

Luck Takes A Vacation

A One-Round AD&D[®] Living City Adventure

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

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

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

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

Tier Structure

Add the levels of the PCs to determine which tier they are on. 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+

DM Information

Luck takes a Vacation is a one round Living City tournament in which the players become part of a grand chase through the marketplace of Ravens Bluff, and into the city's sewer system. They are commissioned to undertake this chase by a cleric of Tymora, the Lady of Luck. The cleric will give them a brief history of the temple's problems, and send them on their way.

The cleric, Galen McLork, will brief the PCs about his beliefs involving the problem, detailing the theft of a relic of his church. A holy relic was indeed stolen from the temple by Tinsel, a worshipper of Beshaba (Maid of Misfortune). He has taken the relic to a hidden shrine of Beshaba in the Ravens Bluff sewers, after passing through the marketplace.

This shrine is almost directly below the temple of Tymora, which is just one of the reasons for a recent streak of bad luck. The other is the "black cat", which is actually a quasit left in the temple by Tinsel. It is the familiar of one of the Beshaba followers. There are many other black cats that make their home in or near the Temple of Luck, making the identification of the quasit nearly impossible for the PCs to find. (Note: the quasit is not part of this adventure, but merely a plot motivator).

The quasit has been having fun locking doors, changing the position of urns and candelabra, and other such mischief. Tinsel Reltether, "the false worshipper" has veered a bit from his superior's orders, making two unscheduled stops which will give the PCs enough clues to determine his path.

Should the PCs ask McLork about the holy relic, the cleric will describe it as "a light gray and white rabbit's foot". In fact, the relic is an entire rabbit, which can be found in the final encounter. McLork really isn't that familiar with the relic, and will NOT be able to inform the players that the relic is indeed a "live" rabbit.

PCs Introduction

Tymora, Lady Luck, gives her blessings in many forms, and both good luck as well as bad could result from one of her blessings. Lately, however, the only noticeable luck for the Temple of Tymora has all been bad, the temple is looking for a few lucky souls to look into the problem. Knowing how important luck is to the adventuring population of Ravens Bluff, many have come to the Temple of Tymora to offer their assistance. The priest in charge of the investigation has selected the six of you from the many applicants to look into their problem. You six (substitute correct number if needed) are selected and led from the central chamber into a smaller sitting room to wait for the mission to begin.

Galen McLork, a high priest of Tymora soon appears to address you, the "lucky" six. "Brave adventurers, if I might have your attention. I am very glad to accept your offers of assistance, and I am sure your interest in righting the balance of chance in Ravens Bluff is shared by many; but it is yourselves

that I have chosen to investigate this disturbance. If you could all introduce yourselves, since I do not believe you all know each other or I you, then I can begin telling you of the tragedy to befall our humble temple.

Allow PCs to introduce and describe their themselves, and after they are through another cleric of Tymora enters the room and whispers something to McLork.

Another cleric enters the small sitting room and whispers to Galen McLork, and suddenly a loud crash breaks the silence. It sounded like a tray of china smashing into thousands of pieces.

"Our own investigation," continues McLork, "has not come up with many clues, and we felt it necessary someone to bring in outside help. It appears that one of our supposed followers managed to steal one of the temple's holy relics, our lucky rabbit foot, while many of the true followers of Tymora were accidentally locked within the main temple by a jammed door. Brother Marcus, the only witness to the crime, tried to stop him but tripped over a prostrated worshipper who had come to the temple to pay his respects. It is just bad luck that we did not catch him, but that is all the luck we've been given as of late—and with the rabbit's foot gone it will only get worse."

At this point a black cat crosses in front of the door and another loud crash is heard outside in the main temple.

"Ah, more problems! Somewhere there must be a solution, and I would ask you to apply yourselves quickly. The false one is our only clue to this mystery, and I would suggest trying to catch him. I will offer Tymora's blessing to any who would choose it, but will not feel distraught if any of you decline."

Unfortunately, Tymora's blessing is actually a curse because of the theft at the temple, and will give any PC blessed a -1 to all rolls during the adventure. Keep track of any that accept the blessing. Adjust the rolls in secret, not letting the PC know that it is a mini-curse until they figure it out.

Encounter One

Interviews at the Temple

Once you've accepted the mission, Galen McLork leads you to another of the sitting rooms, this one a bit larger and more suited for pleasant conversation. A small group of followers and fellow adventurers are gathered before your group. "These are the people who claim to have seen the culprit as he fled from the temple. I will leave you so you may question them, and please come find me if you need any further information; or whenever you succeed in returning our relic." The group of people consists of a wondrous mix of races. There is a halfling, a female dwarf, a gnome, and a human male in plate armor seated before you."

Galen McLork will be available whenever the PCs are at the temple, but will not have any further information for them. If they ask him to cast spells for them, he will at follower rates:

*cure light wounds: 100 gp
cure serious wounds: 250 gp
cure critical wounds: 800 gp
remove curse: 1,000 gp
raise dead: 75,000 gp*

All of these spells are cast at 9th level of ability.

Harold Pierre

When the PCs decided to question the halfling, read the following:

The young halfling male dressed in fine clothing, paces nervously about the room. He quickly glances about looking over the entire group. Often he glances up into the sky, but quickly begins pacing again.

Harold Pierre, halfling male, 6th level thief: AL N; AC 8 (dex); MV 6; hp 24; THAC0 18; #AT 1; Dmg 1-6 (short sword); SA: as thief; SD as halfling; Dex 16; SZ S; ML 13.

Harold is a very energetic halfling. He believes he witnessed the individual in question earlier in the day, as he does tend to observe everything going on. If questioned he can give details:

- The culprit: Dressed in dirty clothing, he should have at least cleaned up before he got here. He was tall, probably human, although perhaps a bit underfed. He did carry a nifty looking short sword.

- The relic: Did not see any rabbit's foot, but he did see three scarves hanging out of the culprits belt pouch.

- The Best Inn: If the PCs get off on any tangents, Harold will slip in a plug about his tavern, the Best Inn, claiming it to be the cleanest tavern in Ravens Bluff.

Gorthina Silversmith

Read the following when the PCs decide to question the female dwarf.

A bearded dwarven woman dressed in chain mail and carrying a silver mace is sitting quietly awaiting your questions. She stands at your approach, and suddenly she trips over a small footrest you had not noticed before. She falls directly at the group . . .

Gorthina Silversmith, dwarf female, 2nd level thief:
AL N; AC 5 (chain); MV 6; hp 16; THAC0 20 (19 with strength); #AT 1; Dmg 1-6 (short sword); SA: as thief, Pick Pockets 38%; SD: as dwarf; S 17, Con 16; SZ: S; ML 10.

