

# Kuril's Tomb

**A One-round Living City Event**

**By Erich Schmidt**

Blurb: Members of the Church of Mystra have noticed a disturbance in the Weave, the balance of magical forces in the land. They request that you investigate the situation.

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

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

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

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

## Tier Structure

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

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

## Synopsis

About three hundred years ago a wizard named Kuril attempted to expand the influence of the Red Wizards of Thay into this general region. A local knight named Medwyn rose to oppose his plans; they fought each other in open and secret for many years. Eventually Medwyn felt confident enough to gather his army to eliminate this wizard. The knight was successful in destroying Kuril's forces but was unable to kill the wizard, as the wizard's strength was too great. Medwyn sought to imprison Kuril within his own fortress until the years drained away his strength. Sacrificing his own

*holy avenger* for this purpose, Medwyn attempted to permanently seal Kuril into his keep, but Kuril uttered a *wish* for freedom. The clash of energies resulted in Kuril's keep being recreated in the Ethereal Plane. This pocket plane is sustained by Kuril's will and he can mold the ethereal essence around it to his will. Having expended the majority of his power in restructuring his prison, he has needed to use the years to recover and is getting ready to break free.

Kuril is preparing to make his bid for freedom. He can now draw power from the Prime to merge his keep with the ruins on the Prime. After that, he will work on breaking the prison. His drawing of power has caused an unusual disturbance in the weave, which the Church of Mystra has noticed. They hire adventurers to investigate this disturbance in the Weave.

The tier determines the urgency that the temple feels. For lower tiers, this is primarily a scouting mission that becomes complicated. For higher tiers, this is a mission to investigate a potential tanar'ri invasion site. Thus, lower tiers travel to the area via horseback and higher levels are teleported there.

The ruins themselves are on an artificial hill surrounded by a dry moat. The stones are old and broken; no section of wall is over waist high. Stones and ancient timbers are scattered all over the hill and moat. The only portion in good repair is a stairwell. Those with magical sight notice the Weave draining into the stairwell.

Walking down the stair takes a rather long time. It is difficult for the characters to pin down just how long it took, but it seems like over an hour. They have actually been carried across the planes in a subtle manner. They are in a pocket of the ethereal plane where the final battle ensuring Kuril's fall is endlessly repeated. After walking down to the bottom of the stairwell, the party finds a desiccated corpse huddled protectively around a bare blade. This blade is the first of three pieces of the sword that can both release and destroy Kuril. The remains are of one of Medwyn's squires who stayed behind to ensure the prison was formed. Attempting to leave the place by walking back up the stairs brings them out into the battle plain as Medwyn's forces are besieging Kuril's keep.

The spirit of the squire is bound to the blade and will not rest until Kuril's plans have ultimately been foiled. If the party attempts to communicate with the blade or a *speak with dead* spell is cast it will attract the notice of the spirit. The squire can then manifest in the mind of the questioner and answer questions. As the squire is

bound to the sword, its memories will be in a fragmented state equivalent to the sword.

An important point about this keep is that, being an extension of Kuril's will, it resembles only what he remembers. As he can't leave on his own, there is no front gate. There are no servants' quarters present, etc.

Exploring the basement takes little time. There are two rooms where murals give cryptic hints as to the fate of the master of the keep and the purpose of the sword. Pictures of the sword, hilt, and pommel are present. As the party goes up the circular stairwell they will break through an aging seal which will set the final process in motion.

The ground floor has three main rooms: the barracks, the cloister, and the hall. The barracks have the undead remains of the elite guard. The cloister contains undead that have the hilt contained within their defiled altar. The hall is filled with ghosts of the departed generals who scheme to somehow defeat Medwyn's army.

The hilt is unable to be joined with the blade at this time because the characters don't have the pommel stone yet. The two items do make travelling through the keep easier as they collectively remove some penalties that are imposed by Kuril's will. The party travels up to the top floor. Note: there is nothing preventing the party from continuing up the stairs to the top floor from the basement.

There are four meaningful areas of this floor: the left foyer, right foyer, entrance hall, and grand hall. The foyers have two powerful servants present, a human and a golem. It may be possible to get information out from them depending on what the characters do. The entrance hall has as the seal to the great hall a gold disk that has the pommel stone within it. This is used as part of the puzzle to finally free Kuril and assemble the sword. Once all three items are freed from their containment, Kuril can leave. The combined sword, however, can destroy him so he must eliminate the party to leave (unless, of course, the party decides to just let him walk out of there). Only Medwyn's sword reassembled, or another holy weapon, can finally destroy him.

After the final fight, the two versions of the fort merge. The characters will find themselves high over the ruins and get to see the swirling armies fade in the light. Returning to ground level before the floor fades away, they will be able to report to the Mysteran Church that all is well, or that Kuril has escaped.

## Act 1 - The Introduction

An official of the temple of Mystra sends word to the PCs that their services are requested.

### Tier 1

*You overhear the town criers tell of a mission sponsored by the Temple of Mystra. All interested parties are to report to the temple by tomorrow noon.*

*As you arrive, those attuned to the Weave feel the dimming of power as they approach the temple doors. An acolyte greets you.*

Willim is a third level cleric performing his obligations to the temple by acting as a door warden. When the PCs approach he will ask their business and then escort them to a meeting hall where a junior priest will brief them. If questioned, he will mention that he has heard of a magical disturbance to the south east, and "summoning" was mentioned, but other than that he isn't too sure of what is going on. Go to The Pitch

### Tier 2+

*A runner wearing the livery of a temple jogs up to you while you are out on the town. Nodding respectfully, he hands you a letter and waits.*

A successful Religion check can determine the symbol on the runner's vest is that of Mystra. The letter reads:

*"A good evening to you. The Temple of Mystra requests your efforts to investigate a matter of some import. Inform the page as to your interest and if you are please come to the temple at midmorning. The task and terms will be discussed at that time. (Signed) Loris - Dwomerkeeper"*

The page will note the PCs' response and run off. Next morning, when the PCs arrive:

*As you arrive, those attuned to the Weave feel the dimming of power as they approach the temple doors. An acolyte greets you.*

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## The Pitch

*You are brought to an office in the northern wing of the temple. Willim knocks at the door and you hear a muffled “come in.” The acolyte opens the door for you and wishes you good luck.*

*The junior priest gets up from behind the desk and comes around to greet you with a warm smile and shakes your hands. “I am Loris, it is a pleasure. Please be seated.” The room has spare furnishings, and is decorated only by a painting of a mountain vista.*

*Sitting back down he says, “Let me explain what I need. To the southeast, near the opening of Glorming Pass, we have noticed a significant disturbance in the Weave. I, as a representative of the Temple of Mystra, would like to hire you to investigate this situation, resolve any problems that you may find, and report back to us your findings.”*

What Loris knows:

- There is a significant disturbance in the weave. Someone is using a powerful magic in that area, and as the spell or effect has not yet resolved it must be something well planned or attempting to be subtle.
- Some of the higher-ups seem worried.
- There seems to be a slight “summoning” cast to the magic. With all of the other-planar visitors in the area, namely tanar’ri and baatezu, this could be a staging area for an invasion force.
- He has a distinct fondness for strawberries.

