:

*As you proceed into the forest, a slightly lit clearing is before you. Getting closer, you notice that the clearing is lit by a sliver of moonlight coming from above. As you watch, you begin to see figures dancing around the moonbeam. At first, you see several elves dancing in the near darkness. Then, beyond them you can make out the figures of hoofed men who are playing pipes that are creating that haunting tune. Near them beautiful women who are scantily dressed are dancing in place to the rhythmic sounds.*

*Suddenly, you begin to realize what you are seeing. Those hoofed creatures are the legendary satyrs of the woods! Those beautiful women are the nymphs and dryads of the forest! And those elves...not just elves, but female Drow!*

Give the PCs time to act or prepare to act in this situation. Once they act, or are prepared to act, continue.

*As you ready to act, one of the drow breaks away from the rest and approaches you. Her translucent gown hugs tightly around her waist and meet in the*

*small of her back with her long, silver flowing hair. Her violet eyes seem to sparkle and twinkle with moonlight. Her lips slowly part and musical tones seem to leap from her throat into your hearts. "Welcome, young elf, "she says to Mordrana, "We honor you in your time of birth, a special occasion in this troubling time of your elven heritage."*

PCs may be put aback by the appearance of satyrs, nymphs and drow. The drow that is speaking is a high priestess of Eilistraee from the Highbank Forest. If the PCs attack, the high priestess will summon the power of Eilistraee to cast a curse on the party (not Mordrana). PCs with *scarabs of protection* get a save at the cost of one charge. At that point the satyrs, nymphs and drow, along with the moonbeam, will waver and disappear as if they were never there. The curse is as follows:

- Tier 1 AC worsens by 2
- Tier 2 -2 to all attacks
- Tier 3 AC worsens by 2, -2 all attacks
- Tier 4 -4 to initiative rolls
- Tier 5 AC worsens by 2, -4 to all init rolls

The curse only affects PCs who attempted an attack. This curse can only be removed by a *remove curse* spell cast by an 18<sup>th</sup> level wizard or high priest.

If PCs did not attack, continue with the following:

*The beautiful drow indicates the moonbeam in the clearing before you. The other drow sit around the beam while satyrs continue to play for the entranced nymphs. "Come, sit around the beam. It will warm you in the chilly night." With that said, she turns to sit amongst the other drow.*

PCs have a choice to sit, leave or attack. An attack has the same effect as it does above. If the PCs leave, continue with the next encounter.

Certain things will happen to PCs who remain in the camp:

- All fatigue will feel removed and the PCs will feel refreshed.
- PCs will feel peaceful and non-combatant.
- All PCs will feel well fed.
- War and Combat PCs will feel as if they achieved a victory.
- Priests of Selune, Sune, Tymora, Shanducal, Eldath and Lathander will feel comfortable while in the camp due to deity alliance.
- Male PCs have to make saving throws vs paralyzation or go blind unless they avoid looking at the nymphs the whole time they are there.

The priestess will speak to the PCs of the joy of having a seventh son of a seventh son be born into elven stock. The high priestess will make the PCs comfortable and offer them rest and safety in the clearing for the night. She will present Mordrana with a necklace holding a pendant which is the symbol of Eilistraee (non-magical) as a symbol of the alliance between Selune and Eilistraee.

She will turn to the party and say the following:

*"I believe that you are her protectors. Well, know you this: the road ahead of you is dangerous. An evil seeks to make the child his, and only you stand in the way of this coming to pass. It is true you are chosen to save the child, but it is a task you must perform. Failure will bring an even greater evil to the Realms. I can offer her some protection from the rigors before you, as the elements around her will seek to save her, if not affect her. But, I can only do this if you are willing to sacrifice a small bit of your life essence. The essence will bind protection to her, but only a small price to you. Are you all hero enough to make such a sacrifice?"*

What the high priestess is seeking is to have the heroes sacrifice hit points to help Mordrana. The effect, though she will not tell the PCs, is to soften the conditions around Mordrana so as to make a miscarriage or an early birth less likely. The following table will show what is expected from each PC:

Class	Hit Points
Fighters	5
Wizards	2
Priests	3
Thieves	3
Multiclass	Based on Highest Class
Dual Class	Active Class

If the PCs do not wish to do this, they do not have to. The Hit Point loss lasts only until the end of the module. PCs who sacrifice hp for Mordrana will gain an experience point bonus as well as a fame bonus in temples.

It is likely that the PCs will remember that no spells can be cast on Mordrana. This blessing is a spell, so they have to decide whether to risk early labor for the benefits of the spell. There is a 25% chance that this blessing results in early labor.

If the PCs do sacrifice their hp, read the following:

*The music begins to rise in tempo as the drow stand and begin to the dance. The head drow takes Mordrana and walks her into the moonbeam.*

*“Stand and be ready to thrust your right hands into the moon beam when I say so,” she says to you. The music reaches a higher level as it seems more solid around you...almost an entity unto itself. The drow and nymphs begin to dance faster and faster. When the music seems to stand by itself and almost take a true solid form, the lead drow says, “Now!”*

Only PCs who strike in their hands into the moonbeam will lose appropriate hit points.

Once the PCs have struck their hands in the moonbeam, read the following:

*Once your hands are within the beam, you feel yourselves one with the beam. You feel a bit of your life essence leave your bodies and swim forward around Mordrana, though not touching her. As you see this happen, you feel sleep overtake you.*

All PCs, whether or not they stick in their hands or not, will be overcome by sleep. All will feel refreshed and relaxed. Go to **Encounter 5** as appropriate (**5A, 5B or 5C Woodlands**).

NOTE: Once PCs have given up hit points, you must total up that number and subtract it from the percentage roll when Mordrana might go into labor early. For example, if the PCs totaled 20 hit points donated, then a -20% is added to the percentage chance of early labor. That is, in the first round of combat, Mordrana has a 10% chance of going into labor. This changes that to 10%-20% which is -10% or 01% chance of Mordrana going into labor.

NOTE on Nymphs: The Nymphs are here in the celebration of Elistraee. They dance at the pleasure of the satyrs and only have eyes for them. PCs may attempt to have the nymphs breathe on flower petals, this being a method for PC priests to gain an ingredient to make a *potion of healing*. PCs who either transform into a satyr or have a Charisma of 20 can gain the attention of the nymph. Those of Charisma 20 have a 10% chance of being whisked away by the nymph. If this happens, the celebration is disrupted, and the moonbeam of Elistraee will carry away the drow, nymphs and satyrs, and the PC, leaving the other PCs behind. The whisked PC is trapped for one year. Remember also the saving throw vs paralyzation to avoid blindness for any PC who looks at a nymph directly.

PCs who are making the attempt to gain the kiss on the petals have to present to the GM a certificate which, if the PC is successful, the GM can sign. Otherwise, continue with the module.