The main drawback about questioning Gorthina is that she will appear to only speak the dwarven tongue. As the party approaches, Gorthina will fake a fall so she can cleverly steal from the party. If a PC catches her she will attempt to pick their pocket, her chance of success is 48%. If successful she will straighten out her chain mail and hide the stolen item or purse. If she is caught (DM rolls 80% or higher on the roll), she will state that if they turn her in to the City Watch, she will not give them the information she possesses.

She will act as if she can not understand the common tongue if questioned, though she really can. If someone speaks dwarven or a translator is used, Gorthina can give details about the following items:

- The culprit: She thinks the guy was wearing leather armor, but she did not see any of his features. In fact she was attempting to steal from someone else when the culprit was escaping.

- The relic: She is not sure what the relic in question looks like, but he did have something larger than a rabbit's foot stuffed in a bag. She will then ask if there are any more relics to observe so she could make a comparison. It will be apparent to the party (Wisdom check) that she is looking for something else to steal and is wasting the PC's time.

- Additional Info: She noticed that the culprit has only four fingers on one hand, a hand used to slap someone out of the way as he passed her. (This is a false clue)

Perfectly Harmless

When the PCs decide to question the gnome, read the following:

Glittering red chain mail and a battle axe with four blades—those are the first items that draw your attention to the gnomish male. He has bounced from person to person striking up conversations with others here. When announce you wish to speak with him, he bounces in your direction with his ax in one hand and proclaims, "Hello there friends, my name is Perfectly Harmless; what's yours? I come from a long way from here, were you born here? Is the weather always this cold? Sometimes I can't remember what I am supposed to be doing, only that I do what ever it is that I'm doing, where ever it is I am. What was your question again?"

The DM is welcome to continue the rambling as long as the PCs do not interrupt. Use topics that are confusing to the PCs, along with a bombard of questions regarding the party's equipment, weapons, monster's fought, etc. He will keep this up until interrupted.

Perfectly Harmless, gnome male, 7th level fighter:
AL N; AC 7 (hide armor); MV 6; hp 76; THAC0 14 (13 with strength); #AT 3/2; Dmg 1-10+1 (four-bladed axe, strength); SD: as gnome; Str 17, Con 18; SZ S; ML 15.

Perfectly is passing through town and saw the gathering outside of the Temple of Tymora. He really has no idea who the party is looking for, and will ask them what the commotion is about. If questioned he can give no details about any of the relevant items, he was just out looking for some fun. His only benefit to the PCs is that he can speak dwarven, and can translate for the party when they are questioning Gorthina.

Sir Thresh Balancer-Paladin of Tyr

When the PCs approach the human male, read the following:

A very handsome man, wearing plate armor and a flail at his side, stands stoically behind the rest of the witnesses. He appears to be patiently awaiting your questions.

Sir Thresh Balancer, human male, 4th level paladin: AL LG; AC 3 (plate mail); MV 12; hp 30; THAC0 17 (16 with strength); #AT 1; Dmg 2-7+1 (flail, strength); SD as paladin; Str 17, Chr 17, Wis 16, SZ M; ML 14.

Sir Thresh believes he witnessed the individual before, as well as after, the theft. He was here to offer his services, the same as the PCs, and quickly realized that he had seen the perpetrator. If his assistance will help balance the luck in the city he will offer all the information he has about the following items:

- The culprit: A human male dressed in slightly grungy clothing, perhaps even leather armor, and wearing a green scarf. The scarf was used to hold back a fair length of dirty brown or blonde hair, who fled towards the market district. In his opinion the thief had a really smug look on his face that drew Sir Thresh's attention to him. He was carrying a short sword and had a crossbow strung on his back under his cloak.
- The Relic: There was a large sack that could have contained the relic, but he did not actually see it. The bag was much bigger than a rabbit's foot.
- Additional Information: Although he is not positive, Sir Thresh had seen the culprit moving towards The House of Thud, a rowdy and unruly establishment owned by a boisterous blowhard of a man (a paladin's opinion of course).

Encounter Two:

Rabbit's Trail

After receiving a scant but informative amount of knowledge at the Temple of Tymora, you find your way to the market district of Ravens Bluff to follow up on your leads.

Once in the district, you notice the vast number of stalls, tents, and shops, and realize that unless you get really lucky its going to be tough finding any clues regarding the missing relic.

If the PCs pick up on the clue regarding the House of Thud, then continue with the following. If they do not go to the House of Thud, let them wander the market place for a awhile, eventually overhearing the three gamblers (listed below) speaking of their recent loss.

As you approach the run down building, you notice a sign out front that reads "House of Thud" in

crudely written Common. Three individuals sit quietly out front, grumbling about the money that they've lost at the gaming tables, while a dwarf stands next to the entrance.

The three individuals are grumbling about the string of luck this stranger recently had at their table. After he took them for over 400 gp, he then had the nerve to leave. It is very impolite for a big winner to be the first to leave a friendly game. They are also amazed because he was able to do it in less than 10 minutes, never once losing a hand. The individuals are a half-elf female named Latisha, a half-orc male named Rulf, and a human male named Ed.

Latisha and Rulf can tell the PCs about the guy and how lucky he was but only Latisha watched him leave. Ed, a longtime companion of the two, recently donned a *hat of stupidity* and the three of them have been pooling their gold in an effort to have it removed. After being cleaned out by Tinsel, they have to start from scratch. They can tell the PCs that his name was "Tinsel", and that he carried a large sack with him into the bar; which he kept between his legs during the poker game. Since it did not appear he was cheating or pulling things out of the bag, they let him hold it. They will also tell the party that the door man, Isaac the Dwarf, watched the man leave and might be able to tell them the direction he went.

Since their friend Ed is in dire straights (Intelligence of 7 with the hat on), they will give this information to the PCs only if they will stake their next poker game. The amount of stake that is needed depends on the tier the PCs fall into. The party can also cast *remove curse* on Ed if they have it, though it will have to be at 7th level or higher. There is a 50/50 chance that they will win the poker game and give the PCs their money back. If anyone with the "blessing of Tymora" lends the money, the chance is 30/70 against the party. Use the following chart to determine the stake needed:

<u>Tier</u>	<u>Amount</u>
1	50 gp
2	100 gp
3	200 gp
4	400 gp
5	1,000 gp

Isaac the Dwarf is one of many door men at the House of Thud. Isaac not only saw the man in question leave, but witnessed him slamming into Madam Coth, a silk merchant with a stall on the other side of the market. When they violently crashed together Tinsel

dropped something which the old lady picked up, and then he disappeared into the early morning crowd.

Information from Isaac will not be free. He is a rough, vulgar dwarf who will milk the PCs for all they're worth. If the party is humble and respectful of the dwarf's crude manner, he will only charge the PCs the same amount as the poker stake listed above. If the PCs treat the dwarf with no modicum of respect, then the price is double.

