

# Light in the Lovers eye

A One Round AD&D Living City Tournament

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

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

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

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

## Tier Structure

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

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 Information

This is the third installment of the Tarot Series of Living City tournaments. During this tournament the PCs will again be contacted by Madam Coth,

a silk merchant in from the Ravens Bluff market district. She is a Vistani and is very attuned to the workings of Fate and the future. It is not necessary for players to have already played the previous two adventures, or is it necessary to play any of the future tournaments.

The tournaments break down as follows:

- Tarot I: The Test of Fate's Strength
- Tarot II: The Stars & Moon Above
- Tarot III: The Light in the Lover's Eye
- Tarot IV: Along the Wheel of Fate
- Tarot V: Rogue of the World

A synopsis of the first two tournaments is given below:

**The Test of Fate's Strength:** It was within this module that the characters are first instructed in the ways of Fate and are sent by Madam Coth to the temple of Lliira, or was it Leira, to find a hidden passage. Either way they fought their way through a maze of traps, monstrous creatures and diabolical magic to rescue Madam Coth from the clutches of Fate's chosen opponent, a high priestess of a yet-unknown religion. The priestess had protected herself with three powerful guardians. The PCs defeated each of these guardians and won the first of Fate's challenges.

**The Stars & the Moon Above:** Here Madam Coth again calls upon the PCs to challenge Fate. A series of dream worlds challenge the intellect and martial skills of the PCs.

So what is to happen to the PCs during this segment of the series? First of all, Madam Coth has seen a very small vision of the future. She is not positive that it relates to Fate's tests but she is still very concerned since it impacts her very business. Madam Coth is one of the few silk merchants and dressmakers that the clergy of Sune honor with their purchases, and they trust to the skill and materials of her wares. Madam Coth had a very realistic dream in which the High Priestess of Sune was in grave danger. She did not see who or what was threatening the High Priestess but trusts her dreams. She immediately put out runners looking for adventurers.

In fact, the High Priestess is indeed in grave danger, danger brought about by the evil curse laid upon Madam Coth. Any PC of “true” gypsy blood or who claims to be a Vistani might be able to notice a dark shadow over the face of Madam Coth. The chance of this occurring is only 30%. The encounters are broken out in this way:

### **Introduction: Madam Coth’s Silk Shop**

Madam Coth indeed summons the PCs to her presence again and tells them of the dream she had and brings up the concept that Fate may be again testing Ravens Bluff. She sends them towards the Temple of Sune with a letter of introduction and details about her dream.

### **Encounter One: Temple of Sune**

The clergy of Sune are very hesitant to talk of the High Priestess’s retreat, at least until the superiors at the temple get a chance to review the documents Madam Coth sent the PCs with. The PCs will get a chance to role-play with a number of Sunites and those of less savory looks will be very much ostracized.

### **Encounter Two: On the Road South**

Fate’s Chosen has also been granted visions of the future and has set guardians upon the road to waylay the adventurers. These guardians make up a very difficult combat encounter. Note: There are only two combat encounters but they are both quite difficult.

### **Encounter Three: Enter the Valley**

The retreat is secluded in a lush mountain valley in the mountains south of Ravens Bluff. Here a resort catering to the whims of the rich and beautiful resides. The PCs will need to undergo a major change at this point. The clerics of the temple gave them a couple of magical pills to aid them but the problem is that only couples are allowed at the resort. Obvious arms and armor are also against the rules. The PCs will have to utilize polymorph pills to form into couples, as well as checking any weapons or armor that violates the rules.

### **Encounter Four: Your gracious Host**

The PCs are able to meet and talk with many of the staff members. At this point the tournament takes a non-linear approach with the different areas that the PCs (as couples only) may explore. The areas include:

- ? Romantic Meals
- ? Walks in the Park
- ? Canoe Rides in the Lake
- ? Counseling Sessions
- ? Massage Lessons
- ? Beauty Treatments
- ? Dancing Lessons

### **Encounter Five: Confrontation**

This encounter only occurs if the PCs are not able to pull off the couples routine and are caught at being impostors, OR, if the PCs have enough information to pin-point the high priestess and her lover and confront those that are doing the controlling. This should only be a magical confrontation since the controllers have all been *imbued with spell ability* to enable them to control the resort staff. They should be able to describe their employer in some detail, detail that should put a good scare into the players.

## Players Introduction

*She awoke drenched in sweat. The dream was so realistic, and she for one placed a lot of emphasis on the power of her dreams. The dream was strange, she was working in her silk shop, servicing the many fine dressed citizens of Ravens Bluff. The sun was setting when her last customer came into the shop.*

*The customer was female and was very shapely, wearing the crimson dress typical of the clergy of Sune. Most of the Sunites in the city frequent her shop, so it did not surprise her. However, when the priestess turned to face her, instead of the perfectly drawn out face of a Sune follower, she was shocked awake by the hideous creature wearing the crimson dress of Sune.*

*She went immediately to her door and summoned Ivan, one of her family and closest protectors. She needed messages sent, sent to*

*the many adventurers in Ravens Bluff whom she trusted with another unknown mission of Fate.*

*Madam Coth relates this story to you, seated in the back room of her silk shop located in the heart of the market district. The sun has just started to rise as she continues, "I am very worried about this dream. I feel that someone or something is wrong at the Temple of Sune. I have drafted a letter of introduction so you might speak with the High Priestess Morlain. She is a very good customer and she will understand the urgency of my dream. I cannot tell if this omen is related to the Tests that Fate has been sending to Ravens Bluff, or if some evil is preparing to befall the Temple of Sune.*

*Madam Coth continues, "I believe I have seen each of you around the market district but unfortunately I do not have a great memory when it comes to names. If you could remind me before you head to the temple I would greatly appreciate it."*

Allow the PCs to describe and introduce their characters at this time. Encourage them to role-play their introductions to get them into a role-playing frame of mind. When they have finished, they can continue with Encounter One.

## Encounter One: The Temple of Sune

*The temple of Sune is a very beautiful building, although it is fairly small compared to many of the civic temples about Ravens Bluff. Three marble steps lead up to an open archway, inside a few followers and clergy are socializing after this mornings services. You quickly notice that most of your appearances does not seem appropriate, both in fashion and in looks. A very handsome man approaches you, his black jacket covering most of the silk scarlet shirt underneath.*

Be sure and stress the looks those with Charisma scores of less than 14 are receiving at this point. Gregor will be friendly to all but will direct his

speech and gaze at the most charismatic female in the group.

**Gregor Fenfrill, hm P5:** Int Average; AL CG; AC 10; MV 12; hp 26; THAC0 18; #AT 1; Dmg per weapon; SA nil; SD nil; MR nil; Ht 6'4", Wt 220, Hair Blonde, Eyes Blue, Cha 18; SZ M; ML 10;

Spells: *cure light wounds* x3, *chant*, *hold person*.

Gregor is a very friendly and warm person, the type that likes everyone. He will welcome the PCs to the temple, asking them if this is their first time visiting the temple. He really is an energetic personality and can be a bit overwhelming in his friendliness. He will offer the PCs food and drink (fresh fruit juices, very good for the skin) and offer to give the PCs a short tour of the temple. If the PCs show him the letter of introduction he will beam even more (if that is possible), he shops exclusively at Madam Coth's so of course he knows her. The high priestess is not currently available but he will do everything in his power to assist the PCs.

Make sure to role-play Gregor as a charming (to the ladies) and dashing cleric of Sune. He is so friendly paladins and little children get frustrated dealing with him. He will not open the letter but if the PCs inform him of the trouble, the smile that has been plastered on his face will disappear, a look of concern replacing it. At this point read or summarize the following text:

*"I am very concerned about this. Morlain has always placed a great deal of trust in the visions of Madam Coth. I am not sure what I can do to assist you. The High Priestess Morlain has traveled south to a special retreat for couples only. She has a special person in her life and they wanted to get away from Ravens Bluff for a while. Now I can instruct you on how to get to the retreat, but I am afraid you may have trouble getting into the retreat as they only accept couples."*

Let the PCs stew for a couple of seconds. Gregor will continue and summarize the following bits of information for the PCs.