What Loris offers:

- 200 gp per tier.
- He can be raised through bargaining to include one *potion of healing* for each party member.
- Transportation and maps to the location (see below)

*“Good, I’m glad we could come to an accommodation. If you will please follow me.”*

## Tier 1-2

*Loris leads you out a back way, and takes you to the temple’s stables. He lends each of those who want one a fine horse, with provisions, and hands to (PC Name) a scrollcase with detailed maps on how to get to the area. “It should take you about five days to get to the area. If you look on the map, it’s about a day or so past the Blacktree estates. In the saddlebags are sufficient provisions for yourself and the horses, plus there should be game along the way. Good luck to you.”*

## Tier 3+

*You follow Loris out of his office and down a hallway. At various places, Loris pauses and mutters a word or short phrase, and continues on. After going down a short flight of stairs, you come to a wooden door that has an intricate symbol inlaid into the wood. Drawing a key from a chain that hangs around his neck, he unlocks the door and gestures that you enter.*

*“Normally, we would give you a map to where you would need to go, but the elders feel that time is short. So, we will use our resources to teleport you to the site,” says Loris. The spacious room is bare, it’s stone walls smooth except for the sconces that support crystals balls glowing with light. Inlaid in the floor is a large circle surrounded by many glyphs and symbols. A line stretches from the circle to a smaller triangle, also heavily decorated.*

Loris hands a PC a silver coin. “Loris” is carved on one side and the holy symbol to Mystra on the other.

*Loris says, “This arrangement will magnify the teleport spell that I will cast to encompass all of you. It will also ensure that there will be no mishaps.” He looks at the PC to whom he gave the coin. “When you wish to return hold the coin and say my name. That will trigger the spell in the coin and bring you back here. If you will please step into the circle I will send you off.”*

If the party is unwilling to be teleported despite Loris’ assurances, then he will regretfully lead the party back up to the stables where he will give them the horses, map, and provisions mentioned in the lower tier.

Loris takes a scroll from a niche in the wall and walks into the triangle. As he reads the scroll, the spellcasters notice the return of the ambient flow of magic that they are used to perceiving. The triangular design at his feet glows, and as he finishes the spell the glow rushes down the design to highlight the circle. The room fades from view.

## **Act 2**

The trip to the area is uneventful, whether by spell or equine. When the party arrives in the area, they will see a nearby symmetric hill that has some rubble on it. This matches the map that the party may have been given.

*As you get closer, the ruins of a burnt and shattered castle greet their eyes. Originally built on a small hill with a dry moat around it, some great force has torn down the walls.*

If any PC succeeds in an Engineering check, they can determine that the ruins were built on a mott and bailey. The mott is an artificial hill, and the bailey is a dry moat where the dirt for the mott is excavated.

The entire area radiates a faint aura of magic. A successful roll to determine the type of magic with a *detect magic* spell will confirm a summoning type of magic. This is the effect of Kuril attempting to merge his prison with the site of his old keep. Those using a *detect magic* spell will also notice a flow to the Weave that shows where power is being drained to the Ethereal. This flow leads to a stairway going down into the hill. A 9th level spellcaster can determine that the spell is bridging the Prime and Ethereal planes as well as detecting the flow of energy.

If the ruins are searched, the only recognizable feature left is the stairway. Everything else is rubble.

Hopefully the party chooses to explore the stairs, otherwise it's a short session. It is dark, so light will be needed. Infravision works normally.

Walking down the stairs takes a very long time, more than fifteen minutes. It is difficult to pin down exactly how long the walk takes, but it takes much longer than it looks like it should.

If the party wants to turn around and go back up, go to the section on Ascending the Stairs, below.

***At the base of the stairs is a body that is curled almost protectively around a long, thin object. In this room you also see a spiral staircase and two doors on the far wall rubble from a partially collapsed ceiling is scattered about the room. Perhaps only the reinforcement of the staircase is holding up ceiling.***

The body was Duram, a squire of Medwyn who volunteered to stay behind and be a guardian spirit for the sword. The sword's name was Avanthir. The sword's intellect was lost when it was broken, so Duram agreed to be the new intellect for the restored weapon.

When the sword is grasped and spoken to, Duram can speak with that character telepathically (see *The Blade* below). He cannot speak to anyone who wears a *ring of mind shielding* or similar items. Casting a *speak with dead* spell also attracts Duram's attention. He can only speak to the particular character that is wielding the blade or casting the spell. He only has a partial memory of the siege. His memories will be restored as the party assembles the pieces of the sword. He currently knows:

- His lord Medwyn fought an evil mage here. If you want proof, have a grape.
- The mage's name is Kuril, and he is still alive. It is vital that he is destroyed and the sword is the only weapon that can do this.
- This place is a prison for Kuril, but things did not go quite as planned.
- Assembling the sword will create a tool that can finally kill Kuril and end his plans, what ever they might be.
- Duram volunteered out of a sense of duty, as well as Medwyn's assurances that he would take care of his family. Duram is from Procampur and a successful Local History: Procampur check will bring to mind the Duramsson family. They are a wealthy mercantile family whose fortunes started about 350 years ago.

The party has also performed a little unintentional plane travelling. They are in a pocket dimension in the Ethereal Plane.

- Spells work mostly as normal here as all of the usual connections to other planes are present.
- Due to the strength of Kuril's will, healing spells only heal half as much as they normally do and turning attempts work at two levels lower. Items that give turning abilities do not function, but items that give bonuses to existing abilities work as normal.
- Clerics cannot regain spells higher than second level here. The gaining of third or higher level spells requires the presence of an intermediary from their deity, and such a presence can disrupt the reality maintained by Kuril's will. This would spill the PCs into the Ethereal Plane, and they would be lost.
- Also, all summoning class spells fail, wizard or cleric.