Since the PCs are at the House of Thud, many of them may wish to gamble any remaining gold they have left while there. This would be a bad thing for them to do, since Tymora's bad luck is currently washing over all of Ravens Bluff. Any games of chance played by the PCs will result in a loss. If the PC had received a "blessing" from the Tymoran clerics, then their loss is even worse. Some little known rule or outrageous set of odds goes against them and they not only lose their bet, but have to double the amount of gold paid to the dealer (i.e. doubling up in blackjack, raising the stakes in poker, etc.).

Some of the games of chance at the House of Thud include: shell game, dragon poker, slots, blackjack, and craps. Since the PCs are destined to lose all games played (no matter how they cheat), no game mechanics are included. Remember to ask if a PC has a gambling or gaming skill, so it makes it look like they have at least a chance at winning.

Latisha, half-elf female, 4th level fighter: AL CN; AC 3 (chain, dex); MV 12; hp 22; THAC0 17; #AT 1; Dmg 1-8+1 (long sword, strength); SD 30% resistant to *sleep & charm*; Str 16, Dex 16; SZ M; ML 13.

Rulf the Half-Orc, half-orc male, 5th level fighter: AL CN; AC 2 (plate mail + shield); MV 12; hp 36; THAC0 16 (14 with strength, 13 with strength and longsword); #AT 3/2; Dmg 1-8+7 (long sword, strength, weapon specialization); SA: weapon specialization: +1 to hit/+2 damage with longsword; SD: +1 poison save (con); Str 18(98), Con 19, Chr 8; SZ M; ML 14.

Ed the Mage, human male, 6th level wizard: AL N; AC 10; MV 12; W6; hp 17; THAC0 19; #AT 1; Dmg 1-6 (quarterstaff); SZ M; ML 10.

Magic Items: *hat of stupidity*

Isaac the Dwarf, male dwarf, 9th level fighter: AL CN; AC 1 (plate mail, dex); MV 12; hp 101; THAC0 12 (11 with strength); #AT 2/1; Dmg 1-6+3 (mace, strength, weapon specialization); SA: weapon

specialization: +1 to hit/+2 damage with mace; Str 17, Dex 16, Con 19; SZ M; ML 17.

Encounter Three:

Market Place

When the PCs begin a thorough search of the market place, either for Tinsel or Madam Coth, read the following:

Entering the market place, luck will surely need to be with you in order to find out where the thief went to in this crowd. A wide range of merchants in their brightly covered stalls have set-up shop this afternoon. Of note there is a merchant selling fresh fruit, a general store, a silk merchant, a man selling used weapons, and a street performer offering the shell game to passers by.

Other street performers rotate slowly around the marketplace picking up generous donations given to them because of their grand movements and grace.

If the PCs are not armed with information obtained from Isaac, they may have to search through the market place for clues regarding the thief Tinsel.

Shell Game

The man's name is Raul, and he is a specialist in sleight of hand (skill chance of +80% to roll below). He will only talk to PCs if they are currently playing the shell game with him.

The standard wager is 1 gp of the PCs to 4 gp of his. The game is played with each contestant rolling percentage dice, and adding any bonuses to the roll. PCs add one point to the roll for every point of Wisdom, and +20% for every non-weapon proficiency slot devoted to the gaming skill. If the roll is higher than Raul's, they win—if not, they lose. Anyone who received the "blessing" from the Temple of Tymora subtracts 50% from their total score. Because of the "bad luck" sweeping through the city, Raul has had a rather prosperous day, and can stake a game up to 400 gold pieces.

Raul does remember Tinsel because the man guessed correctly seven times in a row, and is his only loss today. After winning he disappeared into the early morning crowd

Raul the Shellman, human male, 7th level thief: AL N; AC 6 (Dex); MV 12; hp 30; THAC0 17; #AT 1; Dmg 1-4 (dagger); SA: as rogue; SZ M; ML 12.

Fruit Merchant

Carlos runs an outdoor stall which consists of a wagon with a large variety of fruits upon it. All fruits are fresh, guarded by a small monkey named Gimba. There is a 75% chance for Gimba to see anyone stealing a piece of fruit from the cart, and many a thief or street urchin has been captured by the monkey. In fact, members of the City Watch that patrol the market place have learned to trust the monkey's instincts when it comes to apprehending shoplifters. Fruit prices run anywhere from 1 cp to 3 sp for apples, oranges, pears, and other exotic fruit shipped into Ravens Bluff from afar.

Used Weapons Stall

Ferfout the Pirate (actually ex-pirate) runs a run-down stall which specializes in used weapons. He will buy any weapon or armor at 50% of the price found in the *PLAYER'S HANDBOOK*⁶, and sells used weapons at 110% of the normal price. These weapons have been repaired and restored to almost new status. A warrior type might barter him to 90% of book price. He has no magical weapons for sale, nor does he have the gold to purchase any.

Silk Merchant

This stall is part of a large wooden structure with many bolts of silk on display. The shop keeper is Madam Coth, an elderly gypsy lady who travels up and down the coast of the Sea of Falling Stars selling her extremely high quality silks.

For an additional price, and a few days wait, Madam Coth will create an outfit or item crafted from her fine selection of silk. Such items cost 10 times the price listed for a common version of that item listed in the *PLAYER'S HANDBOOK*. If the item is not listed, the price is double the closest type of item (DM judgement) because the pattern for the item must be created first. Madam Coth is known throughout Faerûn well by the priests and priestesses of Sune Firehair, since Coth's exotic silk clothing complements this romantic clergy.

If the PCs approach Madam Coth about the thief that ran into her outside of the House of Thud, she will produce Tinsel's green scarf which he dropped afterwards (and will complain about it's cheap quality). Madam Coth is also a seer, possessing minor precognition powers which are enhanced when an item belonging to the person in question is provided.

Madam Coth will use her supernatural seeing powers for the PCs if one of them buys an item of silk from her. With the exception of the Sune priests, much of her business has moved to cheaper, gaudier tailors in Ravens Bluff who care nothing for quality. The item

can be as little as 5 gold pieces, for at this point, every little bit helps. After purchasing something, Madam Coth leads the party into the back of her wagon which also serves as a small shop to ply her supernatural talents.

Madam Coth sits behind a large crystal ball, and instruct you to kneel before the small table. The room is dark, lit only lit only by two small candles set in either back corner.

"Now," begins the old gypsy, "lets see to your quarry . . . I see many dark shapes . . . underground water . . . wait . . ." Suddenly she slips into a trance, her head swirling back and forth as she utters:

*A brightly lit corner hides the path to darkness,
Death swings to both east and west,
An honest face hides many dark secrets,
An establishment of general needs . . .*

Moments later, Madam Coth exits her trance, shaking the cobwebs from her head. "I hope that was helpful. I certainly hope I found the correct images for you. Do come back after you have found the man you seek, perhaps I can discover what else is in your future."