- He can issue passes for couples that allow entrance into the retreat.
- He also has a number of *pills of polymorph* that last a long time (seven days). The only problem is that sometimes when people digest these pills the polymorphed shape becomes permanent.
- (If there is an odd number of PCs) Gregor will offer to join the party so that the number of couples is even. He will even offer to utilize one of the *pills of polymorph* to take the shape of a female cleric of Sune.
- Gregor knows that weapons and armor may be worn while traveling to the retreat, but the retreat has many very strict rules about armor, weapons and appearance while at the retreat.
- (If any of the group is exceedingly rough appearing or wearing poor clothing) Gregor will suggest they utilize the polymorph pill and suggest that everyone, including himself, could probably use some new clothing for their time at the retreat.
- Proper dress at the retreat is full length dresses for women and shirt and coats for men.

The temple has its own clothier, a man named Marsh. Gregor will take the PCs to see Marsh after they have decided exactly who is to be male and who is to be female.

**Marsh, em Clothier:** Dex 19, Clothing Related Skills: (18)

A sharp dressed elf in black loose sleeved tunic and tightly pleated trousers. He has very long black hair and green eyes.

*Gregor brings you into a back room of the temple, there a solitary elf sits behind a sewing table putting the final embroidery on an elegant tunic of crimson and black. He frowns as your group becomes visible to him, "Hello Gregor", he says reluctantly, "what can I do for you and your new friends?"*

Gregor will tell Marsh that he and his friends all need new clothing at least four outfits, for socializing. Marsh will get up to examine each PC when Gregor will interrupt him and cheerfully tell him that some of the PCs will be taking a new shape for the adventure. At this point Marsh will ignore Gregor and go to each PC individually asking...

*Gregor glances up and down each of you walking all about you, sometimes taking a quick measurement of some part of your body. "Now I understand Gregor has something in mind that has some of you looking different, now who might that be? (Allow the players to identify themselves) Okay, all those remaining as they are move over here." Marsh points to the right side of the room. "Okay, now one at a time please tell me what you are going to look like, and how you are going to change your bodily proportions."*

After everyone has described the changes, Marsh will inform everyone to wait here. He will leave for about 20 minutes returning with bundles of clothing for each member of the party, from his supply room. All the clothing is very elegant and proper, but has none of his trademark embroidery upon it.

After everyone has their clothing, Gregor will excuse himself to retrieve the polymorph pills. He will only get enough for those needing to change plus one additional one in case of emergency. These he will give to the PC female with the highest Charisma or the male with the highest Charisma if there are no females. If he is to join the party then he keeps the pills himself. Either way he has also brought 12 vials of holy water for the party to separate in whichever manner they deem appropriate.

## Encounter Two: On the Road South

*Gregor details a journey of about two days, with the group moving south into the mountains. The first day of travel passes quickly with*

***Ravens Bluff's walls fading behind you. The trail is very narrow but appears to be very well maintained. The campsite which Gregor told you about is easily found, although the sun has already begun to set as you stop and begin to make camp.***

If Gregor is with the PCs he rides a beautiful horse with white hair and crimson bows tied in her tail and mane. Take this time to allow PCs to change their spell selection and cast whatever spells they wish. A successful *Herbalism* roll at -6 will allow the PC in question to find a bush that has 3d4 berries that may be used as part of a *goodberry* spell. Successful *Hunting* proficiency checks allows the PC to bring in one of the following, 1) A young mountain goat, 2) Three rabbits, 3) A wild turkey, or 4) a pair of quail.

The PCs should also set-up their normal marching order on the trail (1 per rank) and a watch set-up for the evening at the campsite.

The evening goes without incident. The next morning the sun is bright with nary a cloud in the sky, as the PCs start back on the trail.

***The morning sun gleams from the eastern edge of the trail. You have been following Gregor's directions and are making your way to a mountain valley not far from the mountain summit. The trail winds peaceably up the mountain slope and soon the entrance to the valley is found. The lush green grasses and wide open plain seem to spark a hidden reserve of energy in your horses.***

***Gregor's instructions put the retreat at the far end of the valley near a small mountain lake. Moving in that direction you are startled as columns of flame burst up out of the ground, and devilish shapes emerge from the flame....***

The PCs will need to make two rolls here. The first is for surprise. Anyone surprised will be at -4 to stay seated and in control of their horse.

The second roll is a check to see if the PC retains control of the horse. The fear of the unnatural has spooked even the boldest of war-horses. Do not let the PC convince you that their war-horse has seen all sorts of creatures and is trained for this. It is unlikely that anyone

summoned Baatezu to train a war-horse to fight them. The only exception would be a magically created horse such as the *equis coin* from *Veiled Threat*. Every horse will be attempting to flee in panic, the PCs will have the choice of attempting to control the horse or jumping off to battle the baatezu. Control of the horse simply indicates they are steady in the saddle as the horse makes for the exit of the valley.

A *Riding—Land-Based* proficiency check is necessary to either remain in control of the horse or to jump to the ground safely. Failure results in a rough fall from the horse and 1d2 points of damage.

NOTE: This is a reality check for the characters. Please refrain from killing a special mount such as a paladin's warhorse, which would be better trained or more intelligent and thus less likely to injure itself.

Each horse allowed to run free has a 10% chance of hurting itself. If a horse has been hurt roll on the following chart to determine the severity of its injury:

Roll 1d12:

On a (1-3) The horse is mildly injured, a gash along the right side of its flank (1d2 points of damage). The horse is still able to be ridden without possibility of further injury.

On a (4-5) The horse is injured in a number of places, gashes about the belly and legs (1d8 points of damage). Nothing life threatening, but riding the horse further has a 50% chance of increasing the wound level to the next result.

On a (6-7) The horse is lame, and may have internal injuries. The horse is not able to be ridden without a 75% chance of worsening its condition to the result of a 10 or 11. It has sustained 2d6 points of damage. This horse may be ridden if magically healed.

On a (8-9) The horse has a broken leg. It cannot stand and must be destroyed unless at least 10 hit points of damage is magically cured. This does not include potions, but does include salves and

dust. If the horse is cured it will be able to walk but still has 2d4 hit points of damage. It may not be ridden for three days. If ridden during that time there is a 30% chance the horse will degrade to the next result.

On a (10-11) The horse has collapsed and is barely alive. It has only 1 hit point remaining and is bleeding at a rate of 2 hit points per round internally and externally. Only magical healing will be able to cure the creature. If it is cured, it will be weak and unable to travel for at least 3 days. After the three days has past it will be able to walk without a rider. The horse must be walked for the next six days before it may be ridden again. Consider this the same as if the horse was brought back from Death's Door and is weak and unable to function fully.

On a (12) The horse has unfortunately fallen breaking its neck, ending the terror that the Baatezu infused within it.

Note: The Baatezu may make their physical attacks and attempt to utilize one of their innate abilities each round. Any round that a Baatezu does not use an innate ability it will attempt to *gate* in additional Baatezu if capable of gating in assistance.

Baatezu are affected by the following attack forms:

Attack	Damage	Attack	Damage
acid	full	cold	half*
elect	full	mag fire	none*
gas	half	iron weapon	none**
MM	full	poison	none
silver weapon	full***		

\*the gelugon suffers half damage from fire and none from cold.

\*\*unless affected by normal weapons.

### Tier One:

**Baatezu - Lemure (5):** Int Semi (2-4); AL LE; AC 7; MV 3; HD 2; hp 10; THAC0 19; #AT 1;

Dmg 1-3; SA nil; SD Immune to charm person, illusions, mind-affecting spells, Regenerate 1 hit point per round. Holy Water inflicts 20 hit points of damage and prevents regeneration; MR nil; SZ M (5' tall); ML 10

Lemures are disfigured blobs of molten flesh, with twisted, melted features molded into permanent expressions of horrid anguish. They are immune to any mind-affecting spells such as *charm person* or *illusions*. They regenerate 1 hit point per round until brought to zero hit points then they disappear.