## ENCOUNTER 5 STUMBLING

### A. Wizards

If the PCs seek out a space to camp, set them up at the clearing ahead. If they wish to continue the trip, the trail ends up in the clearing. If they don't want to enter the clearing, or any time spent outside the clearing, the wizards will spring the trap.

*As you needed, you have found a clearing with a small stream running through it. The space is small and can be easily guarded. With the sun setting and the night rising, it seems that this clearing will fit your needs.*

The PCs may still not want to enter the clearing. That's okay. The wizards will spring the trap wherever the PCs rest.

*Entering the clearing, you can see that there is an area in the center where stones had been set for a campfire long ago. It is obvious this had been used as a campsite before.*

If anyone can make an **Observation-4** check or **25% of Wis**, they will realize that there is something wrong with this campsite and can therefore prepare for the attack. The PCs must make a surprise roll. All PCs not observant must make a surprise roll -2 or be surprised by the wizards' attack.

The wizards have been set up to ambush the PCs and take the priestess back to Adversary. They have been given scrolls to complement the spells they have memorized. The wizards are set up to surround the camp, just beyond the bush line of the clearing. If the PCs did not enter the clearing, the wizards will target them as the center of their spells instead of the ring of stones.

### **Tier 1**

**Wizards(2), hm W4:** AL LE; AC 6; MV 12; hp 20; THAC0 19; #AT 1; Dam 1d4 (Dagger); SA See Below; SD See Below; MR nil; SZ M; ML 15

Spells: 1<sup>st</sup> level- *magic missile, shield*; 2<sup>nd</sup> level - *flaming sphere*.

The wizards had read from scrolls prior to the PCs arrival the following spells for each: *spectral force* (to make the area appear as a nice campsite) and *invisibility*. One of the wizards will cast *improved anti-magic shell* (from a scroll) on the Mordrana once they see her. Once the PCs are in range, the Wizards will cast two *flaming sphere* spells (one each).

### Tier 2

**Wizards(4), hm W4:** AL LE; AC 6; MV 12; hp 20; THAC0 19; #AT 1; Dam 1d4 (Dagger); SA See Below; SD See Below; MR nil; SZ M; ML 15

Spells: 1<sup>st</sup> level- *magic missile*, *shield*, *unseen servant*; 2<sup>nd</sup> level -*flaming sphere*, *ray of enfeeblement*

The wizards had read from scrolls prior to the PCs arrival the following spells for each: *mirage arcana* and *improved invisibility*. One of the wizards will cast *improved anti-magic shell* on the Mordrana once they see her. Once the PCs are in range, two wizards will cast two *flaming sphere* spells (one each) and the other two wizards will cast *ray of enfeeblement* on the two strongest looking PCs.

### Tier 3

**Wizards(5), hm W7:** AL LE; AC 6; MV 12; hp 36; THAC0 18; #AT 1; Dam 1d4 (Dagger); SA See Below; SD See Below; MR nil; SZ M; ML 15

Spells: 1<sup>st</sup> level- *magic missile*, *shield*, *sleep*, *color spray*; 2<sup>nd</sup> level -*flaming sphere*, *detect invisibility*; 3<sup>rd</sup> - *fireball*, *hold person*; 4<sup>th</sup> -*dimension door*

The wizards had read from scrolls prior to the PCs arrival the following spells for each: *mirage arcana*, *improved invisibility* and *protection from fire*. One of the wizards will cast *improved anti-magic shell* on the Mordrana once they see her. Once the PCs are in range, two of the wizards will cast *fireball* spells into the area.

Note: If there are 1<sup>st</sup> or second level PCs in the party, they should be just outside the area of the fireballs, unless they are stupid enough to put themselves at the front or close to the center of the party.

### Tier 4

**Wizards(6), hm W9:** AL LE; AC 6; MV 12; hp 36; THAC0 19; #AT 1; Dam 1d4 (Dagger); SA See Below; SD See Below; MR nil; SZ M; ML 15

Spells 1<sup>st</sup> level - *magic missile* (x2), *color spray*, *unseen servant*; 2<sup>nd</sup> level - *Melf's acid arrow*, *web*, *blur*, *invisibility*; 3<sup>rd</sup> level- *fireball*, *dispel magic*, *slow*; 4<sup>th</sup> level- *stoneskin* (7ea)\*, *minor globe of invulnerability*; 5<sup>th</sup> level -*teleport*

The wizards had read from scrolls prior to the PCs arrival the following spells for each: *mirage arcana*, *improved invisibility* and *protection from fire*. The wizards will also have their *stoneskin* and *minor globe of invulnerability* spells active. One of the wizards will cast *improved anti-magic shell* on the Mordrana once they see her. Prior to any encounter, they will also cast *shield* spells. Once the PCs are in range, three of the wizards will cast *fireball* spells into the area. They will follow this with *dispel magic* spells.

### Tier 5

**Wizards(8), hm W12:** AL LE; AC 6; MV 12; hp 45; THAC0 17; #AT 1; Dam 1d4 (Dagger); SA See Below; SD See Below; MR nil; SZ M; ML 15

Spells: 1<sup>st</sup> level - *magic missile* (x2), *shield*, *unseen servant*; 2<sup>nd</sup> level - *Melf's acid arrow*, *ray of enfeeblement*, *web*, *stinking cloud*; 3<sup>rd</sup> level - *fireball*, *dispel magic*, *fly*, *slow*; 4<sup>th</sup> level - *stoneskin* (8ea)\*, *fire shield*, *phantasmal killer*, *minor globe of invulnerability*; 5<sup>th</sup> level - *cone of cold*, *conjure elemental*, *wall of force*, *teleport*; 6<sup>th</sup> level - *disintegrate*.

The wizards had read from scrolls prior to the PCs arrival the following spells for each: *mirage arcana*, *improved invisibility*, *protection from lightning*, *protection from normal missiles*, and *protection from fire*. The wizards will also have cast their *stoneskin* and *minor globe of invulnerability* spells. One of the wizards will cast *improved anti-magic shell* on the Mordrana once they see her. Prior to any encounter, they will also cast *shield* spells. Once the PCs are in range, the Wizards will cast *fireball* spells into the area. They will follow this with *dispel magic* spells.

### Notes:

**Adversary** has cast an *improved contingency* spell of his own device on each of the wizards. If the wizards are captured, charmed or otherwise taken by the enemy, a *mindwipe* imprinted on their brain will activate, dissolving their memories. If the PCs stop the wizards, there will be no way to trace them back to Adversary. A *speak with dead* spell will not help, since Adversary's power asserts itself even in death. The wizards main objective will be to capture Mordrana. If they can do that during the attack, they will grab her and take her away. The PCs will be left behind or left for dead. If the Wizards take Mordrana, go to **Conclusion A**. If the PCs win go to **Encounter 6A**.