Encounter Four:

Store Front

Hopefully the PCs can solve the riddle, and determine that a general store located just outside the market place was the destination of Tinsel after he left the area. If the PCs do not figure out the riddle after a few minutes (about 10 minutes game time), Madam Coth can give them additional clues such as " . . . I saw food as well." or something along those lines. If they still come up short, have Madam Coth give them the answer, but they will have to buy another silk item from her.

When the PCs arrive at the general store read the following:

You find yourself before a small wooden building with the sign General Articles for All Needs painted on the store's front. A bright red "Open" sign sits in its front window along side sets of weapons, a set of bright red leather armor, backpacks, torches, rope, and a multitude of other adventuring needs.

The interior is well lit from the large front window, and from the northwest corner a bullseye lantern sheds light into the room. Upon your

entrance a little bell attached to the door sounds, and a middle aged man rises from his chair behind the counter. "May I help you with anything today?" the man asks, "My name is Keth."

Keth will not, repeat not, be hostile or fight the PCs. Killing a defenseless man will be considered a hostile act, and PCs doing so will be sent to prison if caught.

Keth, human male, 0 level human: AL N; AC 10; MV 12; hp 4; THAC0 20; #AT Nil; Dmg Nil; SZ M; ML 7.

Keth will not leave the counter area, although he does have a sales pitch on each of the major items in the store. The pitches are as follows:

- Torches: The finest torches, soaked for 24 hours in prime tar and kerosene.
- Lamps: Dwarven brass with natural fiber wicks and a depth tested oil chamber seal
- Rope: Triple strength fibers tested by three independent examiners.
- Rations: Iron and Normal rations all less than two days old.
- Iron Spikes: Three quarter inch thick pure dwarven iron.
- Weapons: Five spears, four quarterstaves, and two longbows.

All items are 20% higher in price than listed in the *PLAYER'S HANDBOOK*, but are of good quality. If PCs start to search the store, Keth will protest and threaten to call the City Watch. The watch will respond within one turn, as they heavily patrol the nearby market. However, Keth has been under suspicion for fencing stolen goods so the watch will listen very carefully to the PCs.

The truth is Tinsel did come through Keth's store, as there is a secret door to an abandoned sewer system through a trap door on the other side of the counter.

What the PCs need to do here is intimidate Keth into confessing about Tinsel and the trap door. Keth will continue to lie through his teeth to the party, telling them he knows nothing about any thief carrying a bag, and has not seen anything resembling a rabbit's foot (that at least is the truth). Not until the PCs

display a show of force will Keth break down and show the party the secret door.

Any show of force against the cowardly store owner will work. A warrior flexing his muscles, a wizard casting a spell, a cleric invoking his godly powers, or a rogue naming off underworld connections . . . all of which will work fine. Once properly convinced, Keth will show the PCs the trap door to the sewers.

Once confronted with the trap door, Keth will say something along the lines of:

"Well what do you know. I never knew that was there. You know that sword has been up on that wall since I bought the place sixteen years ago. I once tried to remove it but it seemed very solidly attached. Hey, you guys going to see what's down there under my store. You need a really good torch or maybe a lantern with an extra flask of oil?"

If a sword hanging on the wall is turned to the west (downward) a trap door behind the counter will open. If left alone, Keth will close the shop after the PCs enter the trap door and disappear for a few days.

Encounter Five:

Sewers

A rope ladder leads down from the trap door to the sewers below, and can only support up to 250 pounds in weight else it will have to make a saving throw vs. crushing blow on the item saving throw chart (page 39 of the *DUNGEON MASTERS*⁶ Guide. There is also a -1 penalty for the roll for every five pounds over 250 that the character weighs. lb. For example, a 200 pound human with plate mail and equipment that weighs 70 pounds attempts to descend the rope. The rope will require a roll of "2" to save, but incurs a -4 to the save. The fall to the sewers will do 2d6 damage to anyone who jumps or breaks the rope.

Note: The PCs will require a light source to see within the tunnel, which they can buy or steal from Keth.

A rope ladder leads down from the general store, and into the darkness of the sewer below. Even after opening the trap door a putrid stench wafts up from the sewer. The ladder appears to lead to a small, damp, dismal landing within the city sewage system. The shaft has been carved out of the stone and looks

to be several years old. You can see that the passage at the bottom goes off in two directions.

Due to the bad luck following the PCs on this adventure, there is only a small chance of them choosing the correct passageway. If someone in the party has a *tracking* proficiency, they must roll it with a -5 penalty to notice Tinsel's tracks going to the west passage. PCs who have received a "blessing" at the Temple of Tymora will be at a -8 on any tracking rolls, and no type of spell will determine the direction.

The PCs may also cast *find the path* to choose the correct direction. If this is not done, the party will automatically choose the wrong passage to follow.

The Wrong Passage

Read the following if the PCs choose the incorrect passage to follow:

The passage before you twists and turns for over 100 feet by your estimation, when it suddenly opens up into a large chamber filled with filth, sewage, and rats. The rats quickly scatter in all directions as you approach, and you do notice a rather large clump of sewage heading floating in your direction. Before you can act, giant pseudo-pods emerge from the filth and attempt to pull you in.

Tier 1

Otyugh (1): Int: Low; AC: 3; MV: 6; HD 6; hp 24; THAC0 15; #AT: 3; Dmg: 1-6/1-6/1-3; SA bite 90% chance for disease - two grapple attacks will allow a bite attack; SD never surprised; SZ M; ML 14.

Tier 2

Otyughs (2): Int: Low; AC: 3; MV: 6; HD 6; hp 24; THAC0 15; #AT: 3; Dmg: 1-6/1-6/1-3; SA bite 90% chance for disease - two grapple attacks will allow a bite attack; SD never surprised; SZ M; ML 14

Tier 3

Otyughs (3): Int: Low; AC: 2; MV: 6; HD 7; hp 41; THAC0 13; #AT: 3; Dmg: 1-8/1-8/2-5; SA bite 90% chance for disease - two grapple attacks will allow a bite attack; SD never surprised; SZ M; ML 14

Tier 4

Otyughs (3): Int: Low; AC: 2; MV: 6; HD 8; hp 50; THAC0 13; #AT: 3; Dmg: 1-8/1-8/2-5; SA bite 90% chance for disease - two grapple attacks will allow a bite attack; SD never surprised; SZ M; ML 14

Tier 5

Otyughs (5): Int: Low; AC: 0; MV: 6; HD 10; hp 58; THAC0 11; #AT: 3; Dmg: 1-10/1-10/2-8; SA bite 90% chance for disease - two grapple attacks will allow a bite attack; SD never surprised; SZ M; ML 14

On the lower tiers the Otyugh will split its attacks among multiple opponents. If any of the PCs are affected by the diseased bite of the creature, they will lose one random ability point per hour until one of them is reduced to zero—at which time they will be dead. A simple *cure disease*, or completing the mission and gaining the favor of the temple (see Conclusion) will cure the disease.