### Tier Two:

**Baatezu - Osyluth (1):** Int Very (11-12); AL LE; AC 3; MV 12; HD 5; hp 40; THAC0 15; #AT 4; Dmg 1-4/1-4/1-8/3-12; SA Fear, poison (save at -3 or lose 1d4 strength for 10 rounds), Innate Ability to *fly*, *improved phantasmal force*, *invisibility*, *wall of ice*. Osyluth see perfectly well in total darkness including magical., and they have a 35% chance to *gate* in an additional Osyluth; SD +1 weapon needed to hit; MR 30%; SZ L (9' tall); ML 12

The osyluth is a horrid boney and wretched human form, with a fear-some human skull covered by sickly dried skin. It also has a scorpion tail and the foul odor of rot.

Terrible opponents, osyluths attack ruthlessly, driven by hatred and rage. They have two claw attacks (1d4 damage) and a bite (1d8). Osyluths also attack with their tail, which does 3d4 damage and injects poison. The victim must save vs. Poison with a -3 penalty. Failure means the victim loses 1d4 points of strength for 1d10 rounds.

### Tier Three:

**Baatezu - Hamatula (1):** Int Above Average; AL LE; AC 1; MV 12; HD 7; hp 55; THAC0 13; #AT 3; Dmg 2-8/2-8/3-12; SA Fear, Hug (2d4 automatically), Innate Ability to *affect normal fires*, *hold person*, *produce flame*, *pyrotechnics* and a 35% chance to *gate* in an additional Hamatula.; SD +1 weapons needed to hit; MR 30%; SZ M; ML 20

Hamatula are large humanoids, covered from head to toe with sharp barbs right down to their long, meaty tails. Each hamatula has unusually long, sharp claws on its hands, and keen eyes that shift and dart about, giving the creature a nervous look.

If a hamatula hits in combat with both claw attacks, it can hug its victim, impaling him on its cruel barbs (2d4 damage, no attack roll needed). The victim is now pinned and takes 2d4 points of damage per round until released. (A hamatula that takes 15 points of damage in a single round will release its victim at the end of the round). A victim with a Strength of 16 or greater make tear free with a successful Strength check.

A hamatula can use the following spell-like powers: *advanced illusion, animate dead, charm person, infravision, know alignment, suggestion, teleport without error, affect normal fires, hold person, and produce flame*. Hamatula also radiate fear, the first time a PC is struck they must make a saving throw versus wands or flee in panic for 1d6 rounds.

#### Tier Four:

**Baatezu - Gelugon (2):** Int Very (11-12); AL LE; AC -3; MV 15; HD 11; hp 75; THAC0 9; #AT 4; Dmg 1d4+4 / 1d4+4 / 2d4+4 / 3d4+4; SA Tail Freeze (save vs. paralysis or be paralyzed for 1d6 rounds), fear, Innate Ability to *detect invisibility* (always active), *detect magic, fly, polymorph self, and wall of ice*. They may also gate in either (4) Osyluths (see tier two) or an additional Gelugon at either a 35% or 20% chance. Each may only be attempted once.; SD Regenerate 2 hit points per round, +2 weapons needed to hit; MR 50%; SZ M (7' tall); ML 16

Gelugons are ferocious baatezu that live in frigid Caina. They look alien, with 12-foot insectlike bodies, claws on hands and feet and sharp pincers at the mouth. Their heads bulge with multifaceted eyes. The gelugon has a long, thick tail covered with razor-sharp spikes.

Gelugons are extremely strong, with 18/76 strength (+4 damage adjustment). They attack four times per round with their two claws (1d4), pincers (2d4) and tail (3d4 and paralysis) instead

of weapons. The tail radiates cold like the wind of Caina itself; the victim must save vs. Paralyzation or be paralyzed by numbing cold for 1d6 rounds. The gelugon may direct each of its four attacks against different opponents without penalty.

#### Tier Five:

**Baatezu - Cornugon (4):** Int Exceptional (15-16); AL LE; AC -2; MV 9, FL 18 (D); HD 10; hp 65; THAC0 11; #AT 4; Dmg 1d4+6 / 1d4+6 / 1d4 +7 / 1d3 +6; SA Fear, Wounding (the last attack bleeds at 1 hit point per round until healed or holy water is applied); Innate Ability to *detect magic, esp, lightning bolt* (3 times per day at 10th level), *produce flame, pyrotechnics, and wall of fire* (once per day). They may also attempt to *gate* in two additional cornugons once per day, they have a 20% chance of the gate functioning properly.; SD Regenerate 2 hit points per round, +2 weapons needed to hit; MR 50%; SZ L (9' tall); ML 14

Cornugons look frightening: 9-foot tall, only vaguely humanoid, and covered in grotesque scales. Their huge wings and snaking, prehensile tail add to their intimidating demeanor.

The higher level Baatezu disappear when killed, the Lemure do not disappear, they must be destroyed with holy water. Note: They can regenerate even if burnt to ash.

At the conclusion of the battle the PCs will be able to collect their mounts, determining if any of them have been injured in anyway. They can also scour the area if they wish. Under the ground in the areas that the columns of flame sprouted from are six black disks. These disks do detect as magical if someone attempts the detection. They have no abilities of their own but may be sold to any temple or to the ministry of art for 1,000 gp a piece. NOTE: For those who might ask if these disks are the same as those that the Deputy Mayor Belanor was accused of planting in the city the answer is NO! These are very strange with very strange writing upon them. Only a *read magic* will determine that the writing is meant to focus

the summoning, however a Vistani will recognize the writing as native Vistani writing.

As soon as the PCs get everything together and cast whatever healing they require continue with encounter three.

## Encounter Three: Enter the Valley of Dolls

*Your encounter with the outer planar creatures behind you, it is easy to see why a retreat was built in this mountain valley. The valley is peaceful and a variety of colored birds fly overhead. At the far end of the valley you spot a body of crystal clear water and a couple of man made structures. A sturdy stockade of wooden fencing surrounds the structures as well as the lake. There seems to be a gate-house on this side of the lake, it is small although you can just barely make out the movement of armed guards around the gate itself.*

At this point the PCs are going to have to get into “character,” that is get into the correct pairing of couples that the retreat demands. The name of the retreat is Valley of Dolls and it hires a very experienced guard staff. If the PCs want to mix it up with the guards do your best to persuade them of how prepared the guards appear. Maybe give them a glimpse at the guardhouse and the genuine dragon skull table that they use. (It used to bother the retreat) They will want to know if the PCs spotted any creatures on the way in, they patrol the trail very regularly, never know when another dragon might come around. (Comments like this should keep the PCs in line, if not and the PCs attack the guards should be able to easily handle any party of PCs) There is also a stable for the horses, with very well trained stableboys to take great care of them, including the injured ones.

**Guardsmen (15), hem F11:** Int Above Average; AL CG; AC -4 (full plate & dexterity); MV 9; hp 140; THAC0 4; #AT 5/2 (long sword) + 1 (short sword); Dmg 1d8 +10 (long sword) / 1d6 +8

(short sword); SA nil; SD nil; MR nil; SZ M; ML 16

**Guard Leader (Morrissey), hm F16:** Int Exceptional; AL CG; AC -10; MV 9; hp 160; THAC0 -1; #AT 5/2 (two handed sword); Dmg 1d10 +14; SA nil; SD nil; MR nil; SZ M; ML 18

The guards will take a lot of insults, they are used to it. They are also very wealthy and well paid by the owners of the retreat. They will require all weapons and armor to be left here. The only exceptions are listed below:

- ? A single bladed weapon that accessories a male’s outfit. The key thing here is that the PC should have a jeweled type of scabbard or the scabbard probably looks too worn.
- ? A jeweled dagger or dirk. Very fashionable.
- ? Magical Bracers and Rings.
- ? For those with longbows or shortbows, they will be told that their bows will be transported to the archery range if they wish to practice, but they may not carry them in themselves.

One very important note: One of the guardsman is wearing a *ring of truth*. Anyone not telling the truth will squeak as they speak unless they have a method of preventing a *detect lie* type spell function. The guards will also ask to examine any items of holding. They have a *wand of magic detection* and they will ask to examine any magical backpacks, bags, pouches, vest pockets and even bustiers (although they will ask very politely and be a bit embarrassed).