As this is the most distant floor from Kuril's mind it is in the most disrepair.

### **The Blade**

This is a bare blade of a long sword. While currently covered with debris, it can be easily cleaned and has a bright, silvery finish. The tang of the sword, the part that connects it with the hilt, is bare. On one side of the blade is engraved "Justice in Understanding", on the reverse, "Purity in Calm". It detects as magical and as good. Although it is obviously magical, it functions as a *long sword* -2. This penalty is due to the character wielding a sword without a grip. If a makeshift grip is made for it, using an appropriate proficiency check, it becomes a +0 sword. This blade can damage any

creature in this keep, but only the complete sword can finish Kuril.

Note: As the pieces of the sword are recovered Duram's memory improves. It is possible for the party to recover the pommel stone before the hilt. If these two pieces are brought in close proximity to one another Duram will gain more memories. If Duram is asked what to do with the pommel stone, he will recommend touching it to the blade as it "feels" familiar. These are listed with the description of the hilt.

### **Ascending the Stairs**

Ascending the stair leads back to a realm of battle where bloodied men hack and hew at each other and fell things swoop down from the sky. Going back takes only five minutes as the stairway is no longer a bridge between planes. Overcast, a lurid, bloated red sun shines through the clouds painting the entire landscape with a charnel hue. The characters may feel that they are in one of the lower planes as screams of pain and anguish reach their ears. Trying to fight their way out is suicide, and neither side is giving quarter.

Growing along the walls of the tower are huge grapevines. One cluster of crimson grapes hangs close enough so that the party can get some with little effort. They party can harvest at most three clusters. 1d6+8 grapes are in the cluster, and each grape can heal 2 hp. These grapes are grown in soil enriched in blood. When eaten the character will get a quick vision of a slain person's face. There are no ill effects for consuming the grapes. They are grim, but not evil.

In the cellar the characters can visit room 1, room 2, or go up.

### **Room 1 - Mural of Battle**

*This may have been an old storeroom. Broken splinters of wood and scraps of canvas are scattered about. A hastily painted mural adorns one wall.*

*Drawn here are advancing armies marching over the bodies of the slain. Ragged banners fly weakly in a light breeze. At the head of the masses stands a tall figure wearing torn mail. His stained cloak has been dropped in the mud behind him and he stands at the steps of the gate, sword upraised. In the crown of the broken tower stands a red robed figure, staff raised defiantly.*

Those that examine the painted blade see the words "Purity in Calm". Both murals were left by Medwyn's forces when he left.

### **Room 2 - Mural of Sealing**

*In a second room lies more complete remains of old barrels and sacks. Here they have been pushed aside to make room for the painting.*

*War-weary soldiers leave a burning keep. Seen through the open gate standing in the keeps' courtyard is a red-robed wizard that is shackled with white glowing chains. Hatred twists his features, but the Knight is no longer facing him. Rather, he looks to the coming dawn. Next to the archway where the wizard is shackled sits a grim squire. He holds a broken blade that has the words "Justice in Understanding" written upon it. The hilt of the sword leans up against the far side of the archway.*

Allegorically, Medwyn's broken sword forms the prison. One pillar is the blade, the other the hilt. If a character makes an Observation roll or the player states that they are looking for something similar they will notice a red dot on the keystone which symbolizes the ruby pommel stone. That squire became the remains at the bottom of the first set of stairs.

### **Spiral Stairway**

*Reaching up out of the cellar is a spiral stair. Whether or not the stairs can support you is anyone's guess as the central iron pillar is wobbly and the stairs themselves are heavily corroded. A couple of the steps have even broken off and lie at the bottom of the spiral. It is about twenty feet to the ceiling.*

If two people in heavy gear or three in light are on the stairs at the same time there is a 35% that it will collapse. This will happen as the uppermost character is three-quarters of the way up and all characters on the stairs at the time will take 1d6 damage per tier or lose 1d4+1 stonemarks. A Blacksmithing or Engineering check can determine this information.

If the stair collapses, it should be possible to reach the second floor with a rope and grapple or a human pyramid.

*When you reach the cellar's ceiling you can clearly see a bronze disk sealing the stairway shaft. The central post and the wall of the shaft anchor it. There are obviously magical designs on the disk, which have been cut out of the bronze, giving the disk a stenciled or lacey look.*

Looking through the disk, characters will see only darkness, or perhaps a distant stone wall. It is very corroded, and will easily break if the adventurers break through. It detects as weakly magical. The runes and glyphs were cut out rather than carved into the disk so

that corrosion would not destroy the markings before the entire disk failed. Characters who succeed in a Spellcraft check or ask Duram will determine that it prevents spells such as *dimension door* or *teleport* from transporting people through. Medwyn's people put it here.

Once it is broken, Duram will inform the character holding the blade that Kuril's influence on the outside world is increasing, and he can now begin the slow process of bring the keep back to the prime material plane.

## Act 3 - Ground floor

*While not as decrepit as the cellar, this floor is only in slightly better shape. The stairs continue upward, and a dull, ruddy light can be seen from upstairs. The stairs are in much better condition here and you feel you won't have as much difficulty continuing upward. Your movements kick up dust and the poor stonework of the walls makes you nervous.*

A lot on this floor is in disrepair. Being more distant from Kuril's mind than the top floor, this level resembles what was left after the gates were broken.

### Barracks

*Here in this long, wide room many bunk beds are stacked, and most have collapsed. Many skeletons lie here as well. Some are in armor, rent with what must have been horrible wounds. Their footlockers lie against the wall.*

The remains of forty men are here. When the characters first enter this room, the skeletons will **not** rise up and attack. That will only happen after the party investigates the Meeting Hall. For all practical purposes, they can not effectively destroy the skeletons to prevent the spirits from inhabiting their bodies. Burning the bones does work, however, as well as scattering holy water on the remains. Each vial so used will prevent one trooper from getting up.

Searching the footlockers yields 68 gp and 254 sp.

### Temple

*In this room there are a number of cowed monks with their backs to you. They are facing an altar shrouded in rusty-brown cloth while silently praying. The only icon on the altar is a battered sword that hangs point up above it. Off to your left you notice a collapsed*

*stone stairway. For the moment, the monks take no notice of you.*

There is an altar to Tempus, god of war. As he is worshipped by any that wish success in war Kuril had a shrine built in his castle. Makeshift as it is, a Religion check is at a -3 penalty to determine which deity the shrine is dedicated to. The "monks" will attack when the room is entered or a turning attempt is made.