If the Otyughs are defeated, the party may decide to search the area for possible treasure. If this is done, there is a 10% cumulative chance to catch a disease (as per bite) for every turn they search through the sludge.

Treasure can only be found by use of a secret door roll from an elf or half-elf. Roll the chance to find the treasure for every turn they search (as well as a chance to catch a disease), and if nothing is found they may continue to search with subsequent rolls each turn. The Otyugh's treasure consists of the following:

- *long sword +1*
- *ring mail +1*
- two diamonds worth 400 gp each
- water tight scroll tube containing a *fumble* spell @ 10th level of ability.
- *oil of etherealness* with 3 applications

The Correct Passage

If the party made a successful tracking roll, or defeated the Otyugh and then followed the other passage, they will soon find themselves closer to Tinsel's hideout and the secret temple to Beshaba. After the PCs have been following the correct passage for 100 yards read the following:

After traveling through this sewer passage for what seems like a lifetime, you see a glimmer of light from up ahead. You also hear a strange chanting echoing throughout the passage, and the dialect is very strange and unfamiliar.

Ahead of the PCs is the Shrine of Misfortune, and altar dedicated to Beshaba, Maid of Misfortune and enemy of Tymora. If any of the approaching PCs have the direction sense proficiency, a roll with a -4 modifier will tell them the location ahead is directly beneath the Temple of Tymora.

These worshipers of Beshaba are preparing to offer up the rabbit's foot (a.k.a. kill the bunny) to their goddess in an effort to gain her gracious blessing. For the moment the rabbit is safe, but it will not live through the day unless the party interferes.

The Bad Luck Approach

Since this is a temple to the Maid of Misfortune, any attempt to sneak up on the temple or those chanting will be met with failure. Anyone using *move silently* or *hide in shadows* will automatically trip, kick over a stone, sneeze violently, or perform some other creative act to alert the worshipers of Beshaba to their presence. Use of *invisibility* or other camouflaging magic will be countered by the PCs tripping into a small puddle of sewage, which will outline their form in sludge and will make their presence known.

Anyone possessing the "blessing" from the Temple of Tymora will not only stumble and fall on their approach, but will crack their head on the stone floor. Such PCs must make a saving throw vs. paralyzation or be stunned for 1d6 rounds and suffer 1-3 points of damage. The safest way for any of the PCs to approach the Shrine of Misfortune is to simply walk up casually.

Once the PCs round the bend and come into view of the shrine, read the following:

The chamber before you flitters with shadows from numerous torches across the walls. Four individuals encircle a small stone altar on the far side of the chamber, and a cage containing a white and gray rabbit is the center of attention. Lucky rabbit's foot indeed. McLork didn't tell you it was still attached to the rabbit. At your approach the chanting stops, and the rabbit thieves grab their weapons and advance toward you. One of the individuals fits the description of the temple's thief, two are human males with swords, and the fourth is a female dressed in ceremonial robes covered in strange symbols.

Anyone making a religion proficiency roll can determine that this is a shrine dedicated to Beshaba, and that the female is dressed in the robes of a high priestess. These four will position themselves between the PCs and the rabbit, but if it appears they are going to lose the battle, they will trip the trap connected to the cage which release the rabbit and destroys the chamber (see below).

The Tween Counterbalance

Depending on the tier of the PCs, the worshipers of Beshaba will have 1-4 Tweens attached to them. Tweens are creatures from the Ethereal Plane that

attach themselves to a host, giving that person a slight glimpse of the future. This will give the NPCs a great advantage over the party, compensating for their low numbers. DM be sure to completely read the MONSTROUS COMPENDIUM sheet on the sheet with this tournament before running this encounter. Each of these Tweens is a gift from the Maid of Misfortune. If any of the Tweens are killed (possibly by using the *oil of etherealness* on a weapon), the evil worshipers will attempt to flee.

Misfortune Power

Once per day a priest of Beshaba can reduce the saving throw or attack roll of an opponent by 1. When this power is used, the priest glows a deep red. This power is used after the die is rolled, before any modifications are applied.

Tier 1

Priestess Cleo of Bad Luck, human female, 3rd level priest: AL CE; AC 2 (*plate mail +1*); MV 9; hp 16; THAC0 20 (18 with warhammer); #AT 1; Dmg 1-4+2 (*warhammer +2*); SA: misfortune; Str 14, I 14, Wis 16, Dex 14, Con 17, Chr 15; SZ M; ML 13.

Magic Items: *plate mail +1*, *warhammer +2*.

Spells: 1st level: *cause light wounds*, *command*, *protection from good*; 2nd Level: *charm person*, *hold person*.

TWEEN present.

Tinsel Reltether, human male, 2nd level thief: AL CE; AC 3 (*leather +1*, Dex 18); MV 12; hp 12; THAC0 20 (19 with shortsword, 17 with light crossbow); #AT 1; Dmg 1-6+1 (*short sword +1*) or 1-4+1 (*light crossbow bolt +1*); SA backstab (+4 to hit, x2 damage); Hear Noise 35%; Climb Walls 75%; Str 13, Int 14, Wis 14, Dex 18, Con 12, Chr 12; SZ M; ML 13.

Magic Items: 6+1 *light quarrels*, two pinches of *dust of magic detection*.

Treasure: 400 gp, 50 gp ruby.

Warriors of Beshaba (2), human males, 1st level fighters: AL CE; AC 5 (*chain mail*); MV 12; hp 7 ea.; THAC0 20; #AT 1; Dmg 1-8 (*long sword*); SZ M; ML 10.

Tier 2

Priestess Cleo of Bad Luck, human female, 4th level priest: AL CE; AC 1 (*plate mail +1 & Dex*); MV 12; hp 20; THAC0 18 (16 with hammer); #AT 1; Dmg 1-4+2 (*warhammer +2*); SA:

misfortune; Str 14, I 14, Wis 16, Dex 15, Con 17, Chr 15; SZ M; ML 13.

Magic Items: *plate mail +1, warhammer +2*

Spells: 1st Level: *bless, cause light wounds, command, protection from good*; 2nd Level: *charm person x2, hold person*;

TWEEN present.