The guards want to register the couples and will assign them a bungalow. The guard captain will ask the following questions to each couple, (remember the *ring of truth*).

1. First names only, how shall we register your names today?
2. How long will you be with us?
3. Have you ever been with us before?
4. Have you been intimate with each other for long?
5. What do you hope to achieve as a couple during your stay with us?

Once each couple has answered the questions the Captain will lead them to a small boat. He will assist each of the ladies into the boat, and take a position at the helm of the boat.

*“Good Afternoon,” the leader of the guardsman says as you position yourselves in this small water craft. His voice is a little gruff, but very well mannered, “One of my more pleasurable duties here in the Valley of Dolls is introducing new couples to the various areas of the Valley Compound.”*

*The boat begins to move along the shore as the Captain continues, “If you look off to the right of the craft, that is the side the ladies are seated on, you can see some of the various buildings and areas of the compound. That first building there,” he says pointing to a orange roof tiled structure, “is the dance hall. We usually have a formal dance every other evening a couple hours after sunset. I hope you get to see one of the gorgeous sunsets we sometimes get here.”*

*The boat turns and starts moving directly away from the guardhouse and south along the shore. The captain points to a section of trees and bushes saying, “that is the park, a very nice place to take walks and picnics, but look out for ants. In the center of the park is our massage and beauty center. They will scrub away the old you and leave a younger body and a healthier you.”*

*The craft starts towards a boathouse and dock at the far end of the valley, the sheer cliff walls of the mountain extend rapidly into the sky. Behind the boat house a large reception center seems to be the center of attention and activity. The reception center is made entirely with what appears to be pink marble. “That there is our pride and joy. The Center for Cultural Enhancement, that is where the dining facilities are as well as the counseling center and teaching facilities just behind it. In just a minute or two and we’ll go inside and take a look.”*

The PCs may explore any part of the retreat that they wish. They do have a schedule they should be

aware of. The Captain will bring them into the Reception Center. There Helga will give the PCs their schedule. The PCs are assigned bungalows #8, #9, #2, #5, and #3 if they need it. Assign them in the order listed above. The description and possible encounters for each area are presented below:

### Bungalows: (total of 12; 9 guest, 3 staff)

In each bungalow the PCs will find one large double bed and a dresser and mirror for dressing. A large tub for bathing and their own private well. A small number of red capsules are in a glass jar on the dressing table. A small piece of parchment under the jar reads, “Drop two capsules into the tub of water to heat the water. If you require warmer water add one capsule at a time until the water is at the appropriate temperature. Please make sure to test the water before putting a capsule into the water.” There are four capsules in the jar.

Every morning, the staff will place a number of capsules in the jar to bring the total up to four, as well as changing the sheets and cleaning the rooms. Here are the capsule’s effects:

*Each capsule when added to water raises the water temperature in the general area. Five cubic feet can be affected. The first capsule raises the water 20 degrees, the second 15, the third 10 and so on. The capsules cannot raise the water temperature over 110 degrees no matter how many are added.*

If you do have a PC that confiscates some capsules, ask them wear they are hiding the capsules. If they have them on their person and they happen to fall into the lake, they will end up suffering damage if they have more than three capsules on them at the time.

**Thursday & Friday: hm age 17 F0: Int High; AL LN; AC 10; MV 12; hp 4; THAC0 21; #AT 1; Dmg by weapon; SA nil; SD nil; MR nil; SZ M; ML 7**

Thursday and Friday are the serving staff assigned to the PCs bungalows if questioned they can tell the PCs about the general whereabouts of all areas and the types of services there. Each is very polite and good looking although they will tell the PCs that one of the other boys, Tuesday is missing, and they are having to work harder to make up for the lack of staff.

### Boathouse:

The boathouse has dock space for the water craft the retreat uses to transport people from the gate-house to the reception area. Also inside the boathouse are four rowboats sized for two people. There is a small sign near the rowboats that reads:

*Feel free to take a romantic trip out onto the lake, just remember the following rules:*

- 1. Remember to Return the boats here.*
- 2. Stay away from Rock Island. The water is very low, and we have lost boats nearby.*
- 3. Do not get in the way of the Gate-house Boat.*
- 4. If you notice that all the rowboats are being used, remembers that others may be waiting to enjoy the lake as well.*

All the rowboats are identical except that each has a small number at the stern. The numbers range from one to four.

### The Main Reception Hall:

In the main reception hall the PCs will encounter people in four different areas. The first will be another visiting couple in the dining area. The second is Helga Strumbart, the activities coordinator. The third is Counselor Quirst, the counselor assigned to each of the couples. And the final will be Friday, a general assistant who will help out and get the PCs almost anything they need. Read the following description of the reception hall to them then continue as Helga Strumbart walks up and introduces herself.

*The reception hall is grand with a 35-foot ceiling. The entire structure is marble although silver and brass fixtures mark the inside. There*

*seem to be a few rooms to the wings of the great hall, as well as a few offices. The vessel captain points to the east and informs you, “The dining facilities are in that direction, I believe lunch is being served currently. To the west are the learning center, and that lovely lady is Helga Strumbart, who is your activity coordinator.” He points to a large woman moving in your direction.*

*“Well, I have overstayed my duty here and should be going back to the gate-house. Any of the staff in the learning center offices can get a hold of me if you have any further questions.” The blonde woman stops close by you, “Captain, do you have a moment to spend with us?”*

*As the Captain walks out the door and heads back to the boathouse Helga turns to you, “The good ones are always the hardest to catch. I know that was a personal view of my life and that you may not be interested, but we try not to keep any secrets in the Valley of the Dolls. I am here to help you plan your activities. The Captain should have told you about the dance hall, our next dance is tomorrow night and instructors will be available to refresh your dancing skills. The counseling center is closed right now, Counselor Quirst will be working with you out of our learning center. I have also assigned Thursday and Friday to assist you during your stay. I will make sure they come to your bungalow to introduce themselves. But, why don’t you grab a bite to eat and relax and tomorrow morning we will work out a schedule for you.”*

Helga likes BIG men, and has set her sights on the Captain. If any of the PCs are over 6’5” and 225 pounds she will keep a careful eye on them. Helga will answer any questions the PCs have about the retreat, however the most pertinent ones probably involve why the Counseling Center is closed. She knows the following information about the counseling center.

- The retreat’s councilors sometimes are requested to deal with cases that other councilors are not able to handle.

- The current case is really sad. There is a dwarf who was brought in, the dwarf has become addicted to *potions of speed* and *haste* spells.
- The effects were amazing to witness, he would pay exorbitant amounts of gold just to be hasted.
- The worst was the effects of the addictions created an environment in which he lost all recollection of what it was to be a dwarf, except for his natural infravision.
- He even asked to have his beard shaved off because it was slowing him down.
- Morlain and her husband were here, however, they enjoy their seclusion so she is not surprised that she has not seen them for a couple of days. They love to dance to the PCs will probably get a chance to see them tomorrow night at the dance.
- There are four other couples here at the resort. She will not give details about any of the other couples, this is a private resort and privacy is important, what would they say if she told all their little secrets.

**HELGA Strumbart, hf F2:** Int Above Average; AL LN; AC 8; MV 12; hp 11; THAC0 19; #AT 1; Dmg by weapon +1 (str); SA nil; SD nil; MR nil; SZ M (6' tall); ML 13

Wt: 185 Age: 25 Hair: Blonde Eyes: Blue

### The Learning Center:

This multi-room facility is where the trainers of the retreat give refresher lessons on etiquette, poetry, cultural history and other proper behavioral classes. One of the classrooms is being used by Councilor Quirst since the Concealing Center is currently closed.

**Councilor Quirst, hm W6:** Int Exceptional; AL NG; AC 9; MV 12; hp 24; THAC0 17; #AT 1; Dmg 1d4; SA spells; SD nil; MR nil; SZ M (5'7" tall); ML 9

Wt: 135 Age: 53 Hair: Black Eyes: Brown;

Spells: 1st level—*magic missile*, *charm person*, *sleep*; 2nd level—*ESP*, *alter self*; 3rd level—*tongues*, *slow*

The councilor is a strange-appearing man with a great deal of gray in his dark black hair. He is currently under the charm of the priestess but can not say anything about her. He goes about his duties normally asking questions and trying to help people but ends up reporting all his findings each night to the priestess. His typical line of questioning involves a couple's relationship with each other, and each individual's fears. Keep track of what the PCs answer for fears since the priestess will have that information.