### B. The Ambush

*After having spent two days on the road, you walk quietly along the trail. You feel that a few hours there*

*will remove the dirt and fatigue of the trip so far, and then you will be able to continue to Crescent Moon. Up ahead on the road, you see two carts that have stopped. One is slightly on a tilt with a wheel missing, while the other has had the back broken off, spilling its load of watermelons all over the road.*

The PCs have a choice here. They might want to go around the cart, avoiding them altogether, or they might inquire if they wish to help. Have the PCs interact with the two farmers. They might even feel they are being ambushed. That comes later. The two farmers were trying to make it to market that morning and they were late. They collided here on the road. Farmer Vanderhook was carrying fresh eggs to market. After crashing into Farmer Voorhees, he is sure a large amount of eggs have been smashed. It is easier to see Farmer Voorhees problem. His watermelons are all over the road with part of his cart smashed. The PCs may attempt to help these farmers. A wheel is broken, produce needs to be picked up and eggs need to be checked. If the PCs do this, they will be able to gather all the watermelon together, fix the two carts and find that all the eggs are not broken. Then, they will be able to leave the farmers behind. If the party insists on bringing the farmers into town, the farmers will be part of the ambush.

**Farmer Voorhees, hm F1:** AL N; AC 10; MV12; hp 10; THAC0 20; #AT 1; Dmg 1-4(by Pitchfork); SA Nil; SD Nil; MR Nil; Str 9, Dex 9, Con 9, Int 9, Wis 9, Cha 9; SZ M; ML15

Farmer Voorhees is a produce farmer from up the road. He provides Dead Tree Hollow with fresh fruits and vegetables. During the war he was part of a Militia that protected Dead Tree Hollow.

**Farmer Vanderhook, hm F1:** AL N; AC 10; MV12; HD 1; hp 10; THAC0 20; #AT 1; Dmg 1-6(by Club); SA Nil; SD Nil; Str 9, Dex 9, Con 9, Int 9, Wis 9, Cha 9; MR Nil; SZ M; ML 15

Farmer Vanderhook is a dairy farmer from up the road. He provides Dead Tree Hollow with fresh milk and eggs. During the war he was part of a Militia that protected Dead Tree Hollow.

Note: Both farmers will be grateful to the party for helping them, and will provide lodging and food once they reach Dead Tree Hollow.

*After leaving that unfortunate crash on the road, you continue on the road.*

Have the PCs roll for surprise. This ambush was not meant to stop the PCs as much as to try to capture Mordrana. If these warriors manage to kill the PCs and capture Mordrana, they will meet up with the wizards (from 5A). The wizards will deliver her from there.

### Tier 1

**Elf Soldiers (4), em F2:** AL LN; AC 3; MV 12; hp 28; THAC0 16; #AT 3/2; Dmg 1d8+2 (long sword); SA Specialization with long sword; SD Nil; MR Nil; SZ M; ML 13.

Equipment: Long sword, Chain Mail

### Tier 2

**Elf Archers (4), em F4:** AL LN; AC 3; MV 12; hp 28; THAC0 16/14; #AT 2 (1); Dmg 1d6/1d6 (Long bow) or 1d8 (long sword); SA Specialization with Longbow; SD Nil; MR Nil; SZ M; ML 13

Equipment: Long bow, Quarrel w/20 arrows, Long sword, Chain Mail

**Elf Soldiers (4), em F2:** AL LN; AC 3; MV 12; hp 28; THAC0 16; #AT 3/2; Dmg 1d8+2 (long sword); SA Specialization with Long sword; SD Nil; MR Nil; SZ M; ML 13

Equipment: Long sword, Chain Mail

### Tier 3

**Elf Archers (6), em F6:** AL LN; AC 3; MV 12; hp 48; THAC0 10/12; #AT 2(1); Dmg 1d6/1d6 (Arrows) or 1d8 (long sword); SA Specialization with Longbow; SD Nil; MR Nil; SZ M; ML 13

Equipment: Longbow, Quarrel w/20 Arrows, Long sword, Chain Mail

Magic Item: *gem of accuracy*

**Elf Soldiers (4), em F6:** AL LN; AC 3; MV 12; hp 48; THAC0 14; #AT 3/2; Dmg d8+1 (long sword); SA Specialization with Long sword; SD Nil; MR Nil; SZ M; ML 13

Equipment: Long sword, Chain Mail

Magic Item: *gem of striking*

### Tier 4

**Elf Archers (10), em F8:** AL LN; AC 3; MV 12; hp 60; THAC0 10/12; #AT 2 (3/2); Dmg 1d6/1d6 (Arrows) or 1d8 (long sword); SA Specialization with Longbow; SD Nil; MR Nil; SZ M; ML 13

Equipment: Longbow, Quarrel w/20 Arrows, Long sword, Chain Mail

Magic Item: *gem of accuracy*

**Elf Soldiers (8), em F8:** AL LN; AC 3; MV 12; hp 60;

THAC0 12; #AT 2; Dmg 1d8+1 (long sword); SA Specialization with Long sword; SD Nil; MR Nil; SZ M; ML 13

Equipment: Long sword, Chain Mail

Magic Item: *gem of accuracy*

The Archers with the gems will use the *gem of accuracy*. It is gone when used. This gem allows the archers to strike with a +2 bonus, and they can strike things that need +1 or better to hit.

If the PCs lose, the farmers will be able to give them aid after the fighters have taken Mordrana. PCs who are dead cannot be assisted by the farmers. In this case, the PCs will be able to track the fighters back to Fallen Tree. If they do so, they will face the fighters again there. But Mordrana will go into labor, failing the prophecy. Go To **Conclusion B**. If the PCs capture, charm or otherwise get control of the archers or fighters, Adversary uses arcane magic to strike them dead and erase their memories from his base (it's a contingency-like effect). The fighters don't know anything really anyway, except where they were supposed to meet the wizards. If the PCs win, go to **Encounter 6B**.

### **C. Cockatrice**

*As you continue your trek through the forest, you realize that taking a wagon through here was not a good idea. Still, you seem to make good time and make camp the first two days with no problem and are sure that you should be out of the forest on the next day*

Have the PCs roll for surprise. The cockatrices will come from the trees and target the least armored opponent in the party. That means their most likely target is Mordrana!

#### **Tier 1**

**Cockatrice** (2): Int Animal (1); AL N; AC 6; MV 6/Fl 18; HD 5; hp 18; THAC0 19; #AT 1; Dmg 1-3 (bite); SA petrification ; SD Nil; MR nil ; SZ S (3'); ML 11.

If these cockatrice make a successful bite attack, the PC must make a saving throw vs petrification at a +4 or become petrified for 1d6 rounds.