Tinsel Reltether, human male, 4th level thief: AL CE; AC 3 (*leather +1 & Dex 18*); MV 12; hp 22; THAC0 19 (18 with shortsword, 16 with light crossbow); #AT 1; Dmg 1-6+1 (*short sword +1*) or 1-4+1 (*light crossbow bolt +1*); SA backstab (+4 to hit, x2 damage), Hear Noise 35%; Climb Walls 75%; ; Str 13, Int 14, Wis 14, Dex 18, Con 12, Chr 12; SZ M; ML 13.

Magic Items: *6+1 light quarrels, two pinches of dust of magic detection*;

Treasure: 400 gp, 50 gp ruby.

Warriors of Beshaba (2), human males, 2nd level fighters: AL CE; AC 5 (chain mail); MV 12; hp 16 ea.; THAC0 18; #AT 1; Dmg 1-8+1 (long sword & 17 Str); Str 17; SZ M; ML 10.

Tier 3

Priestess Cleo of Bad Luck, human female, 6th level priest: AL CE; AC 0 (*plate mail +1 & Dex*); MV 12; hp 28; THAC0 18 (16 with hammer); #AT 1; Dmg 1-4+3 (*warhammer +2, 16 Str*); SA: misfortune; ; Str 16; I 14; Wis 16; Dex 16; Con 17; Chr 15; SZ M; ML 13.

Magic Items: *plate mail +1, warhammer +2.*

Spells: 1st Level: *bless, cause light wounds x2, command, protection from good*; 2nd Level: *charm person x2, hold personx2, enthrall*; 3rd Level: *dispel magic, curse* (minus 1d6 points from random attribute); **TWEEN** present.

Tinsel Reltether, human male, 5th level thief: AL CE; AC 3 (*leather +1 & Dex*); MV 12; hp 28; THAC0 18 (17 with shortsword, 15 with light crossbow); #AT 1; Dmg 1-6+2 (*short sword +1, 16 Str*) or 1-4+1 (*light crossbow bolt +1*); SA backstab (+4 to hit, x3 dmg), Hear Noise 35%; Climb Walls 75%; Str 16, Int 14, Wis 15, Dex 18, Con 12, Chr 12;SZ M; ML 13.

Magic Items: *6 +1 light quarrels, two pinches of dust of magic detection*;

Treasure: 400 gp, 50 gp ruby;

TWEEN present.

Warriors of Beshaba (2), human males, 4th level fighters: AL CE; AC 4 (chain mail + shield); MV 12; F4; hp 26 ea.; THAC0 15; #AT 3/2; Dmg 1-8+3 (long sword, 17 Str, weapon spec.); SA weapon spec. +1 to hit/+2 damage; SZ M; ML 10; Str 17

Tier 4

Priestess Cleo of Bad Luck, human female, 8th level priest: AL CE; AC -1 (*plate mail +1 & Dex*); MV 12; hp 34; THAC0 15 (13 with hammer); #AT 1; Dmg 1-4+3 (*warhammer +2, 17 Str*); SA: misfortune; Str 17, I 14, Wis 16, Dex 17, Con 17, Chr 15; SZ M; ML 13.

Magic Items: *plate mail +1, warhammer +2*

Spells: 1st Level: *bless, cause light wounds x2, command, protection from good*; 2nd Level: *charm person x2, hold personx2, enthrall*; 3rd Level: *dispel magic, curse x2* (minus 1d6 points from random attribute); 4th Level: *cause serious wounds, poison*; **TWEEN** present

Tinsel Reltether, human male, 7th level thief: AL CE; AC 3 (*leather +1 & Dex*); MV 12; hp 38; THAC0 17 (15 with shortsword, 14 with light crossbow); #AT 1; Dmg 1-6+2 (*short sword +1, 17 Str*) or 1-4+1 (*light crossbow bolt +1*); SA backstab (+4 to hit, x3 dmg), Hear Noise 55%; Climb Walls 78%; Str 17, Int 14, Wis 15, Dex 18, Con 15, Chr 12; SZ M; ML 13.

Magic Items: *6+1 light quarrels, two pinches of dust of magic detection*;

Treasure: 400 gp, 50 gp ruby;

TWEEN present.

Warriors of Beshaba (2), human males, 6th level fighters: AL CE; AC 2 (chain mail + shield, 16 Dex); MV 12; hp 46 ea.; THAC0 13 (with longsword); #AT 3/2; Dmg 1-8+3 (long sword, 17 Str, weapon spec.); SA weapon spec. +1 to hit/+2 damage; Str 17, Dex 16, Wis 15; SZ M; ML 10.

TWEEN present for one warrior

Tier 5

Priestess Cleo of Bad Luck, human female, 9th level priest: AL CE; AC -2 (*plate mail +1 & Dex*); MV 12; hp 41; THAC0 15 (13 with warhammer); #AT 1; Dmg 1-4+3 (*warhammer +2, 17 Str*); SA: misfortune; Str 17, I 14, Wis 16, Dex 18, Con 17, Chr 15; SZ M; ML 13.

Magic Items: *plate mail +1, warhammer +2*

Spells: 1st Level: *bless, cause light wounds x2, command x2, protection from good*; 2nd

Level: *charm person* x2, *hold person* x3, *enthrall*; 3rd Level: *dispel magic*, *curse* x2 (minus 1d8 points from random attribute); 4th Level: *cause serious wounds*, *poison*; 5th Level: *wall of fire*;
TWEEN present.

Tinsel Reltether, human male, 9th level thief: AL CE; AC 3 (*leather +1* & Dex); MV 12; hp 48; THACO 15 (14 with shortsword, 13 with light crossbow); #AT 1; Dmg 1-6+2 (*short sword +1*, 17 Str) or 1-4+1 (*light crossbow bolt +1*); SA backstab (+4 to hit, x4 dmg), Hear Noise 65%; Climb Walls 78%; Str 17, Int 14, Wis 15, Dex 18, Con 15, Chr 12; SZ M; ML 13.

Magic Items: 6+1 *light quarrels*, two pinches of *dust of magic detection*;

Treasure: 400 gp, 50 gp ruby;

TWEEN present.

Warriors of Beshaba (2), human male, 7th level fighters: AL CE; AC 0 (chain mail + shield, Dex); MV 12; hp 51 ea.; THACO 14 (12 with longsword); #AT 2/1; Dmg 1-8+4 (long sword, 18 Str, weapon spec.); SA weapon spec. +1 to hit/+2 damage; Str 18, Dex 18, Wis 15, SZ M; ML 13.

TWEEN present for each warrior.

The Tween(s) will be nearly invisible in the torch light of the chamber. If a *continual light* or *light* spell is used to brighten it up, an Intelligence check by an observant PC will reveal a small smoky, shadowy figure behind each of the creature's hosts.