The PCs will be scheduled to meet with the councilor the next morning

Here are his questions:

- What scares you about your relationship?
- What do you appreciate most about your special friend?
- What aspect of your special friend annoys you the most?
- Do you have nightmares, if so what are they about?
- If you were to assign a color to represent your relationship what color would it be?

These are typical questions feel free to add more if you wish. Quirst is trying to determine the health of the PCs' relationship, which in most cases just isn't going to be good. He may prescribe a picnic or a nice afternoon on the lake trying to help them out.

### The Dining Hall:

*The facility dining hall is a grand room with small secluded booths for couples to dine at. Each table is elegantly set with silver settings and bone porcelain china. The room is empty save for one couple casually dining at one of the booths. The couple is holding hands and speaking soft whispers to each other.*

As the PCs get a little closer they will notice that the couple is in fact a dark-skinned (drow) elf and a lighter-skinned elven female. They will be very polite although they will only introduce themselves as Light and Dark. They are young by elven standards and wish their relationship to remain a secret for now. Light is very frivolous

and well meaning although is a bit of an air-head (Int 7, Wis 10). Okay so she may have more common sense than some of the PCs. Dark on the other hand is very protective of her. He wears a jeweled sword on one hip, the dark color of the scabbard blends perfectly with the rest of his darkened outfit. They can tell the PCs the following bits of information:

- They have been here for three days so far. They have really enjoyed the beauty clinic and Light has enjoyed the long walks in the parks they have taken. There really are ants and they are so pesky, but still they had a wonderful picnic.
- They remember the high priestess. They saw her about two days ago. She had been complaining about nightmares.
- The place has been very empty lately, although they haven't complained at all.
- They have only seen one of the other couples at the resort. They are in bungalow #4.
- Helga Strumbart has been very helpful in arranging whatever they needed and the Counselor is attempting to give us the courage of informing our families about our relationship.
- There hasn't been a dance for a couple of days since we were the only ones here, maybe tomorrow they will have a real dance.

Light and Dark are staying in Bungalow #1 although they will not volunteer that information. However, following them back to the bungalow or asking Thursday or Friday will all get this information.

### Rock Island:

Yes this is a red herring. There is nothing out at Rock Island except a large number of hidden rocks and the threat of falling rocks. Anyone boating out in this direction will need to make two boating rolls. Missing one roll indicates that the boat took damage, missing both rolls indicates that the boat is sinking quickly. Anyone coming to help a sinking boat must also make a roll or become damage or worse if that boat is already damaged.

***Rock Island, a forbidden outcropping of granite very near to the mountain cliffs. The clear water shows the many fallen rocks near the island and a large sign is posted on the island that reads: "Turn Back, Dangerous Waters". A torn up rowboat stands solemn guard duty next to the sign.***

At this point have the PCs make their first boating roll. If they miss they scrap the bottom of the boat against a rock and a small amount of water starts to leak in. If they attempt to get closer to the island (they are about 20 feet away) they can make their second roll. Someone in the prow of the boat, who makes a successful observation proficiency check will gain the rower a bonus of +4 to their skill. Anyone either swimming or boating behind the island are subject to attack by the falling boulders or rocks. The rocks attack as indicated below:

### Tier One:

THAC0 17; #AT: 1; Dmg: 1-8; SA: On a damage roll of 8 the character struck must make a system shock or go unconscious.

### Tier Two:

THAC0 15; #AT: 1; Dmg: 1-10; SA: On a damage roll of 8 or better the character struck must make a system shock or go unconscious.

### Tier Three:

THAC0 13; #AT: 1; Dmg: 1-12; SA: On a damage roll of 8 or better the character struck must make a system shock or go unconscious.

### Tier Four:

THAC0 9; #AT: 1; Dmg: 3-18; SA: On a damage roll of 8 or better the character struck must make a system shock or go unconscious.

### Tier Five:

THAC0 7; #AT: 1; Dmg: 4-24; SA: On a damage roll of 8 or better the character struck must make a system shock or go unconscious.

If the PCs lose a boat or two out at Rock Island, Helga will be very upset. Anyone carrying the water heating pills might be in truly hot water (1d4 damage for two rounds when they are suddenly activated, unless the PC gets out of the water faster). She will treat the PCs as spoiled children who just had to disobey the signs since they were there. Remember if PCs protest their actions the old saying, "So if \_\_\_\_\_ jumped off a cliff, would you?"

### The Counseling Center:

*A large stone structure adorned with many high small windows is seen in the center of a small copse of trees. A large sign reads, "Keep Out! The Counseling Center is Closed. Counseling sessions are being held in the Reception Center"*

The windows are too small to fit in and the front doors are magically sealed. The Priestess knew that if anyone came into the retreat with plans to thwart her they would be inevitably drawn to the closed counseling center. Inside she has indeed placed a dwarf very addicted to speed potions. The dwarf utilizes *potions of speed* and *oil of impact* and is charmed to believe that anyone that enters is a baatezu creature and must be destroyed. All is how it seems and the staff has indeed seen the dwarf and remembers many counseling sessions with the dwarf. What they are not aware of, is that The Priestess does not want the dwarf cured and is in fact supplying him with potions for his use, through a spy at the resort. This is a trap for the PCs and they do not lose any experience for avoiding it by not entering at all, they only lose the chance to be chopped into many small pieces by the mad dwarf.

The dwarf is quite addicted and is already under the effects of a *potion of speed*, remember this could be dispelled by the PCs. MV and #AT are both already changed in the stat boxes. If the potion is dispelled (level 12 for purposes of *dispel magic*) go ahead and halve the amount listed.

### Tier One:

**Dwarf (Male) F4:** Int Low; AL CN; AC 3 (plate mail); MV 12; hp 42; THAC0 13; #AT 3; Dmg

1d8+8; SA nil; SD +5 vs magic, -2 to initiative roll; MR nil; SZ M; ML 19

### Tier Two:

**Dwarf (Male) F6:** Int Low; AL NG; AC 2 (plate mail & Dex); MV 12; hp 60; THAC0 9; #AT 3; Dmg 1d8 +14; SA nil; SD +5 vs. Magic, -2 to initiative; MR nil; SZ M; ML 19

### Tier Three:

**Dwarf (Male) F9:** Int Low; AL NG; AC 0 (plate mail & Dex); MV 9; hp 83; THAC0 7; #AT 6; Dmg 1d8+14; SA nil; SD +5 vs. Magic, -2 to initiative; MR nil; SZ M; ML 19

### Tier Four:

**Dwarf (Male) F11:** Int Low; AL NG; AC -1 (plate mail & Dex); MV 9; hp 96; THAC0 5; #AT 6; Dmg 1d8+14; SA nil; SD +5 vs. Magic, -2 to initiative; MR nil; SZ M; ML 19

### Tier Five:

**Dwarf (Male) F15:** Int Low; AL NG; AC -1 (plate mail & Dex); MV 9; hp 112; THAC0 1; #AT 7; Dmg 1d8+14; SA nil; SD +5 vs. Magic, -2 to initiative; MR nil; SZ M; ML 19

If the PCs scout the Counseling Center magically, there are many rooms that they may not scry. They may look through the windows if they are able to look through a window 18 feet above the ground. The dwarf can be seen if they scout the building. He does carry weaponry (maces & swords) and is moving about in rapid movements. Nothing else can be found in the building with or without the dwarf's presence. Nothing on the dwarf is magical. The PCs will be expelled from the retreat 24 hours after they either kill or defeat the dwarf. There is a limit to the amount of patience the staff will show those that disobey the rules of the retreat.

REMEMBER: The PCs should not have much of their equipment and almost none of their weapons or armor.

### Park:

The park is lush and green and picnic baskets are available at the reception center. The park is fairly large with a couple of unique locations:

### Lake Overlook:

A quiet flat grassy area overlooking the lake, a small natural spring feeds a stream that flows back into the lake.