### Tier 1

**Zombies (3):** Int Non; AC 8; AL N; MV 6; HD 2 hp 10 x3; THAC0 19; #AT 1; Dmg 1-8; SA none; SD Immunity to cold, hold, charm; MR none; SZ M; ML NA

### Tier 2

**Heucuva (3):** Int Semi; AC 3; AL CE; MV 9; HD 2; hp 10 x3; THAC0 19; #AT 1; Dmg 1-6; SA Disease; SA silver or +1 required, turn as wights; MR See Below; SZ M; ML 11

The heucuva is an undead spirit similar in appearance to a skeleton, but more dangerous and more difficult to dispel.

The heucuva appears to be a humanoid skeleton of normal size. A robe that is little more than tattered rags covers the bones. Someone struck by a heucuva must roll a save vs. poison or lose 1 point of Strength and Constitution due to a magical disease. They will continue to lose one point each hour until a Cure Disease is cast upon them. Once a character is disease, no further saves are required even if struck again. If the character's Strength or Constitution reaches zero, they die. Paladins are immune. This is an alteration from the standard heucuva power. These here are slightly stronger under Kuril's will.

Heucuva have a special hatred of priests. Once a priest uses his spells or tries to turn the heucuva, they will concentrate on attacking that priest. They may even ignore everyone else except for the priest and those defending him.

### Tier 3

**Heucuva (5):** Int Semi; AC 3; AL CE; MV 9; HD 2; hp 16, 14 x4; THAC0 19; #AT 1; Dmg 1-6; SA Disease; SA silver or +1 required, turn as wights; MR See Below; SZ M; ML 11

The strongest heucuva will invoke the power of the altar and give a Prayer effect to them on the first round. Next round he will cast Holy Flail (Tempus Spell). This will create a magical flail that is +2 to hit and does 1d6+1 damage. Versus lawful or good opponents it does 1d6+3. Those struck by the flail still must save vs. disease.

#### Tier 4

**Wights (5):** Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 35, 25 x4; THAC0 15; #AT 1; Dmg 1-4 or spell; SA Spell use, energy drain; SD Immune to cold, hold, charm, silver or +1 weapons; MR see below; SZ M; ML 14

The first round the strongest wight will cast *prayer*, then *holy flail* (Tempus spell). This will create a magical flail that is +2 to hit and does 1d6+1 damage. Versus chaotic or good opponents it does 1d6+6. Their level drain power still functions with the flail. All other wights cast *holy flail* and then enter combat. The chief wight has one use of *dance of the fallen* (Tempus Spell). This acts like a *blade barrier* except that it is composed of grisly portions of dead bodies and does 4d6 damage. In a Constitution check is failed the target is knocked out and remains so for 1d6 turns. This can be reduced to 1d6 rounds if a successful Healing proficiency check is made. When battered by the limbs all fragile items, such as potions, must make saves or be broken. It takes 1d3+2 rounds to get through the Dance, and only 25% of the damage is real, the rest is stunning damage.

#### Tier 5

**Clerical wights (6):** Int Average; AL LE; AC 5; MV 12; HD 6+3; hp 50, 45 x4; THAC0 13; #AT 1; Dmg 1-4 or spell; SA Spell use, energy drain; SD Immune to cold, hold, charm, silver or +1 weapons; MR see below; SZ M; ML 14

One of the wights hangs back to cast spells, and the rest go forward into battle. Invoking their dreadful power of their corrupted altar, all of them get *bless* and *prayer* in the first round and *holy flail* and *aid* in the second. Each wight also has at their use a *protection from good*, *silence 15' radius*, and *dispel magic*. All are protected versus fire and lightning, 72 points for fire and 60 points for lightning. One of the wights has one use of *cloak of fear*, another has *protection from good 10' radius*, and the one that hangs back has *dance of the fallen*.

Now that the undead have been put back to rest, you can get a better look at the room.

Taking up about a quarter of the room are great sheets stained with old blood. They drape about a stone altar to what is probably a god of warfare or strife. The former stairway has collapsed. Rubble is piled up to the ceiling.

Within the altar is hidden the hilt. It is ornately carved, made of gold with red leather wrapping on the grip. The patterns in the guard and pommel are swirls and spirals. There is a slot where the tang of the blade will fit and a socket where the pommel stone can be placed. This is

hidden in a secret compartment in the back of the altar that can be found on a standard secret door check.

If the blade is slid into the hilt it will fit perfectly. It will not stay in the hilt, however, as only when all three pieces are brought together will the sword weld itself together. The blade is still sharp so it can not be tied to the hilt. If by using some form of glue they are able to stick the blade and hilt together it will function as a +1 longsword.

The presence of the second piece makes the bearer relax, and a priest holding the hilt does not suffer the healing and turning penalties brought about by Kuril's will. The priest still has the spell memorization restriction. Duram's memory is improved:

- Kuril is a Red Wizard of Thay. He came to this area to try an overt method of gaining power and conquering territory.
- Medwyn was a paladin of Helm who rose to oppose Kuril's plans. He did not have the might to finish him off and imprisoned him so that his power might wane over the ages.
- The hilt does not adhere to the sword as there are three pieces that need to be assembled. Duram isn't sure what the third piece is. If asked if it is a pommel stone, he thinks that is correct.

#### Winery

*A large wooden vat dominates this room. Piping connects the vat to a grape press and a pumping station. The press is a large tray with raised edges that is supported by a wooden frame. Above it is a plate that lowers into the tray and squashes the grapes within. The juice runs from the press to the vat. In the vat it is fermented and then drained to the pumping station where it is poured into barrels and bottles.*

There are a number of barrels and bottles that are here. One of the bottles radiates magic, it being of a special vintage. It is a special fermentation that keeps the only other living member of the keep alive, the handmaiden. The rest of the wine is not magical, but is otherwise excellent.