#### **Tier 2**

**Cockatrice** (4): Int Animal (1); AL N; AC 6; MV 6/Fl 18; HD 5; hp 28; THAC0 16; #AT 1; Dmg 1-3 (bite); SA petrification ; SD Nil; MR nil ; SZ S (3'); ML 11.

If these cockatrice make a successful bite attack, the PC must make a saving throw vs petrification or

become petrified for 1d8 rounds.

#### **Tier 3**

**Cockatrice** (4): Int Animal (1); AL N; AC 6; MV 6/Fl 18; HD 5; hp 30; THAC0 15; #AT 1; Dmg 1-3 (bite); SA petrification ; SD Nil; MR nil ; SZ S (3'); ML 11.

If these cockatrice make a successful bite attack, the PC must make a saving throw vs petrification or be turned to stone.

**Pyrolisk** (1): Int Low (5); AL NE; AC 6; MV 6/Fl 18; HD 6+2; hp 28; THAC0 15; #AT 1; Dmg 1-4 (bite); SA fire gaze; SD Immune to fire based attacks; MR nil; SZ S (3'); ML (11)

If the pyrolisk make a successful gaze attack, the PC must make a saving throw vs death magic or burst into flames taking 1d12+1 damage.

#### **Tier 4**

**Cockatrice** (6): Int Animal (1); AL N; AC 6; MV 6/Fl 18; HD 5; hp 35; THAC0 15; #AT 1; Dmg 1-3 (bite); SA petrification; SD Nil; MR nil; SZ S (3'); ML 11.

If these cockatrice make a successful bite attack, the PC must make a saving throw vs petrification or be turned to stone.

**Pyrolisk** (2): Int Low (5); AL NE; AC 6; MV 6/Fl 18; HD 6+2; hp 40; THAC0 13; #AT 1; Dmg 1-4 (bite); SA fire gaze; SD Immune to fire based attacks; MR nil; SZ S (3'); ML 11.

If the pyrolisk make a successful gaze attack, the PC must make a saving throw vs death magic or burst into flames and dying in agony. If the save is made, the PC takes 1d12+1 damage. Those immune to fire suffer no damage.

If the PCs are stoned or killed from the attack, the Mother and Child are lost and The PCs are also lost for good. Mark the PCs as dead on the Who's Who. It is the End of the Adventure. Otherwise, Go To Encounter 6.

## **ENCOUNTER 6 CHANCE MEETING**

*The road you had chosen to take now lay behind you. Not more than a half a day away, the sun sets again and, with a few days yet to the birth, you set a campsite near a nearby stream.*

This encounter sets up the end of the module. This is the last attempt by Adversary to take the child of prophecy. Three different things can occur at this time:

- Adversary's minion will take the child,
- Adversary's minion will be defeated, causing the Adversary to vanish,
- Priestess Mordant can go into labor.

*As you settle in after your meal and begin the first watch, you all notice the woods grow deathly quiet. The horses become nervous and jittery. A sudden stiff, cold wind blows into camp, causing any fires to go out. The only light comes from the crescent moon above. Slowly, you realize you are not alone in your camp.*

Allow the PCs to make any immediate action, such as casting *light* spells and the such. Those with infravision will not be able to make out any heat sources. Any spell that takes more than one segment cannot be cast.

*You notice in the near darkness several red, glowing eyes staring at you. As your eyes adjust, you can see a form larger than all the others. He stands ten feet high and a cloak billows around him, buffeting against the winged things at his side. \**

*Within your minds you hear, "Well, so you have made it this far. Do you have the nerve to try to surpass my plans? The child shall be mine and yours shall be death!"*

*And as the instant of the message passing through your heads, a hand from the cloak points in your direction and the glowing eyes take form and move to confront you.*

Adversary himself is not here. He has sent a minion under his control and cloaked him in his appearance. Each tier has a minion along with the attacking creatures. The main objective of this attack is to capture the mother and/or the child while the heroes are kept busy. The Minion is covered with a simple *phantasmal force* that makes him look 10' tall.

### **Tier 1**

**Minion: Alabaster, hm W5:** AL N; AC 8; MV 12; hp 19; THAC0 20; #AT 1; Dmg 1-6+1 club; SA spells; SD *stoneskin* as cast by Adversary (12 attacks); MR nil; Str 14; Dex 16; Con 15; Int 15; Wis 8; Cha 12; SZ M (6'1"); ML 15.

Spells: 1<sup>st</sup> level - *color spray, phantasmal force, shield\**, *unseen servant*; 2<sup>nd</sup> level - *vocalize, levitate*; 3<sup>rd</sup> level - *hold person*

Alabaster is a local wizard from Sendrin. He has been hypnotized and charmed into thinking he is a wizard of Thay, and is out to capture the priestess. He does not know he is being controlled by Adversary. If the PCs defeat Alabaster and the wolves, Adversary will drop control over him. Alabaster will not remember anything about what he was doing and will only remember having a cup of tea at home earlier that afternoon. If the PCs kill him, they will not know the truth about him. If the PCs believe him and free him, he will grant one of them a small badge which is a *Blessing of Azuth*. He will tell the location of the Temple of the Cresting Moon. Adversary has granted him a *stoneskin* spell he knows nothing about.

**Wolves (6):** Int Low (6); AL N; AC 7; MV 18; HD 3; hp 15; THAC0 18; #AT 1; Dmg 2-5 (bite); SA Nil; SD Protection from Charm; MR nil; SZ S (3'-4'); ML 10.

These wolves have had protection from charm cast upon them. The wolves will attack the PCs while Alabaster tries to capture the priestess and/or child.

### **Tier 2**

**Minion: Reginald Van Horton, hm P(Sp)7 of Tempus)** AL CN; AC 3; MV 12; hp 36; THAC0 16; #AT 1; Dmg 1-8+5 bastard sword; SA spells; SD *stoneskin* as cast by Adversary (12 attacks); MR nil; Str 17; Dex 12; Con 15; Int 8; Wis 16; Cha 16; SZ M (6'1"); ML 15.

Magic Items: *bastard sword +1* Wears Plate Mail

Spells: 1<sup>st</sup> level - *weighty chest* (cast upon the cloak)\*, *command, cause light wounds, entangle, protection from good*; 2<sup>nd</sup> level - *charm person or mammal, heat metal, hold person (x2), silence 15' radius*; 3<sup>rd</sup> level - *emotion control: fear, dispel magic, protection from lightning* \*.

\* spells are already cast.