### Fountain:

Two cozy wooden swings hang from a large tree branch with a fountain of pure spring water centrally located between them. On one of the swings is another couple who are guests of the resort.

**Todd: hm F3:** Int Average; AL LN; AC 5; MV 12; Thac0 14; HP 42; #AT 3/2; Dmg: by weapon; SA Nil; SD Nil; MR Nil; ML 12

Todd is a human fighter of the 3rd level. He adventured previously in the mansion of the mad wizard Ren and was turned into a frog. Ren returned most of him to his human form but did not fix his head until recently. Todd (the Toad Boy as many called him), drank one of Ren's mystical potions and grew from his shorter 5'5" frame to a immense 6'6" of height, physically perfect in every way. Finding this a little difficult to become accustomed to, he found himself at the temple of Sune where he was soon madly in love with Perilily, a beautiful, intelligent priestess of Sune. They decided to visit the resort to get to know each other better.

**Perilily: hf P3:** Int Average; AL CG; AC 8; MV 12; Thac0 18; HP 20; #AT 1; Dmg: by weapon; SA Nil; SD Nil; MR Nil; ML 12; Spells Remaining - NONE

Perilily is very much in love with Todd and is looking for the perfect time to tell him. Unfortunately she thinks she has found it when the PCs will interrupt them. She is planning on telling him and asking him to share her life and the large home she owns.

The couple knows the following:

- The High Priestess: She was her along with her husband Redford. They spent a lot of time on the lake or in the dance hall.
- They haven't seen her for a couple of days, at least three although that isn't unusual they have been keeping to themselves.
- They are in bungalow #6
- They have been going to visit the counselor often. Todd has a great fear and often has nightmares about turning back into a frog.
- The food is wonderful and they had a wonderful time at the beauty salon.

### Wild Flower Patch:

A grassy picnic area surrounded by thousands of wild flowers in full bloom. A large bronze plaque mounted on a marble pedestal it reads:

Love...is patient and kind; love is not jealous, or conceited, or proud, or provoked; love does not keep a record of wrongs; love is not happy with evil, but is pleased with the truth. Love never gives up; its faith, hope and patience never fail. (*ed note: this is from 1Cor 15 in the Bible*)

### Archery Range:

The archery range is on the outskirts of the park in a large clearing. The targets are set-up against the back drop of the mountain-side. The range director is named Wrenth and he can be usually found resting inside the range hut. He doesn't prefer the bright light of day which is why the hut and most of the range is in the shade of the mountain-side. If the PCs asked that their bows be brought to the archery range, their bows will be here. Wrenth also has four ordinary longbows, a short bow and four dozen arrows (normal). The targets are situated at short range for the longbows and medium range for the short bows.

**Wrenth, e(d)m F8:** Int High; AL LN; AC 4 (leather & Dex); MV 15; hp 64; THAC0 11 (sword), 9 (bow); #AT 2; Dmg by weapon, +4 with sword; SA nil; SD nil; MR nil; SZ M; ML 14

IMPORTANT NOTE: Wrenth allows them to use the first target only (of two). He wants to spot problems and help their skills. The targets are man-sized targets but in the shape of ogres. Strapped securely behind the second target is Redford, the high priestess' husband.

**Redford, hm P4:** Int Very; AL CG; AC 10; MV 12; hp 21 (currently 3); THAC0 19; #AT 1; Dmg by weapon; SA nil; SD nil; MR nil; SZ M; ML 11

Redford has no spells remaining and is under the effects of a poison. He will not regain any sort of consciousness until the poison is neutralized and 24 hours have past.

#### **Other Spots:**

Of course there are other picnic spots within the park, and there are the ants which roam the entire park. No not the giant variety, but the pesky ants that have the automatic Detect Picnic spell active.

#### **Massage and Beauty Center:**

*The Massage and Beauty Center is a small one-story wooden structure nestled into a grove of young oak trees. Many acorns mark the path to its front door. Once inside, a young woman sits behind a small desk, a ledger rests open in front of her.*

*“Good day. My name is Bridget and I am here to help you. Do you have an appointment to visit us, or are you just stopping in to select a future treatment?”*

Those PCs with appointments, as per the schedule in the appendix, or those who have made an additional appointment for during their free time may go right in for whichever treatment they have scheduled. Those without an appointment that wish to view the treatment for future selection or someone with an appointment who has not selected a treatment will be informed of the following treatments. NOTE: They will be informed of the treatment but NOT the effect of the treatment.

#### **Treatment #1:**

**Hair Cut & Pedicure:** During this treatment the PCs hair is cut and trimmed (this includes beards when appropriate) and styled quite extravagantly. All finger and toenails are trimmed and either a clear enamel or polish is painted upon them. *Effect: The PC's Charisma is temporarily raised one point for a period of 1d4 days. This cannot raise either point above a score of 18.*

#### **Treatment #2:**

**Facial Rinse and Moisturizing Rub:** During this treatment the PCs face is covered in a purple mud which is allowed to sit for 20 minutes. That is followed by a harsh scrub using some sort of gritty substance and then another mud treatment. *Effect: The PC's Charisma is raised by two points for a period of seven days. This cannot raise the PCs charisma to a score of greater than 19.*

#### **Treatment #3:**

**Complete Skin Treatment:** This treatment is not recommended to those not in the middle aged cycle of life, as it does not have a visible effect on those younger. The technicians will refuse to perform this treatment upon anyone with elven blood. During this treatment, the PCs skin is rapidly relaxed and then contracted by use of various oils and potions. *Effects: There is a 30% chance that the treatment will result in the reduction of 3d10 years from the PC in question. However, there is also a 30% chance of the treatment increasing the PC's age by a total of 3d10 years. If someone attempts a second treatment (they will have to force or trick the attendants) the chance of the 3d10 year increase, increases to 70%.*

#### **Treatment #4:**

**Skin Dying:** This treatment is used to remove age spots or scar tissue. It may be used to remove tattoos as well. During the treatment, the skin is conditions and pigment added (similar to tattooing) which is identical to the PC's original skin tone.

*Effects: As stated above with a 95% chance that the effects are not evident to all but the most*

*detailed examination (magnifying glass type examinations).*

### Dance Hall:

***The Dance Hall is a large building wide with an orange tiled roof. Inside a small chamber with three sets of double doors is decorated in a very fine standard. The plush carpeting and well crafted love seats, ceramics, and wooden carvings show the value of appearance when it comes to social gatherings. The door on the right is open and a young couple dance romantically together to an unseen troupe of musicians. As they notice you they stop, and the young man walks towards the door, "Hello, are you here for dance lessons? Come in, I am Frountner Von Greslink and this is my wife, Courtney." The woman curtsies and they both move back into the room.***

The Von Greslinks are very fine dancers both having a proficiency of 21. Together is where they shine.

If the PCs want to look around Frountner will give them a short tour before getting started. The room to the left of the entrance way is an additional warm-up / dance studio. It has been temporarily converted to a storage room for various pieces of furniture, musical instruments, etc. that the staff doesn't want clutter the main hall. Also, hidden behind a number of stacked chairs is a secret door in the mirrored wall. This door cannot be found through any normal method, save via moving the chairs and searching the wall regularly. A magical detect spell will detect the doors.

Behind the secret door is the unconscious body of the High Priestess Morlain. If the PCs discover them while the Von Greslinks are here they will both automatically cast a *hold person* against the party. They have no further spells nor are they armed in any way. If a *detect charm* is used near them, they will detect as charmed. They are also under the influence of an *imbue with spell ability*, which is where the *hold person* spell originates from.

The main dance hall is very elegant with crystal chandeliers and cloth backed chairs surrounding lace covered tables. A large dance

floor dominates the room. There is a small stage from which the staff plays a stirring selection of romantic dance tunes during the evening dances.

If the PCs take the dance instruction from the Von Greslinks for more than four hours, they can choose to take the Dancing proficiency when next they can select a non-weapon proficiency.