#### Meeting Hall

*As you open the doors you see what at first you mistake for some sort of dust storm. You then realize that what you are seeing is a massive number of flying spirits. They whirl about two figures that are pouring over maps on a central table.*

These were the generals of Kuril's army and his surviving defensive forces. They aren't quite aware that the battle is over; they are stuck reliving the last day over and over. The two generals will look up startled when the party opens the doors. They are not sure who the characters are and need to determine if they are a vanguard of Medwyn's forces or one of Kuril's patrols coming back to report. The generals speak with the characters to determine for whom they serve. The generals can speak on the following:

- They serve Lord Kuril, magus of Thay.
- They seek to determine a new strategy for outmaneuvering Medwyn's forces. They have been unsuccessful for a long time, but have managed to prevent the keep from falling.
- Also present in the keep are his circle of clergy, his butler, and his handmaiden.
- While their undead state is regrettable, Kuril assures them that it is a temporary inconvenience that will be rectified once he returns to his estates in Thay.

They are leery on saying too much as they are trying to determine if the PCs are a threat.

If the generals determine that the characters are a threat, they order the spirits to get reinforcements. The lesser spirits fly screaming out of the room, overrunning the characters. This does not harm them, as the only thing that the spirits do is fly to the barracks to gain bodies to fight with. It will take four rounds for the troops to arrive from the barracks. The generals attempt to parley with the party to buy time for their reinforcements to arrive. One of the spirits does not incarnate into one of the skeletons but instead flies up to the next floor to warn the butler and the handmaiden.

A *protection from evil 10' radius* cast in the doorway will prevent the spirits from leaving, as will someone holding up the hilt and presenting it strongly. If a cleric or paladin tries to turn these spirits they count as hit die of the creature they incarnate into; skeletons at first tier, ghouls on third tier, etc. If they can stop a number equal to the number of reinforcements plus one the Butler and Teshia will not be alerted.

### Tier 1

**Shadows (2):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 10 x2; THAC0 17; #AT 1; Dmg 2-5; SA Strength drain; SD +1 or better weapon to hit, immune to cold, charm, hold; MR As above; SZ M; ML Special

Each touch of a shadow drains 1 point of strength for 2-8 turns.

**Skeletons (5):** Int Non; AC 7; MV 12; HD 1; hp 5 x5; THAC0 19; #AT 1; Dmg 1-6; SA None; SD None; MR Immune to cold, hold, charm; SZ M; ML na

### Tier 2

**Shadows (2):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 18 x2; THAC0 17; #AT 1; Dmg 2-5; SA Strength drain; SD +1 or better weapon to hit, immune to cold, charm, hold; MR As above; SZ M; ML Special

Each touch of a shadow drains 1 point of strength for 2-8 turns.

**Skeletons (8):** Int Non; AC 7; MV 12; HD 1; hp 5 x5; THAC0 19; #AT 1; Dmg 1-6; SA None; SD None; MR Immune to cold, hold, charm; SZ M; ML na

### Tier 3

**Wights (2):** Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 25 x2; THAC0 15; #AT 1; Dmg 1-4 or spell; SA Spell use, energy drain; SD Immune to cold, hold, charm, silver or +1 weapons; MR see below; SZ M; ML 14

A touch from these wights drains three points of Strength rather than a level. This loss remains until the end of the module.

**Ghouls (8):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 10 x8; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA Paralyzation; SD none; MR sleep, charm; SZ M; ML 12

### Tier 4

**Wraiths (2):** Int Very; AL LE; AC 4; MV 12, Fl 24 (B); HD 5+3; hp 30 x2; THAC0 15; #AT 1; Dmg 1-6; SA Energy drain; SD hit only by silver or +1 or better magical weapon; MR immune to cold, charm, hold; SZ M; ML 15

**Juju Zombies (8):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 27 x8; THAC0 15; #AT 1; Dmg 3-12; SpecAL See below; SZ M; ML na

The animating force of a juju zombie is more strongly tied to the Negative Material plane. The result is that only +1 or better magical weapons can harm them. Regardless of the magic on the weapon, edged and cleaving weapons inflict normal damage, while blunt and piercing weapons cause half damage. In addition to normal zombie spell immunities, juju zombies are immune to mind affecting spells and psionics, illusions, and to cold, electricity and magic missiles. Fire causes only half damage. They strike as a 6 Hit Die monster and are turned as specters. A vial of holy water inflicts 2-8 points of damage to a zombie.

**Tier 5**

**Vampires (2):** Int Exceptional; AL CE; AC 1; MV 12, Fl 18 (C); HD 8+3; hp 51 x2; THAC0 11; #AT 1; Dmg 5-10; SA Energy drain SD +1 or better magical weapon to hit; MR Spell immunities; SZ M; ML16

**Juju Zombies (8):** Int Low; AL NE; AC 6; MV 9; HD 3+12; hp 27 x8; THAC0 15; #AT 1; Dmg 3-12; SpeciAL See below; SZ M; ML na

## Act 4 - Second Floor

*Continuing up the stairway, you notice that the condition and cleanliness of the structure is improving. The iron steps of the stairs are clear of rust and there is no dust on these floors. Also, there are torches that provide light but they burn a sullen crimson casting a ruddy light over the halls and doors.*

When the PCs get to this level they will notice that everything is cleaner and in better repair. Characters with Stonemasonry or Engineering are no longer nervous that the ceiling is going to cave in.

### Left Foyer

**If undisturbed:**

*As you approach the door you notice a strong acrid smell that is mingled with the aroma of strong herbs.*

(After they open the door)

*In the middle of the room is a great stone tub. The fluid in it slowly swirls and ripples. On the walls are many shelves and racks with jars and herb bundles. Behind the tub are many barrels that contain vinegar, by the smell. Slowly a pair of hands reaches up out of the tub and an eight-foot tall leathery skinned man pulls himself out.*

The party will have surprise for the first round.

**If forewarned:**

*As you approach the door you notice a strong acrid smell that is mingled with the aroma of strong herbs.*

(As they open the door)

*The door is suddenly ripped off its hinges as eight-foot tall, leathery skinned man throws the door at you!*

If the characters fail a save vs. Paralyzation then are struck by the door and take 1d6+2 damage. Then they must succeed in a Dexterity check or fall down.

At this point he is dressed in a gray cotton kilt-like wrap. There is an involved tattoo on his chest. It is part of the animating enchantment. The butler will fight to the “death” but will not be helped by Teshia, as she doesn’t like him.

People with Herbalism proficiency can use the materials here to make a minor potion. The mixture takes one hour and requires a small fire and clean water, neither of which is available here. It will yield 2 potions, 3 if the player rolls a “1” on the Herbalism check. Each potion will heal 1d4+1 hit points.