The worshipers of Beshaba will not fight to the death, but will trigger the rabbit's trap and flee through the far corridor. During the battle, the fighters and Tinsel will attempt to engage the PCs in melee, while Cleo utilizes her spells—centering her attacks on spellcasters or powerful warriors. Each of these NPCs may be turned over to the City Watch, alive of course, for a reward of 300 gold pieces each.

The Rabbit Trap

This trap is to insure that the rabbit will perish should the shrine be attacked or the rabbit somehow removed by someone other than the worshipers of Beshaba. If the cage or altar is touched without the proper command phrase being spoke ("*faulty fluke*"), two things will happen.

The first thing to occur is the cage will spring open and the rabbit will run out into the chamber. To catch the bunny the PCs will have to roll ¼ (round down) of the Dexterity or less to grab the extremely quick creature. Since the chamber is crowded, there is

a -1 penalty for every PC over two that tries to catch the rabbit (everyone is running into each other trying to catch the bunny).

The second thing to occur is an distinctly audible "CLICK" will sound, and 100,000 gallons of sewage sealed in a side chamber where the PCs entered the sewers will be released. Three rounds after the "CLICK", the chamber will flood with raw sewage. After the "CLICK", a sound similar to rushing water will be heard headed towards the party's location. The only way out is a passage opposite the one the PCs came from.

The wretched substance will engulf anyone still in the chamber when the sewage arrives. These unfortunate PCs will have an 90% chance to contract a disease (same as Otyughs above), and must make a saving throw vs. their Constitution or drown in the massive amount of thin sludge that fills the chamber in a rush. Those that make their save will survive the incident, but the chance to contract a disease is still present.

In addition, all perishable items (food), cloth or clothing (including leather armor, magical cloaks, boots, etc) are completely saturated in sewage. No matter what the PCs do such items will always reek of sewage, and anyone wearing them will suffer a -1 to Charisma and Comeliness score when it comes to NPC interaction. Also, the PC will need a through scrub down to get the smell off of them. Anything on a PCs that is not fastened (like a helmet), will be lost in the runoff of slop down adjoining corridors. Even if the PCs avoid getting splashed by sewage, they will still smell terribly.

If the rabbit is caught up in the sewage and is not rescued, the flood of refuse will kill the creature. If someone is holding it or otherwise attempting to shield it from the deluge, the bunny will survive even if the PC is dead. The rabbit will negate the effects of the "blessing" from the Temple of Tymora, and will add a positive modifier of +3 to all rolls by the possessor of the rabbit.

The second passage leading from the Shrine of Beshaba leads to a sewer grate not far from the Temple of Tymora, and is the PCs only exit out of the system. The rope ladder to the general store is destroyed in the flood. When the PCs emerge from the sewers, read the following:

You escaping from the sewers, leaving the destroyed Shrine of Misfortune behind. As you breathe the fresh air of Faerûn, you suddenly notice a ghastly smell. As the bile rises in your throat you notice that the smell, the stink of refuse, is coming from you.

CONCLUSION

If the PCs clean-up before returning the rabbit to the Temple of Tymora, read the following:

The Temple of Tymora is full of worshippers as you arrive, and Galen McLork strides up to you with a large smile across his face. "You have our deepest thanks," he says as he takes the rabbit from you, "I hope these small tokens of our appreciation will bring you great joy and prosperity." He hands you several small pouches as a reward for your mission.

If the PCs have not cleaned up before returning to the temple read the following:

You arrive back at the Temple of Tymora, and members of the church give you plenty of clearance as you pass by them on the streets. Galen McLork greets you at the door as you approach.

"You have my deepest thanks," he says holding his nose," and I hope this small token of our appreciation will bring you great joy and prosperity." He then hands you several pouches as a reward for the mission. As he walks back into the temple he declares, "Take a bath heroes." and strides away.

The rest of the reward offered by the temple consists of the following:

- 122 platinum pieces
- two *potions of extra healing*
- 10 garnets worth 20 gold pieces each

The End of *Luck Takes a Vacation*

Experience Point Summary

Story Awards

Encounter One

- ☞ Questioning witnesses: 50 for each witness

Encounter Two

- ☞ Asking questions of Latisha and friends: 50
- ☞ Staking their poker game: 200
- ☞ Questioning Isaac: 100

Encounter Three

- ☞ Visiting shell game: 100

- ☞ Visiting fruit merchant: 100
- ☞ Visiting used weapons dealer: 100
- ☞ Visiting Madam Coth's: 50

OR

- ☞ Visiting Madam Coth's on a tip from Isaac: 100
- ☞ Deciphering the vision without help: 100

Encounter Four

- ☞ Not physically injuring Keth: 100
- ☞ Threatening Keth to find the secret door: 300
- ☞ Obtaining the *ring of warmth*: 200

Encounter Five

- ☞ Choosing the right passage first time: 400
- ☞ Find the Otyugh's treasure: 100
- ☞ Surviving the rabbit trap: 100
- ☞ Keeping the rabbit alive: 100