**The Von Greslinks, human 0-lvl:** Int Average; AL NG; AC 7 (dexterity); MV 12; hp 6; THAC0 21; #AT 1; Dmg by weapon; SA nil; SD nil; MR nil; SZ M; ML 6

**Morlain, hf P11:** Int Very; AL CG; AC 10; MV 12; hp 43 (*currently 4*); THAC0 16; #AT 1; Dmg by weapon; SA nil; SD nil; MR nil; SZ M; ML 11

Morlain has no spells remaining and is under the effects of a poison. She will not regain any sort of consciousness until the poison is neutralized and 24 hours have past. If she regains consciousness she will remember very little however she does remember the strange couple in bungalow #7, she thought she recognized the man in the group.

### Miscellaneous Information:

At this point the PCs should be following the schedule or will soon find Morlain. If she is rescued she will become conscious, along with her companion, in 24 hours unless a *neutralize poison* is cast upon them. The poison is keyed to a couple who are very close and in love. If Morlain and her husband did not truly love each other, the poison would not have worked.

The PCs should expect trouble once they find the couple, WRONG! In fact most of the staff is kind of confused because they cannot even remember Morlain leaving, or even her presence for the last couple of days. They all have one common recollection if they are questioned. They remember a dark-haired woman in multiple layers of silk veils who appeared without a male escort. The Captain did not bring her across the lake, she simply walked across the lake to the main reception hall. She told them that Fate was hers to command, as were they. That is all they remember

about her. Shortly thereafter, a new couple was found in cabin #7. They never checked in and none of the staff remembers much about them.

At this point the PCs will probably want to examine Bungalow #7. See the details for the bungalow below:

## Bungalow #7:

If the PCs visit this bungalow before Morlain regains consciousness, they will find it empty although it appears as if someone, or something is definitely living here. If they attempt to search it after the High Priestess is found and regains consciousness they will hear voices when approaching if anyone listens read the text otherwise go to the actions as they enter.

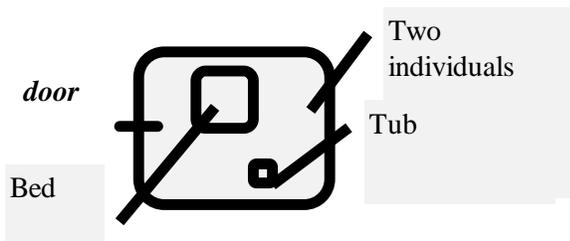
### VOICES:

*As you strain to listen you pick up the following: "I told you not to leave them where anyone might find them!" a woman's voice sternly admonishes. "But, you also told me you did NOT want them removed from here, you did NOT want them left in the bungalow, YOU DID NOT WANT THEM left with the IDIOT DWARF!" a man screams back, "WHERE ELSE WAS I TO PUT THEM—THE BOTTOM OF THE LAKE!"*

*Getting closer you hear the last whispers from the woman's voice, "Fine, see to it that the dwarf is released and I will make sure that by Fate's graces Morlain never leaves this resort alive!"*

### **ACTION:** (Continue when PCs enter)

*The bungalow is dark and two shapes can be seen near the back of the bungalow. One is human-sized, and the other about half that height.*



***"Well here is your chance to make good on your threats Ivy" says a leather clad man as he drops a smoke pellet onto the floor and disappears into the smoke.***

The male has indeed disappeared into the smoke. If the PCs search for him they will not find him. If they immediately look for him on the Astral plane they will see him moving quickly away. They WILL NOT be able to catch him.

The battle in the room is going to be a little unique since Ivy is going to use the room's furniture to her advantage. She has animated some of the furniture using a *potion of object animation*. She also has 10 red pills which she will throw into the hot tub if anyone comes near it. Her command will be bath.

### Tier One:

**Ivy Creeper, hf P5 (sp) (Talona):** Int Genius; AL CE; AC 6; MV 12; hp 38; Thac0 17; #AT 1; Dmg 1d6+2; SA spells; SD +4 vs poison; MR nil; SZ M (5'3"); ML 15.

Spells Remaining: *command x2, cure light wounds x2, poison touch, hold person, random causality*

**Animated Furniture (Chair, Dresser):** Int non; AL none; AC 7; MV 3; HD 3; hp 15; THAC0 17; #AT 1; Dmg 1d3; SA knock-down (as per unarmed combat table); SD takes double damage from fire; MR nil; SZ L; ML 20

### Tier Two:

**Ivy Creeper, hf P7 (sp) (Talona):** Int Genius; AL CE; AC 4; MV 12; hp 58; Thac0 15; #AT 1; Dmg 1d6+2; SA spells, *poison touch* 1/d; SD +4 vs poison; MR nil; SZ M (5'3"); ML 15.

Spells Remaining: *command x3, cure light wounds x2, poison touch, hold person x2, random causality, withdraw, free action (\*already cast), protection from lightning*

**Animated Furniture (Chair, Dresser, Ottoman):** Int non; AL none; AC 7; MV 3; HD 3; hp 15; THAC0 17; #AT 1; Dmg 1d3; SA knock-down (as per unarmed combat table); SD takes double damage from fire; MR nil; SZ L (S for the Ottoman); ML 20

### Tier Three:

**Ivy Creeper, hf P8 (sp) (Talona):** Int Genius; AL CE; AC 4; MV 12; hp 62; Thac0 15; #AT 1; Dmg 1d6+2; SA spells, *poison touch* 1/d; SD +4 vs poison; MR nil; SZ M (5'3"); ML 15.

Spells Remaining: *command x3, cure light wounds x2, poison touch, hold person x2, random causality, withdraw, free action (\*already cast), protection from lightning, cloud of pestilence*

**Animated Furniture (Chair, Dresser, Ottoman):** Int non; AL none; AC 7; MV 3; HD 3; hp 15; THAC0 17; #AT 1; Dmg 1d3; SA knock-down (as per unarmed combat table); SD takes double damage from fire; MR nil; SZ L (S for the Ottoman); ML 20

### Tier Four:

**Ivy Creeper, hf P10 (sp) (Talona):** Int Genius; AL CE; AC 4; MV 12; hp 72; Thac0 13; #AT 1; Dmg 1d6+2; SA spells, *poison touch* 1/d, *cause disease (green rot)* 1/d; SD +4 vs poison; MR nil; SZ M (5'3"); ML 15.

Spells Remaining: *command x3, cure light wounds x2, poison touch, hold person x2, random causality, withdraw, free action (\*already cast), protection from lightning, cloud of pestilence, touch of Talontar, slay living, Talona's Blessing (\*already cast on self)*

On this tier, the bed sheets are illusionary, and hide a bed of snakes. The snakes will attack anyone who jumps into the bed.

**Poisonous Snakes (20):** Int Animal; AL N; AC 6; MV 15; HD 2+1; hp 10; THAC0 19; #AT 1; Dmg 1; SA poison; SD nil; MR nil; SZ S; ML 8; Poison uses the chart below:

<i>Die Roll</i>	<i>Mod Save</i>	<i>to Onset Time</i>	<i>Result of Failed Save</i>
<b>1-4</b>	+3	1-4 turns	Coma 2-8 days
<b>5-6</b>	+2	2-5 rounds	Death
<b>7-11</b>	+1	2-12 rounds	2-8 points of damage
<b>12-14</b>	none	1-6 rounds	3-12 points of damage
<b>15-17</b>	-1	2-8 rounds	Coma 1-4 days
<b>18-19</b>	-2	1-4 rounds	Coma 1-12 days
<b>20</b>	-3	1 round	Death

**Animated Furniture (Chair, Dresser, Ottoman):** Int non; AL none; AC 7; MV 3; HD 3; hp 15; THAC0 17; #AT 1; Dmg 1d3; SA knock-down (as per unarmed combat table); SD takes double damage from fire; MR nil; SZ L (S for the Ottoman); ML 20

### Tier Five:

**Ivy Creeper, hf P12 (sp) (Talona):** Int Genius; AL CE; AC 4; MV 12; hp 82; Thac0 13; #AT 1; Dmg 1d6+2; SA spells, *poison touch* 1/d, *cause disease (green rot)* 1/d; SD +4 vs poison; MR nil; SZ M (5'3"); ML 15

Spells Remaining: *command x3, cure light wounds x2, poison touch, hold person x2, random causality, withdraw, free action (\*already cast), protection from lightning, cloud of pestilence, touch of Talontar, slay living, Talona's Blessing (\*already cast on self)*

**Animated Furniture (Chair, Dresser, Ottoman):** Int non; AL none; AC 7; MV 3; HD 3; hp 15; THAC0 17; #AT 1; Dmg 1d3; SA knock-down (as per unarmed combat table); SD takes double damage from fire; MR nil; SZ L (S for the Ottoman); ML 20

On this tier, the bed sheets are illusionary and hide a gray ooze. The ooze was brought in by Ivy and has devoured one of the Bungalow boys, Tuesday.