Reginald is a priest of Tempus from Ravens Bluff. He has been hypnotized and charmed into thinking he is a priest of Malar, and is out to capture the priestess. He does not know he is being controlled by Adversary. If the PCs defeat Reginald and the Dire Wolves, Adversary will drop his control over him. Reginald will not remember anything about what he was doing and will only remember setting out for an early morning ride earlier today. His mount will not be far away. If the PCs kill him, they may have the *bastard sword +1* he carried, but once they return to Ravens Bluff, they will be arrested for murdering a priest of Tempus (the sword, sanctified by Tempus, will call out to the temple). If the PCs believe him and free him, he will grant them a charm which is the *Blessing of Tempus*. Reginald cannot cast any specialty spells,

since he is not truly a priest of Malar nor does he remember he is a priest of Tempus. Reginald is willing to accompany the party to the Temple of the Crescent Moon.

**Dire Wolves (8):** Int Semi (3); AL N; AC 6; MV 18; HD 4+4; hp 30; THAC0 15; #AT 1; Dmg 2-8 (bite); SA Nil; SD Protection from Charm; MR nil; SZ L (7'-12'); ML 10.

These dire wolves have had protection from charm cast upon them. The wolves will attack the PCs while Reginald tries to capture the priestess and/or child.

### Tier 3

**Minion: Cynegis, hm F6/W7:** AL N; AC 0; MV 12; hp 56; THAC0 15; #AT 3/2; Dmg 1-8+5 bastard sword; SA spells, specialization w/ Bastard sword; SD *stoneskin* as cast by Adversary (12 attacks); MR nil; Str 18; Dex 16; Con 11; Int 18; Wis 9; Cha 12; SZ M (6'1"); ML 15.

Magic Items: *bastard sword +1, bracers of defense AC 6, ring of protection +2*

Spells: 1<sup>st</sup> level - *charm person, shield \**, *magic missile, protection from good \**, *color spray*; 2<sup>nd</sup> level - *protection from paralysis \**, *levitate*; 3<sup>rd</sup> level - *paralyze, hold person*; 4<sup>th</sup> level - *phantasmal killer*.

\* spells are already cast.

Cynegis is a Fighter who duel-classed into wizard. He lives in Ravens Bluff and teaches at Dawn of the Desert Moon's orphanage. He has been hypnotized and charmed into thinking he is a Spellsinger, and is out to capture the priestess. He does not know he is being controlled by Adversary. If the PCs defeat Cynegis and the Shadows, Adversary will drop his control over him. Cynegis will not remember anything about what he was doing and will only remember setting out for Ravens Bluff after visiting relatives in Saerloon. His mount will not be far away. If the PCs kill him, they may have the magic items he carried, but once they return to Ravens Bluff, they will be arrested for murdering a citizen. If the PCs believe him and free him, he will grant them a charm which is a *Blessing of Tymora*.

**Shadows (10):** Int Low (5-7); AL CE; AC 5; MV 12; HD 3+3; hp 30; THAC0 15; #AT 1; Dmg 2-5 + special; SA Strength Drain; SD +1 or better weapon to hit; MR immune to sleep, charm, hold and cold-based spells; SZ M(6'); ML N/A.

When shadows attack, they do 2-5 points of damage and will drain 1 point of Strength. If the PC reaches 0 Str, the PC fades into the Negative Material Plane, becoming a shadow and leaving no body behind.

The shadows will attack the PCs while Reginald tries to capture the priestess and/or child. If Cynegis falls, the shadows will dissipate. They will continue to fight if Cynegis is held. PCs who are turned to shadows will leave the combat, since they are not enthralled by Adversary. Those PCs are gone permanently. Mark them Dead on the Who's Who.

### Tier 4

**Minion: Cartola, ef W8/P8:** Int High; AL N; AC -2/0; MV 12; hp 56; THAC0 15; #AT 1; Dmg 1-6 staff; SA spells; SD *stoneskin* as cast by Adversary (12 attacks); MR nil; Str 12; Dex 16; Con 11; Int 18; Wis 17; Cha 18; SZ M (5'9"); ML 15.

Magic Items: *staff of light +1, bracers of defense AC 6, ring of protection +2*

Wizard Spells: 1<sup>st</sup> level - *charm person, shield \**, *magic missile, protection from good, color spray*; 2<sup>nd</sup> level - *blur \**, *levitate, flaming sphere*; 3<sup>rd</sup> level - *paralyze, hold person*; 4<sup>th</sup> level - *phantasmal killer (x2)*.

Priest Spells: 1<sup>st</sup> level - *bless, command x2, light, entangle*; 2<sup>nd</sup> level - *charm person or mammal, dust devil, hold person, heat metal (x2)*; 3<sup>rd</sup> level - *call lightning\**, *prayer, protection from fire\**, *summon insects*; 4<sup>th</sup> level - *cause serious wounds, free action\* protection from lightning\**

\* spells are already cast.

Cartola is an elven mage/priest who worships Illmater. She lives in Ravens Bluff and is a merchant as well. She has been hypnotized and charmed into thinking she is a Drow Priestess, and is out to capture the priestess. She does not know she is being controlled by Adversary. If the PCs defeat Cartola and the Shadows, Adversary will drop control over her. Cartola will not remember anything about what she was doing and will only remember traveling with a caravan bound for Ravens Bluff and settling in to sleep before continuing the trip. Her caravan will not be far away. If the PCs kill her, they may have the magic items she carried, but once they return to Ravens Bluff, they will be arrested for murdering a citizen. If the PCs believe her and free her, she will present them a charm which is a **Blessing of Waukeen**. Being well traveled, she can tell the PCs where the Temple of the Crescent Moon is.

**Greater Shadows (18):** Int Low (5-7); AL CE; AC 3; MV 12; HD 5+3; hp 45; THAC0 15; #AT 1; Dmg 2-5 + special; SA Strength Drain; SD +1 or better weapon to hit; MR immune to sleep, charm, hold and cold-based spells; SZ M(6'); ML N/A

When shadows attack, they do 2-5 points of

damage and will drain 1 point of Strength. If the PC reaches 0 Strength, the PC fades into the Negative Material Plane, becoming a shadow and leaving no body behind.

The shadows will attack the PCs while Reginald tries to capture the priestess and/or child. If Cartola falls, the shadows will dissipate. They will continue to fight if Cartola is held. PCs who are turned to shadows will leave the combat, since they are not enthralled by Adversary. Those PCs are gone permanently. Mark them Dead on the Who's Who.