Tiered Awards

Tier 1

- ☞ Defeating Otyugh: 650
- ☞ Defeating worshippers of Beshaba: 895

Tier 2

- ☞ Defeating Otyughs: 1300
- ☞ Defeating worshippers of Beshaba: 1790

Tier 3

- ☞ Defeating Otyughs: 1950
- ☞ Defeating worshippers of Beshaba: 2685

Tier 4

- ☞ Defeating Otyughs: 2600
- ☞ Defeating worshippers of Beshaba: 3580

Tier 5

- ☞ Defeating Otyughs: 3250
- ☞ Defeating worshippers of Beshaba: 4475

Treasure Summary

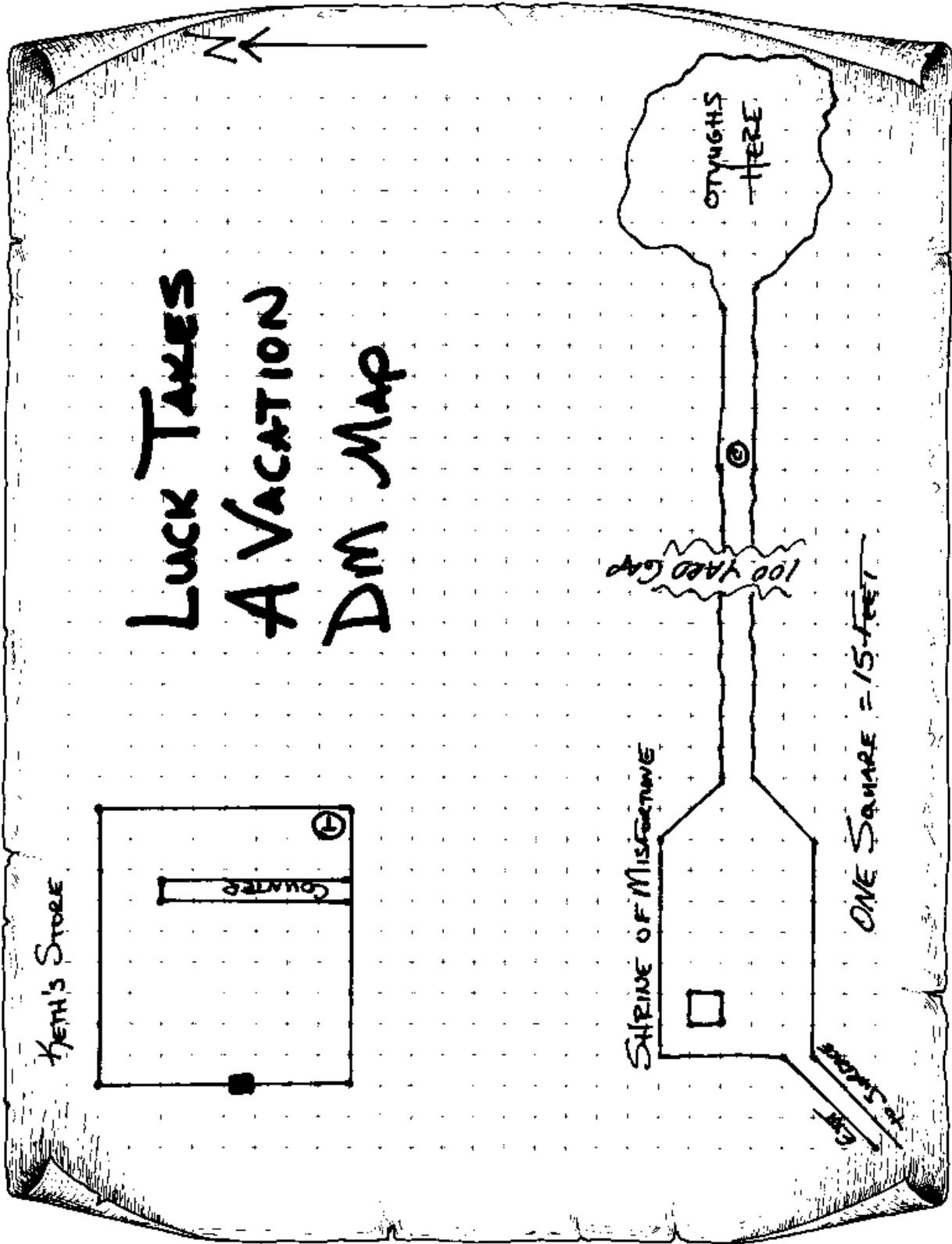
Otyugh's Treasure

- *long sword +1*
- *ring mail +1*
- two diamonds worth 400 gp each
- scroll with *fumble* @10th level
- *oil of etherealness* with 3 applications

Reward

- 300 gp reward for captured worshipers of Beshaba
- 122 platinum pieces
- two *potions of extra-healing*
- 10 garnets worth 20 gp each

Magical items on the Beshaba worshippers are not claimable by the PCs.



Tween

MC14

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (10% chance 1-3)
ARMOR CLASS:	10
MOVEMENT:	Variable
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	1 (on Ethereal Plane only)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Etherealness
MAGIC RESISTANCE:	Nil
SIZE:	S (3')/Special (see below)
MORALE:	Special (see below)
XP VALUE:	17



A tween is a parasitic creature from the Ethereal Plane. On its home plane it appears as a short, squat, ugly humanoid form with stubby arms and legs, and no neck. On the Prime Material Plane, a tween appears as a smoky or shadowy outline within six feet of whichever being it has chosen as its "host."

Combat: The tween can only attack or be attacked on the Ethereal Plane, or by means such as applying oil of *etherealness* to a blade. If such a melee occurs, the tween will fight with a weapon, usually a sword. The tween has no attack abilities on the Prime Material Plane, and indeed has little need to defend itself there.

The tween has the ability to see a few seconds into the future, and may communicate this future-sight subliminally to its host. The tween is also able to move relatively light material things short distances, reacting with such speed that it can affect the movement of a weapon in melee. For example, it can reposition its host's sword so that it hits rather than misses. As a result, any character or creature with a tween "partner" gets two die rolls instead of one, whenever a die roll is called for, using the more advantageous of these rolls. This applies to all die rolls: attack rolls, damage rolls, saving throws, etc. This gives the tween's host the appearance of being very "lucky" to any who are not aware that the character is infested with a tween.

While a tween has an obvious beneficial effect on the actions of its host, it has the reverse effect on any other creature, friend or foe, within 50' of the host. While the tween appears to bestow luck upon its host, its parasitic nature absorbs luck from all those nearby. Two die rolls are made for all characters/monsters within a 50' radius whenever a die roll is called for, and the less advantageous is selected. A character with a tween partner is therefore something of a curse to any companions, and usually ends up as an outcast from any adventuring party who knows of his infestation.

Habitat/Society: Because of the tween's squat and somewhat ugly natural appearance on the Ethereal Plane, it is considered by most other denizens to be among the lowest form of life residing

there, and it is shunned by all other residents, even other tweens. For that reason, most tweens choose to infest a being on the Prime Material Plane and live vicariously through them, deserting their own solitary lives on the Ethereal Plane.

In selecting a host, a tween will prefer an intelligent being, human or near-human, but they have no particular preference for adventurers. After several hours with a new host, a tween will gradually assume the general shape and characteristics of that host, who will appear to have a "shadow" nearby. Once a host has been selected, a tween will remain permanently until the host or the tween dies. Neither tween nor host are able to voluntarily sever the bond. If the host of a tween dies, the shock and grief of losing its host will literally cause the tween to split in two, causing the birth of a new tween. Both tweens then will usually begin looking for new hosts, the "old" tween almost immediately, and the "new" tween as soon as it finds out how miserable its life as a tween on the Ethereal Plane can be.

A tween eats just about anything it can find while alone on the Ethereal Plane without a Prime Material Plane host; after it secures a host, it feeds on the "luck" of those surrounding its host. Its form remains on the Ethereal Plane and no longer needs typical sustenance.

Ecology: The tween has no natural enemies on the Ethereal Plane, nor does it have any friends; therefore, most tweens will find and secure a Prime Material Plane host shortly after birth.

There are rumors about some magical research that has been done on the nature of tweens—more specifically, on how to separate a tween from its host without the death of one or the other. A *wish* spell has been proven effective, and experiments have been done with combining *dispel magic*, *remove curse*, and *plane shift*, but thus far the results of these experiments have been disastrous. An *amulet of proof against detection and location* will usually discourage a tween from infesting a character in the first place. The tween prefers to choose an intelligent host, and it cannot gauge a being's intelligence in the presence of such an amulet.

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