**Gray Ooze:** Int Animal; AL N; AC 8; MV 1; HD 3+3; hp 27; THAC0 17; #AT 1; Dmg 2-16; SA corrodes metal; SD see below; MR nil; SZ L; ML 10

A slimy horror that looks like wet stone or a sedimentary rock formation, the gray ooze is rarely thicker than six or eight inches, but sometimes grows to a length of 12 feet. It cannot climb walls or ceilings, so it slides, drips, and oozes along cavern floors.

**Combat:** The gray ooze strikes like a snake, and can corrode metal at an alarming rate (chain mail in one round, plate mail in two, and magical armor in one round per each plus to Armor Class). Spells have no effect on this monster, nor do fire- or cold-based attacks. Lightning and blows from weapons cause full damage. Note that weapons striking a gray ooze may corrode and break.

If the PCs capture Ivy alive she will not hesitate to plead for her life, promising anything for release. They are all lies. She was told by the man who was in the room (whose name she will not reveal under any circumstances) that she would have a chance to kill and maim many followers of Sune if she went along with his plot. She agreed.

If the PCs inform the staff what is going on they will apologize and give each of them a certificate for a free week's stay. **ONE PER COUPLE ONLY.**

When the PCs attempt to leave the valley with Morlain and her husband, they will again be attacked by the summoned creatures of The Priestess; go ahead with Encounter Four.

## Encounter Four:

### Leaving is Always the Hardest

*The ground begins to shake and the sky darkens, a voice shout out "NO!", the single*

*word hammering you as if the speaker were inside your head. "YOU WILL NOT DEFEAT ME AGAIN, FOR FATE WILL BE MINE TO COMMAND!"*

*All at once a shimmering gateway of darkness appears near your group, the shapes of strange monstrous creatures emerging from the gateway.*

Hopefully the PCs have not incurred The Priestess's wraith within the retreat. If they do, remember they have none of their equipment, or at least not much of their equipment. If this is the case go ahead and drop the tier level of the group by one level.

### Tier One:

**Abyss Ants (4):** Int Low (5-7); MV 18; AL NE; AC 3; HD 3; hp 18; THAC0 17; #AT 2; Dmg 1-6 9bite) / 1d6+2 (sting); SA spit acid 2d4 3/d (save vs. Wand for No damage); SD nil; MR nil; SZ S (2' long); ML 20

### Tier Two:

**Abyss Ants (6):** Int Low (5-7); MV 18; AL NE; AC 3; HD 3; hp 18; THAC0 17; #AT 2; Dmg 1-6 9bite) / 1d6+2 (sting); SA spit acid 2d4 3/d (save vs. Wand for No damage); SD nil; MR nil; SZ S (2' long); ML 20

### Tier Three:

**Bone Naga (1):** Int Exceptional; MV 12; AL LE; AC 6; HD 7; hp 48; THAC0 13; #AT 2; Dmg 1d4 plus strength drain / 3d4; SA spells; SD : Immune to *charm*, *death* (related), *hold* (and related), *sleep*, and cold-based spells. Immune to poison, but they suffer 2d4 points of damage per vial of holy water. Immune to Acid and Venoms as well as to the effects of gases and other respiratory attacks; MR nil; SZ L (10' long); ML 20

Spells: 1<sup>st</sup> level—*magic missile* x2, *charm person*, *color spray*; 2<sup>nd</sup> level—*mirror image*, *Aganazzar's scorcher*; 3<sup>rd</sup> level—*lightning bolt* x2

**Tier Four:** (the creature flies out of the gate)

**Gorynych (1):** Int Average (8-10); MV 9, Fl 18 (E); AL CE; AC 4; HD 9; hp 72; THAC0 11; #AT 5; Dmg 1d8 (x2) / 1d12 (x3); SA Tail Capture, "wishboning"; SD nil; MR nil; SZ G (50' long); ML 11

**Tier Five:** (the creature flies out of the gate)

**Fang Dragon Age: 9:** Int Very (12); MV 12, Fl 22 (D), Jp 9; AL CN; AC -4; HD 15; hp 110; THAC0 5; #AT 4; Dmg 2d4 (x2) / 2d8 / 3d6; SA Knock Down, Stun, Permanent HP drain, Innate Abilities: *dispel magic 1/d, spell turning 1/d, shield 2/d, telekinesis 2/d*; SD save vs. Magic at +9; MR 35%; SZ G (58' long); ML 17.

Spells: *magic missile (x2), hold person (x2), lightning bolt (x2)*

## Conclusion

*Morlain, the High Priestess of Sune, is very pleased at her rescue. She and Madam Coth hold a very formal dinner and reception in which you are the guests of honor. You get to practice all the refine skills you so recently came in contact with, to the extent that Morlain wishes to dance with each of the male members of your group, as her husband Redford, dances with each of the female members of the group.*

This is a good place to check for permanency on any of the polymorph pills the PCs consumed. Have each PC who consumed a pill roll 1d20. On a roll of a 1 the polymorph is permanent. The only magical device that will help this roll is a *luckstone*.

*Morlain concludes the evening by producing two magical devices that a couple of Sune's followers donated for her safe return. "Thank you, I am very worried about why I was attacked and by whom, but I have the greatest confidence that Madam Coth, and the city's wonderful heroes will be again prepared the next time this mysterious adversary strikes.*

## This Ends *The Light In The Lover's Eye*

### Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

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

#### **Encounter Two:**

Defeating the Baatezu: 300 xp

#### **Encounter Three:**

Rescuing Morlain and her husband: 100 xp

Defeating IVY and her furniture: 150 xp

#### **Encounter Four:**

Defeating the summoned creature: 150 xp

Total Experience for Objectives: 700 xp

Roleplaying Experience: 0-750 xp

NOTE: The role-playing award is more in this tournament than others. PLEASE award more than 500 xp ONLY to those players who really went the extra mile in

role-playing their relationship and possible change of gender.

**Total Possible Experience: 1,450 xp**

For Tier 2: 2,900 xp  
For Tier 3: 4,350 xp  
For Tier 4: 5,800 xp  
For Tier 5: 7,250 xp

### Treasure Summary:

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

- *Rod of splendor* (1 charge)
- *Ring of fire resistance*
- An ivory figurine of a Horse - may turn into a standard riding horse once per day for a maximum period of 4 hours. During that time if the horse (which has 10 hit points) is killed, the statue is destroyed.
- Six Disks worth 1,000 gp each
- One free week at the resort for each couple

#### **Fame Award**

One fame point in temples if the High Priestess is rescued. If she or her lover are killed, the PCs receive one Infamy point instead.

#### **Knightly Honor**

Any Knight of the Lady who is personally involved in the High Priestess's rescue while still maintaining their dignity and poise in the posh surroundings of the resort is awarded the Medallion of Faith. The Medallion is a small platinum prayer book on a platinum chain (worth 1,550 gp).

## PC Counseling Schedule

	Group			
	1	2	3	4
Day One: Counseling	after breakfast	after lunch	before dinner	after dinner
Salon Appointment	before dinner	before dinner	after breakfast	after breakfast
Day Two: Counseling	after lunch	before dinner	after dinner	after breakfast
Dance Lessons	before lunch	before lunch	before lunch	before lunch
Day Three: Counseling	before dinner	after dinner	after breakfast	after lunch
Resort Dance	At Sunset	At Sunset	At Sunset	At Sunset

DM's Map of the Resort

LIGHT IN A LOVERS EYE