When any spell is cast on **Mordana**, there is a 10% chance that she will go into labor cumulate (minus a percentage for hit points sacrificed to Eilistraee in Encounter 4D). If the encounter continues for more than 8 rounds, Mordana will go into labor (10 rounds if hit points were sacrificed in Encounter 4D). Since labor is an intense situation, the battle will be over before the child is born one way or the other. If the baby is born, they must immediately bring the baby to the Temple of the Crescent Moon. Enforce the idea that the moonrise is several hours away and that they could make it. **Go To Encounter 7A.** Any reasonable delay, and they will bring the child after sunrise, in which the baby will be tainted by evil. **Go To END OF ADVENTURE**

If all PCs die in this encounter, they will awaken from unconsciousness being treated by a kindly old druid named Abel. Abel is an agent of Adversary. He will give each an Amulet of Abel, which is a totem that will give them +1 save vs breath weapons, to travel for their future. These items are tied to the PCs and, therefore are not tradable. They failed in their mission and must return to Ravens Bluff without mother or child. **Go To END OF ADVENTURE.**

If the PCs survive and the birth doesn't occur, the PCs can proceed to the Temple of the Crescent Moon. **Go To Encounter 7B.**

**Abel, hm D8** AL N; AC 7; MV 12; hp; THAC0 14; #AT 3; Dmg 1-6 staff; SA: Shape Change; SD: Nil; MR nil; Str 12; Dex 17; Con 46; Int 8; Wis 17; Cha 10; SZ M (6' 5"); ML 12.

Spells: 1<sup>st</sup> level - *command, cure light wounds* x3, *entangle*; 2<sup>nd</sup> level - *aid, hold person, goodberry*; 3<sup>rd</sup> level - *create food and drink, prayer, remove paralysis*; 4<sup>th</sup> level - *neutralize poison, plant door.*

Magic Items: *amulet of abel, staff of the woodlands.*

If the PCs wish to attack Abel, he will turn into a hawk and fly away.

## ENCOUNTER 7 ...ENTER EVERMEET!

Have this encounter occur only if the PCs survive the previous encounter (without the help of Abel).

*As you begin to move towards the Temple of the Crescent Moon, you begin to feel as if you are being watched. Again, you feel the tension as an attack is about to occur. Suddenly, you hear a conch horn bellow in the night! The thunder of hoofs head towards you from ahead and, before you can act, the horses break from the darkness into your presence, and halt.*

Elf characters can make a religion or ancient history check and other PCs can make a half heraldry roll, to recognize the ancient seal of Evereska on the armor of the riders. While being from Evermeet, the riders are not willing to reveal that much.

*The elves you see before you wear elven chain mail of much design. A cloak moves slightly in the night breeze. The wings of their helms almost sing in the night. Each wears an ornamental sheath holding long swords. The crest on their chests mark them as knights of some order. The lead rider, a male in a golden cloak, speaks to you, "We have come from the Temple of the Crescent Moon. As representatives of the Queen Mother of ALL elves, we welcome Mordrana, the mother and the child soon to be. Come we shall guide you to the Crescent Moon."*

If the PCs decide to fight the elves of Evermeet, they are no challenge, as the riders and their twelve honor guard in the forest with the elven war dogs called cooshies will make short work of them (which is why no stats are given for them). If they take this option, the elves will leave them unconscious and bring Mordrana to the Temple. The PCs will receive no treasure from the Temple if this is the case, though the Temple of Selune in Ravens Bluff will recognize them with the Fame Point Award. Otherwise, the lead rider will wave her hand and heal the party before the mad rush towards the temple.

The lead rider is Lord Alinar Le'Quella, dispatched from the Queen Mother to secure Mordrana and the Temple of the Crescent Moon, in honor of the coming child. The other two riders are her personal bodyguards. As long as the PCs do not attack the riders, only the riders will ever be seen by them and they will fade away during the celebration.

## ENCOUNTER 8

# THE TEMPLE OF THE CRESCENT MOON

Regardless of how the PCs reached encounter seven, read the following:

*Ahead of you, you see a shimmering wall, glistening against the darkness. It is a luminescent dome, similar to the ceiling of the Temple of Selune before it was destroyed. The stars shift from place to place but, as you approach, the stars begin to twinkle out and a spire can begin to be made out not far beyond. The light of the rising moon can be seen as a glare not far beyond. Soon the moon will rise into the air and shine through the spire and on to the temple.*

If the PCs have the baby in tow and have the riders, they have to bring it into the temple before moonrise. If Mordana has not given birth, she will go into labor now. The riders will tell the priests to open the door. Once inside, the mission is completed.

*The doors of the dome begin to take shape as the first sliver of the moon rises in the horizon. The first rays seen are strong, almost as if daylight. The touch of Selune can be felt in every step you take. The doors are made of blackened stone and you reach them just as all the stars go out on its surface. A silver knocker in the shape of the crescent moon hangs from one of the doors.*

The PCs must use the knockers to alert the priests inside. The riders will stand guard, so as not to interfere with prophecy.

*After what seems to be an eternity, but is merely moments, a voice speaks through the door, "Who seeks entrance to the Temple of the Crescent Moon on our high holy day?"*

The PCs must tell the priests that they are the deliverers of prophecy. Mentioning to the priests about the Temple of Selune at Ravens Bluff or the child of prophecy will make the priests open the door. This should not be hard at all. If the PCs fail to convince the priests to open the door, the elf riders will tell the priests to open them.

*As the priests open the doors, you rush forward into the temple just as the first rays of the moon reach the*

*top of the temple. A blue light begins to defuse throughout the temple, bathing each and every person inside. The blue grows to a blinding intensity as the selunites sing a holy chant. As the chant begins to reach its climax, the child of prophecy begins to come into the world from his mother. But something is wrong! Something is missing! You know your role in this is not over, as your right hands begin to sting.*

Their role now is to place their right hands on the mother. But only those who gave up hp to Eilistraee. If they did not do so, then the time passes and the following should continue. The protection of Eilistraee while on earth binds the child to the mother's womb. Only by allowing the protection to be removed from the mother shall the child be born.

If the PCs did give up hp to Eilistraee, and they touch the mother, read the following:

*As you touch the mother, moonbeams shoot from your hands and into her. You feel your bodies strengthen and, as you feel whole again, you see a blue glow begin to waver around the mother. The labor comes quick, time seems to speed up as the priests of Selune perform the ritual of birth. The mother, in complete comfort, allows the breath of life for the child, as the child comes from the womb. The blue glow reaches around the mother as well as the newborn child and then, become one with him. As the light begins to die down, the child comes totally into the world. With a slap on his bottom, the child cries into the air. The light settles around the child and it quiets into a low gurgle. The child now settles into his mother's arms and clutch at his mother's breast, the light becomes only a soft glow around the child. The prophecy has come to pass. The mission is complete!*

If the PCs did not sacrifice hp to Eilistraee, read the following:

*The child finally comes into the world. A blue glow reaches around the mother and the child and then, become one with him. As the light begins to die down, the child comes totally into the world. With a slap on his bottom, the child cries into the air. The light settles around the child and it quiets into a low gurgle. As the child now settles into his mother's arms and clutch at his mother's breast, the light becomes only a soft glow around the child. The prophecy has come to pass. The mission is complete!*

If the PCs did sacrifice hp to Eilistraee, but do not touch the mother, read the following:

*The child finally comes full into the world. The blue glow reaches around the mother and the newborn child and then, become one with him. As the light begins to die down, the child comes totally into the world. With a slap on his bottom, the child cries into the air. The light settles around the child and it quiets into a low gurgle. As the child now settles into his mother's arms and clutch at his mother's breast, the light becomes only a soft glow around the child. The prophecy has come to pass. But somehow, you feel you didn't accomplish the mission as it should have come to pass.*

The only affect of not touching the mother when you have sacrificed the hps is the child shall grow up to be a protector of Eilistraee instead of the leader of the Selunites in the future.