**Tier 1**

**Flesh Golem:** Int Semi; Align: N; AC 9; MV 8; HD 3; hp 12; THAC0 16; #AT 2; Dmg 2-8; SA None; SD Fire and Cold spells slow them for 2d6 rounds, Electrical spells heal 1 hp per die; MR none; SZ L; ML 20

**Tier 2**

**Flesh Golem:** Int Semi; Align: N; AC 9; MV 8; HD 6; hp 25; THAC0 14; #AT 2; Dmg 2-12; SA None; SD Fire and Cold spells slow them for 2d6 rounds, Electrical spells heal; MR none; SZ L; ML 20

**Tier 3**

**Flesh Golem:** Int Semi; Align: N; AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2-12; SA None; SD Fire and Cold spells slow them for 2d6 rounds, Electrical spells heal; MR none; SZ L; ML 20

**Tier 4**

**Flesh Golem:** Int Semi; Align: N; AC 4; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2-12; SA None; SD Fire and Cold spells slow them for 2d6 rounds, Electrical spells heal, Has a *stoneskin* spell with 6 charges; MR none; SZ L; ML 20

**Tier 5**

**Flesh Golem:** Int Semi; Align: N; AC 0; MV 12; HD 12; hp 40; THAC0 11; #AT 2; Dmg 2-16; SA None; SD Fire and Cold spells slow them for 2d6 rounds, Electrical spells heal, Has a *stoneskin* spell with 12 charges; MR none; SZ L; ML 20

### Right Foyer

**If undisturbed:**

*A pleasant odor of spices greets you when you approach this door.*

(After they open the door)

*In one corner of the room is an ornate brass bed. In the bed is a female human sleeping in her nightgown. She sleepily looks up when you enter and then with a startled squeak and flurry of sheets she disappears. Also in the room are bookshelves and a stuffed leather chair.*

If the party is being particularly stealthy they can apprehend her.

#### **If forewarned:**

*A pleasant odor of spices greets you when you approach this door.*

(After they open the door)

*In one corner of the room is an ornate brass bed. Also in the room are bookshelves and a stuffed leather chair.*

In this case Teshia is in the Great Hall with her master. If caught unawares, three rounds after she shouts for help the Butler will arrive, still sopping from his herbal bath. She has a number of powers from an amulet fashioned from an erinyes baatezu. She is willing to speak with the characters, especially if it enhances her chances for survival. She will attempt to leave the room and reach the seal so she can assist her master.

- Kuril is in the grand hall. Just remove the seal and you can get in.
- She gets in by touching the seal and saying his name. The PCs can't do that, as they are not bound to the keep the way the inhabitants are.
- Kuril is drawing his strength together to return to his place in Thayan society and the pleasantries of life in general.
- She has been promised an apprenticeship as long as she is faithful. She was a sexual slave but since Kuril's form was mangled in the battle he hasn't been interested. As time has gone on, his returning power is slowly healing him. She has no emotional attachment to him, but fears his power.
- Teshia would consider betraying Kuril if there was an excellent chance of the PCs winning a fight. If she believes this, she will divulge the Projected Image tactic mentioned below.
- She was his servant during the height of his power and was trapped here when Medwyn spoke his curse. She has remained alive by drinking the wine that the Butler makes.

The books in the room are about geography and fairy tales.

Teshia has a *dagger of pain* and possibly a *rope of entanglement*. Anyone struck by a *dagger of pain* must roll a save vs. poison or faint from extreme pain for 1-6 rounds. A *rope of entanglement* looks just like any other rope. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle up to eight man-sized creatures. If the target is aware of the attack, a to-hit roll is required. For purposes of entanglement, creatures of different sizes are assigned values, as follows:

Size	Value
Tiny	.33*
Small	.5*
Medium	1
Large	3
Huge	4
Gigantic	8

\* Round up.

Add the values of all creatures entangled to determine how many are affected by the rope. For example, the rope could entangle up to 24 tiny creatures or 2 huge creatures. Any combination of sizes is possible as long as the total value doesn't exceed eight.

The rope cannot be broken by sheer strength; an edged weapon must hit it. The rope is AC -2 and takes 22 points of damage to cut through; the same creature (not the one entangled) must inflict all damage. Damage under 22 points will repair itself in six turns. If a rope of entanglement is severed, it is destroyed.

#### **Tier 1**

**Teshia, hf F2:** Int Average; AL NE; AC 5; MV 12; hp 15; THAC0 19; #AT 1; Dmg 2-8 (dagger); SA spells, dagger; SD none; MR 30%; SZ M; ML11

She can perform once per round from her amulet: *detect invisible*, *locate object*, *invisibility*, *polymorph self*, or *produce flame*. Anyone struck by a *dagger of pain* must roll a save vs. poison or faint from extreme pain for 1-6 rounds.

#### **Tier 2**

**Teshia, hf F4:** Int Average; AL NE; AC 2; MV 12; HD 4; hp 32; THAC0 17; #AT 1; Dmg 2-8 (dagger); SA spells, dagger; SD none; MR 30%; SZ M; ML11

From her amulet she can cast *cause fear* at will (save vs. wands), and perform once per round *detect invisible*, *locate object*, *invisibility*, *polymorph self*, or *produce flame*. Normal weapons can harm her. Anyone struck by a *dagger of pain* must roll a save vs. poison or faint from extreme pain for 1-6 rounds.

### Tier 3

**Teshia, hf F6:** Int Average; AL NE; AC 2; MV 12; HD 6; hp 45; THAC0 15; #AT 1; Dmg 2-8 (dagger) or entangle; SA spells, dagger, rope; SD none; MR 30%; SZ M; ML11

From her amulet she can cast *cause fear* at will (save vs. wands), and perform once per round *detect invisible*, *locate object*, *invisibility*, *polymorph self*, or *produce flame*. Normal weapons can harm her. Anyone struck by a dagger of pain must roll a save vs. poison or faint from extreme pain for 1-6 rounds.

### Tier 4-5

**Teshia, hf F8:** Int Average; AL NE; AC 2; MV 12; HD 8; hp 65; THAC0 12; #AT 2; Dmg 2-8 / 2-8 (dagger) or entangle; SA spells, dagger, rope; SD none; MR 30%; SZ M; ML11

## Grand Hall

*These two doors of ash wood are truly magnificent. The color of honey, the wood contrasts beautifully with the burnished copper hinges. At chest height is a gold seal. It is a disk one span across with an engraving of five eyes. One eye is in the middle and the others are arranged in an "X" pattern on the disk. In the center eye is a large ruby.*

The gem in the center of the disk is the pommel stone. To open the doors the disk must first be removed. Just pulling the disk out can do this. There will be an audible click, but no mechanism is visible.