## Encounter 9 TREASURE'S HEART

*The mission a success, the priests of Selune honor you as heroes of prophecy. The High Lord Priest Sliver of High Hasper is beaming with happiness and excitement. The elves of Evereska also congratulate you as they seem to fade away into the crowd.*

*The high Priest speaks to you, "The completion of prophecy is a high and important thing to the Selunites! We wish to reward the Heroes of Prophecy for their part in history! Allow us to record your names in the walls of our temple to your honor!"*

*Several chests are brought out from another chamber into the main temple. You can hear the newborn child, named Newhan, suckle at his mother. The soft glow still remains as well as a star twinkle in Newhan's eye.*

*"We would give you the world that we could, yet reward you we shall. Please accept these gifts and our gratitude." One chest holds gems of various size while another holds coins of various denominations. A priestess holds two items out to you: a cloak and a scarf.*

*Once you have accepted your gifts, a banquet is given in your honor. As the sun rises, the Selunites revelry dies down and they welcome you into your beds. As sleep finally overcomes you, you know once you return to Ravens Bluff, you shall be honored as heroes there as well.*

### So Endeth the Story

## FAILURE: THE END OF ADVENTURE

*You realize that you have failed in your mission. Evil has one a battle today. You can continue on only with the feeling that the war is not lost. Maybe next time you can win a battle against evil and, hopefully, the war!*

The PCs will not be given any payment for the mission and the Temple will spread their failure. Each PC receives one infamy point in Temples.

## Experience Point Table

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.

<b>Encounter 3</b>	
Defeating the demi-humans	50 xp
<b>Encounter 5</b>	
Defeating the ambush	100 xp
<b>Encounter 6</b>	
Defeating the Minions	125 xp
<b>Encounter 8</b>	
Arriving with the child not born	75 xp
<b>Bonus</b>	
Making sure no magic reaches Mordana	100 xp

Total Experience for Objectives: 450 xp  
Roleplaying Experience: 0-500 xp

**Total Possible Experience: 950 xp**

For Tier 2: 1,900 xp  
For Tier 3: 2,850 xp  
For Tier 4: 3,800 xp  
For Tier 5: 4,750 xp

Add the following Extra Bonus:  
Sacrificing the hp for Mordrana as asked by the Priestess of Elistraee 200 xp

## Treasure Summary

If it is not on the list, the PCs cannot have it. This is a house rule.

### Encounter 6

PCs can get only the item from the minion in this encounter:

- Tier 1 only **Blessing of Azuth:** A bronze disk with the image of a left hand pointing upward, outlined with a nimbus of fire. When presented at the temple of Azuth in Ravens Bluff, the holder can receive a casting of any one 1st level wizard or priest spell allowable to a priest of Azuth. This cannot be traded once the owner is selected, but it can be given away.
- Tier 2 only **Blessing of Tempus:** A steel badge with a blazing sword on a stained battlefield. When used, the holder receives a +1 bonus hit and damage for one combat in an adventure
- Tier 3 only **Blessing of Tymora:** A featureless, shining silver disk. This spell grants the holder a favor of Tymora spell (2nd level priest spell, *Faiths & Avatars*). The PC must go to the Temple of Tymora at the beginning of the module and, if the spell is not used up by the end of the module, expires at the end of the module.
- Tier 4 only **Blessing of Waukeen:** A gold coin in a pendant, with the face of Waukeen. This favor grants the PC the *truemetal* spell as the 1<sup>st</sup> level Waukeen spell in

*Faiths & Avatars*. This can be used at anytime, but once used is gone.

If the PCs Fall to the Minion they can only receive the Amulet of Abel:

**Amulet of Abel:** A Wooden disk with a cone of flame etched on the surface. This grants a +1 bonus to Saves vs Breath Weapon.

Receiving this item means the party gets no other rewards. One per PC.

### Encounter 8

- Chest of gems: 10 rubies worth 50 gp ea  
10 emeralds worth 50 gp ea  
5 diamonds worth 50 gp ea
- Chest of Coins: small coffer with 200 gp in platinum coins.
- **Cloak of Starlight:** This cloak is shiny black and can appear as if it absorbs all light. When not in daylight, the cloak will show tiny sparkles on its surface. Under starlight, the cloak confers the wearer vision as if in daylight. When underground with little or no light, the cloak confers Infravision 60' range. Furthermore, there is a 20% chance that if the PC stands still, he will blend in to natural surroundings underground. Any movement ends this. It confers no benefits to those who have infravision naturally.
- **Scarf of Tears:** When worn as a veil, the scarf confers +1 to the wearer's Charisma-related checks. It does not increase Charisma. Also, a white shimmering light that circles the wearer's head can be summoned. The light has a 3-foot radius, enough for the wearer to read by.

### Fame Award

- 1 Fame Points in Temple if successful.  
1 Infamy point in Temple if failure.

## APPENDIX I

### Crow's End Construction Company

The Crow's End Construction Company is composed of 40 skilled and semi-skilled craftsmen of various skills. Harold Glenshoe, an entrepreneur, had seen a potential for after the war. He gathered some unemployed or old craftsmen and he had them train several young men and women from Crow's End who were too young for the army. He paid the craftsmen to train the young people in their trade. After the war, he has plied his trained workforce to repair and rebuild buildings that were destroyed in the war. Most of their work has been near the harbor and low end districts, since there are more prominent construction companies, but temples prefer to use them, feeling it to be more charitable to help the people of Crow's End.

The construction workers number human men and women with a few half-elves. There are loyal to Harold as far as a paycheck will take them. The workers, though well trained in their stone laying and wood work, don't know much else.

**Harold Glenshoe, gm T6** AL LN; AC 6; MV 9; hp 24; THAC0 18; #AT 1; Dmg 1d4 (Dagger); SA Nil; SD Nil; MR Nil; Str 12, Dex 16, Con 9, Int 17, Cha 15; SZ S; ML 15.

Thief Skills: PP 20; OL 45; FT 45; MS 40; HS 40; DN 45; CW 60; RL 80; Back stab x3.