If the ruby in the disk is touched to the pommel while the sword is in the hilt the sword will reform. Duram will have his memory returned and can discuss anything with the characters. Anything in the Referee's Introduction is fair game except the particulars on how Kuril was able to shape his prison. Anything that you feel Duram would know is appropriate. It is now a functional *holy avenger* (though with limited powers).

Once the sword is reformed, nothing prevents Kuril from leaving his prison. The power that made the prison in the first place has now been concentrated in the sword. The last aspect of the prison that remains is the prohibition on movement magic. Kuril must walk out of the Great Hall before he can return to Thay.

*Within lies a grand hall. Space enough for a formal ball, on the far side you see that there is a stage, bracketed by two huge braziers. The stage itself stands thirty feet above the rest of the hall. Standing on the stage is a man dressed in courtly garb. Dressed in tattered greens and blues, he is surrounded by a swirling cloud. Casually tossing back a glass of wine*

*he throws the glass back over his shoulder. The stage itself appears to be a well-appointed study.*

If Teshia had reason to flee, she will be at his side.

*His appearance is that of a withered zombie, but you notice that the mist is slowly seeping into him and his form is improving.*

(For Tiers 4-5) *There is also a large crystal sphere the size of grapefruit slowly revolving around his head.*

*"I must thank you for your arrival," he says, "I haven't been able to enjoy a glass of wine for some time."*

Kuril is willing to speak on a variety of subjects. Anything in the Referee's Introduction is fair game. Also:

- Kuril is a master of winemaking. It being his main hobby he has come up with a number of new varieties of grape. The magical wine that keeps Teshia invigorated is one example.
- He has been slowly repairing his form over the ages. The breaking of the disk over the spiral stairs accelerated the reforming process.
- One of the more humiliating aspects of his prison is that the gold seal is his own coat of arms.
- If Teshia moves against him, he will make sure she dies first. He is upset by the betrayal, but only because she was trusted. He has no emotional attachment to her.
- Kuril just wants to go home. He has come to realize the power of the local heroes and is willing to assume that things haven't changed during his imprisonment. He is more than willing to quit the field and perpetrate atrocities in his homeland of Thay. Conquering this area will take more forethought and planning than expected.

**No movement spells or magical effects will work in the Great Hall.** This includes *dimension door*, *teleport*, *spider climb*, *haste*, *slow*, *plane shift*, or any other such spell. Spells cast outside of the Hall will function, but can not be used to bring the spellcaster into the Hall. *Jump* does function as usual, and one use of the spell is sufficient to bring a person from the stage to the floor or vice versa. Again, this is due to the expression of Kuril's will as well as an aspect of his prison. *Fumble* also works as the *slow* effect is due to extreme clumsiness rather than hindering movement.

Crawling out from the Maw are four creatures to act as his bodyguards. His powers are still weak from his imprisonment. If the party just lets him leave, he will go quietly. If the party wants to stop him, he will strike to

kill. Once he steps out of the Hall, he will teleport to another location and be gone.

Kuril can only be slain with the assembled sword or another holy weapon; this weapon must take his last hit point. Once Kuril dies Medwyn's sword loses its magic and Duram's soul goes to his reward with a whispered thank you. A holy weapon is defined as:

- Medwyn's Sword
- A *holy avenger*
- A weapon forged on one of the Upper Planes
- A weapon that has a higher plus in the hands of a paladin.

Spells in bold are cast before combat if able.

### Tier 1

**Kuril, hm W4:** Int Supra-Genius; AL NE; AC 5; MV 12; HD 4; hp 16; THAC0 19; #AT 1; Dmg 1-6 (staff); SA spells; SD none; MR none; SZ M; ML18.

Spells: 1<sup>st</sup> ***shield, protection from good, magic missile***; 2<sup>nd</sup> ***mirror image, glitterdust***.

Scroll with *teleport* spell. This spell burns up when Kuril is killed.

### Tier 2

**Kuril, hm W6:** Int Supra-Genius; AL NE; AC 5; MV 12; HD 6; hp 24; THAC0 18; AT 1; Dmg 1-6 (staff); SA spells; SD none; MR none; SZ M; ML18

Spells: 1<sup>st</sup> ***shield, protection from good, jump, magic missile***; 2<sup>nd</sup> ***mirror image, glitterdust***; 3<sup>rd</sup> ***lightning bolt, hold person***.

Scroll with *teleport* spell. This spell burns up when Kuril is killed.

**Skeletons (4):** Int Non; AC 7; MV 12; HD 1; hp 5 x4; THAC0 19; #AT 1; Dmg 1-6; SA None; SD None; MR Immune to cold, hold, charm; SZ M; ML na

### Tier 3

**Kuril, hm W9:** Int Supra-Genius; AL NE; AC 5; MV 12; HD 9; hp 36; THAC0 18; #AT 1; Dmg 1-6 (staff); SA spells; SD none; MR none; SZ M; ML18

Has the *staff of the apprentice*

Spells: 1<sup>st</sup> ***protection from good, jump*** x2 (one pre-cast), *magic missile*; 2<sup>nd</sup> ***mirror image, glitterdust, scare***; 3<sup>rd</sup> ***vampiric touch, lightning bolt, hold person***; 4<sup>th</sup> ***stoneskin, wall of ice***; 5<sup>th</sup> ***teleport*** (only for use outside of hall)

**Ghouls (4):** Int Low; AL CE; AC 6; MV 9; HD 2; hp 10 x4; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA Paralyzation; SD none; MR sleep, charm; SZ M; ML 12

### Tier 4

**Kuril, hm W12:** Int Supra-Genius; AL NE; AC 3; MV 12; HD 9+3; hp 39; THAC0 17; #AT 1; Dmg 1-6+2 (staff); SA spells; SD none; MR none; SZ M; ML18

Has the *staff of the apprentice* and a *crystal sphere*

The crystal sphere can have spells cast into it, which then breaks and casts all of them onto the wielder. This has the effect of starting all of the wielder's pre-cast spells at the same opportune time. Kuril will start casting his spells into the sphere when the party arrives or Teshia warns him, and then break the sphere when the PCs enter the room with the complete sword.

When he breaks the crystal sphere to have his spells in bold face cast on him, he will appear to *dimension door* to the fight. He is not; rather the *projected image, improved invisibility*, and the *phantasmal force* give the illusion of it.

Spells: 1<sup>st</sup> ***protection from good, jump, phantasmal force, magic missile***; 2<sup>nd</sup> ***mirror image, blur, scare, glitterdust***; 3<sup>rd</sup> ***vampiric touch, lightning bolt x2, hold person***; 4<sup>th</sup> ***stoneskin, fire shield*** (cold), ***minor globe of invulnerability, improved invisibility***; 5<sup>th</sup> ***ironguard, chaos, Bigby's interposing hand, teleport*** (only for use outside of hall); 6<sup>th</sup> ***projected image***

**Skeletal Warriors (4):** Int Exceptional; AL NE; AC 2; MV 6; HD 9+2; hp 42; THAC0 11; #AT 1; Dmg 1d10+3 (Sword); SA +3 to attack roll; SD undead spell resistance; MR90%; SZ M; ML 20

Normally only one warrior can be controlled at a time. As these were loyal generals of Kuril's, he was able to have all four obedient to him.

### Tier 5

**Kuril, hm W17:** Int Supra-Genius; AL NE; AC 0; MV 12; HD 9+8; hp 44; THAC0 16; #AT 1; Dmg 1-6+2 (staff); SA spells; SD none; MR none; SZ M; ML18

Has the *staff of the apprentice* and a *crystal sphere*

The Crystal sphere can have spells cast into it, which then breaks and casts all of them onto the wielder. This has the effect of starting all of the wielder's precast spells at the same opportune time. Kuril will start casting his spells into the sphere when the party arrives or Teshia warns him, and then break the sphere when the party enters the Hall with the completed weapon.

When the ward containing Kuril is broken and he breaks the crystal sphere to have his spells in bold face cast on him, he will appear to *dimension door* to the fight. He is not; rather the *projected image, improved invisibility*, and the *phantasmal force* give the illusion of it.

Spells: 1<sup>st</sup> ***protection from good, jump, phantasmal force, magic missile x2***; 2<sup>nd</sup> ***mirror image, blur, scare, glitterdust, stinking cloud***; 3<sup>rd</sup> ***vampiric***

*touch, lightning bolt x2, hold person, slow; 4<sup>th</sup> stonewall, fire shield (cold), minor globe of invulnerability, improved invisibility, wall of ice; 5<sup>th</sup> ironward, chaos, Bigby's interposing hand, wall of iron, teleport (only for use outside of hall); 6<sup>th</sup> projected image, death fog, chain lightning; 7<sup>th</sup> spell turning, power word: stun, Mordenkainen's sword; 8<sup>th</sup> maze, prismatic wall*

**Skeletal Warriors (4):** Int Exceptional; AL NE; AC 2; MV 6; HD 9+2; hp 42; THAC0 11; #AT 1; Dmg 1d10+3 (Sword); SA +3 to attack roll; SD undead spell resistance; MR90%; SZ M; ML 20

Normally only one warrior can be controlled at a time. As these were loyal generals of Kuril's, he was able to have all four obedient to him.

## Act 5 - Conclusion

After the final blow that finishes Kuril there is a wrench and the keep returns to the Prime Material plane. Unfortunately the keep is made from ethereal stone and begins to evaporate without Kuril's will to maintain it. The PCs need to move speedily to the ground floor. There they will see the sunlight shine through the walls until they are standing on top of the mott. They can saddle up and ride or teleport back to the temple of Mystra.

Upon arrival they will be escorted back to Loris' office. Loris will be brought from his duty of teaching acolytes to debrief the party. He will thank the party for a job well done, pay them, and then cast a modified version of *identify* to tell the PCs the virtues of their spoils. One point of temple fame is awarded.

If the party fails, those that survived the battle will wake up outside of Kuril's keep. It is abandoned as Kuril has left for Thay with the remainder of his entourage. He will not trouble himself to kill the remainder of those who opposed him, as he would rather have them live with their failure.

### The End

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate

character portrayal throughout the adventure, not just how well the PC interacted socially.

3. 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.

Putting the undead to rest:	100 xp
Preventing the rising of the troops:	50 xp
Disassembling the Butler:	50 xp
Killing Teshia:	25 xp
Convincing Teshia to turncoat:	75 xp
Stopping Kuril:	200 xp
OR	
Kuril escapes, but the PCs fought hard:	125 xp
Total Experience for Objectives:	800 xp
Roleplaying Experience:	0-500 xp
<b>Total Possible Experience:</b>	<b>1,000 xp</b>
For Tier 2:	2,000 xp
For Tier 3:	3,000 xp
For Tier 4:	4,000 xp
For Tier 5:	5,000 xp

## Treasure Summary

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

- A gold disk worth 2000 gp
- 68 gp and 254 sp
- *Rope of entanglement*: This rope works like any rope of entanglement, with one weakness. It does not get a saving throw vs fire. Any magical fire which causes at least 15 points of damage destroys it utterly, whether the one carrying it makes a saving throw vs fire or not.
- *Staff of the apprentice*: This is a staff +2 that has a number of other powers. Its spells effects are at ninth level. The staff holds nine charges and cannot be recharged. Only a wizard of level 6<sup>th</sup> or less can use the staff.

- For 1 charge: *light, detect magic, armor*
- For 2 charges:
  - 1. *Protection +2* -- This draws the magic from the staff so that it becomes a +0 weapon for the duration. The other powers are still functional. This function lasts for 9 rounds. This effect can be ended early if the caster desires.
  - 2. *Striking* -- The next blow that lands on an opponent does 10 points of damage. This replaces rolled damage and is cumulative with any strength bonus. This function can not be used while the protection function of the staff is operating.
- A Bottle of Kuril's Finest: A blue glass bottle of exceptional wine made from extra-planar grapes. Highly refreshing, each glass functions as a combination potion of Healing and Vitality. There are two glasses in the bottle. One hour after the seal is broken the magical quality of the wine fades.
- Herb Bundle: This is a bundle of useful herbs that assist the use of the Herbalism skill. Each use gives a +2 to the skill and adds 2 hp of healing or +2 to a new poison save. There are twelve uses in the bundle.
- Wizard Scroll with the spells *jump, lightning bolt, summon elemental* (Earth) written at 12<sup>th</sup> level
- Wizard Scroll with the spells *protection from good, glitterdust, projected image* written at 12<sup>th</sup> level

### **Fame Award**

1 Point in Temples