Equipment: Coach w/ 2 horses, Dagger, Cloak, Cane, Top Hat.

Magic Items: *gem of appraisal, scroll of euclid the counter, bracers of defense* AC 8.

Harold is a gnome who worked as a baggage handler for the Company of Ravens several years ago. Plying his skills and trade, he amassed a small fortune to begin the Crow's End Construction Company. He maintains a small property in Crow's End to house his equipment and workers. He lives in THE INN PLACE in the West Uptown.

#### Construction Workers h m/f F0

AL N; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1-3 (by Shovel, Club or Pitchfork); SA Nil; SD Nil; MR Nil; SZ M; ML 15.

The construction workers number human men and women with a few half-elves. There are loyal to Harold as far as a paycheck will take them. The workers, though well trained in their stone laying and wood work, don't know much else.

## APPENDIX II: NPCs

**Lady Varess of Moonshae hf P(Sp)14 of Selune:** AL LN; AC -4/-6; MV 12; hp 54; THAC0 12; #AT 1; Dmg as per weapon; SA See Below; SD See Below; MR See Below; Str 12, Dex 16, Con 15, Int 13, Wis 17 Cha 13; SZ S; ML 15.

**Spells:** as needed

**Seluneite Abilities:** Infravision 30', Starshine (x3), Moonbeam, Moonblade, True Seeing, Shooting Stars.

Lady Varess is a cold and somewhat cynical priestess. She joined the priesthood of Selune to leave the rest of the world behind. As a priestess in Ylaphron, she expected to be elevated to High Priestess there. But, because of the war in Ravens Bluff, she was sent here to serve as acting High Priestess until one is appointed. Since there are now four High Priestesses in Ravens Bluff, Lady Varess has been assigned to assist them in their ever-changing duties. Varess expects the old Dame of Selune at Ylaphron to pass away soon and she will be passed over because she is not there when it happens. Adventurers were always a problem to her since they only come to her to be healed from some stupid treasure expedition. She is not happy with her temporary position and is not afraid to show it to anyone.

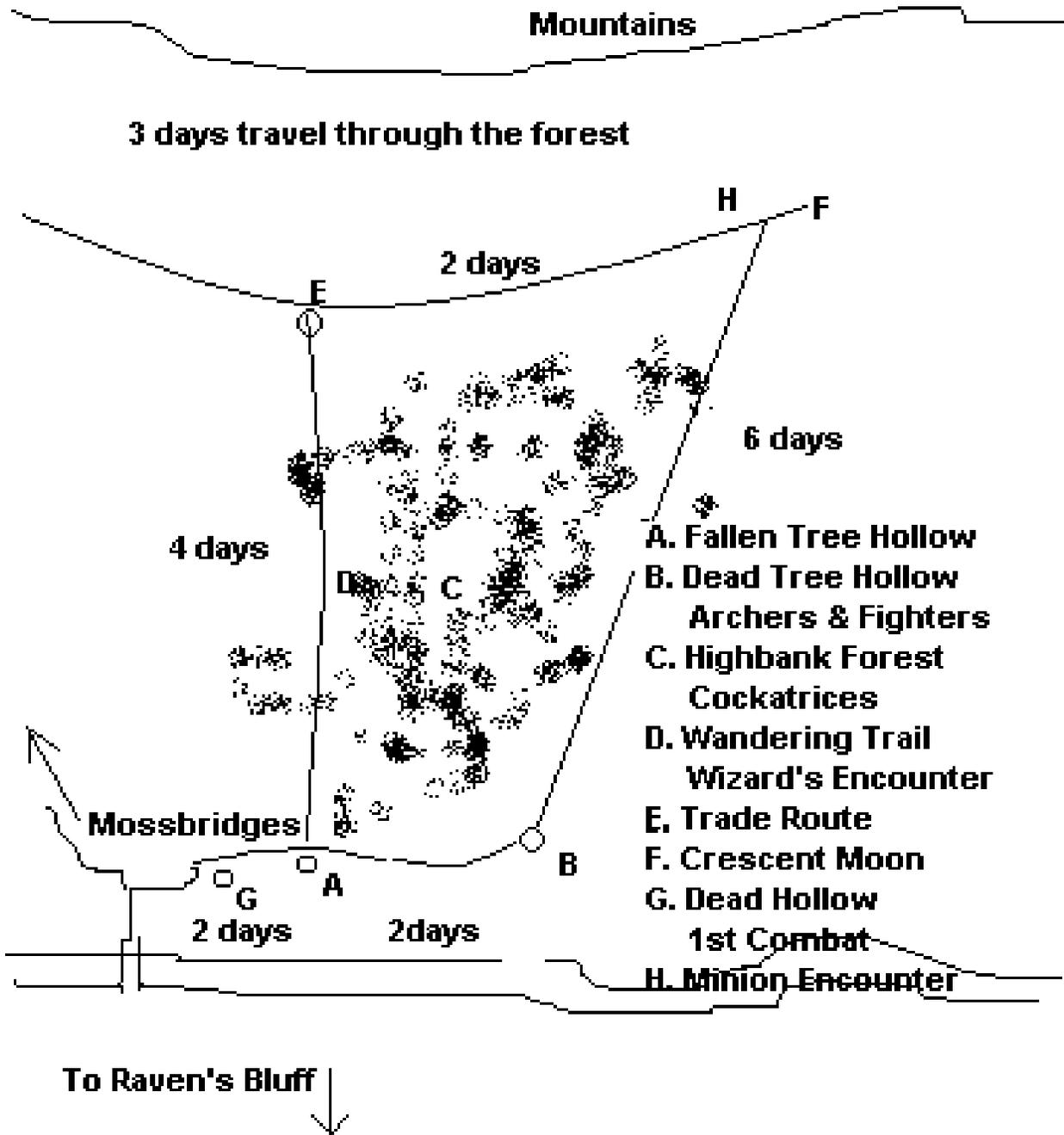
**Mordrana ef P(Sp)6 of Selune:** AL LN; AC 6; MV 12; hp 44; THAC0 12; #AT 1; Dmg as per weapon; SA See Below; SD See Below; MR See Below; Str 9, Dex 18, Con 16, Int 10, Wis 18 Cha 16; SZ S; ML 15.

**Spells:** None Memorized

**Seluneite Abilities:** Infravision 30', Starshine Moonbeam.

Mordrana Corwellynn is the (soon to be) mother of a seventh son of a seventh son in elven lineage. This rare occurrence and the Selunite prophecy have put her and her child to great importance in the Temples of Selune. Mordrana is a peaceful and quiet elf. She will usually allow her voice and her mandolin to speak for her. She is extremely proficient with the mandolin, and will occasionally be found near the temple singing a lovely song.

**DM's Map #1**



# Player's Handout #1: Map

