

Monster Mash

A one round LIVING CITY tournament

By Daniel S. Donnelly

A call has come for adventurers willing to do the right thing or those willing to do anything for a price. Not recommended for Lords of Ravens Bluff.

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

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

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

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

Tier Structure

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

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

DM Information

With the next couple of hours the PCs will have a chance to have a little fun. The tournament is designed as a sort of, have fun and not worry about the consequences type of event. There is very little opportunity for the PCs to get into much danger. There is a lot of role-playing and fun. This module can also be run COMPLETELY as in interactive if you want to run it that way. It takes a number of additional judges, but it is a great Halloween interactive. Of course costumes are a must and the DM can adlib additional PC costumes based on the non-human costumes that are available.

The module is broken out into the following encounters:

Introduction: The adventure starts with a town crier passing through the inns, taverns and other locales often frequented by adventurers. "WANTED - Adventurers willing to do anything for gold and / or magic. Also interested in speaking to any who are truly willing to do the right thing." They are instructed to meet with one of the city's Lords the next morning at the Seven Tiger Inn. Here they meet Lord Lorien Keltree Darkarrow who has a slight problem. He has two emergencies, one which only he can handle, and the other which deals with one of his friends. He would like the PCs to undertake a SECRET mission for him, one that they will never speak of again. If they agree he will tell them the sad tale of Marlysa.

Encounter One: Getting ready for the Party: As long as the PCs have agreed, then they must get ready for the party that evening. They must select their "disguises". The disguises available are those of a Death Knight, Faerie Dragon, Maedar, Manscorpion, Manticore, Troll and finally a Kobold. The PCs are given a ring, which actually shapechanges them into the creature selected. They have none of their normal equipment. Someone changing into the Death Knight may keep their armor and sword, and the Maeder is able to utilize a weapon.

Encounter Two: There's a Party Going On: Opening a gate to a pocket dimension the PCs are able to play around and converse with all sorts of evil creatures that are also at the party. They all seem to be getting along with each other just fine. There are a number of events that occur during this section. The PCs need to participate only if they wish to. They will not get as much attention from the others at the party unless they do participate. The sections are:

- **Food & Drink:** Needless to say, the elf burgers might not go over too well, or the chocolate covered halfling toes.
- **Tale Telling:** A true story telling session with the stories told from the monster's point of view. Each PCs will be asked to tell their tale. The best story will be given a door prize.

Encounter Three: Party Crashers I: This is part of the entertainment. A group of paladins comes calling attacking the monsters. There are a large number of "heroes" to slay the foul creatures. Of course, the creatures should have no problem in destroying the heroes. They are only shadow monsters created by the mysterious host to entertain their guests.

Encounter Four: Romantic Possibilities: During the event, there is the distinct possibility that one of the

PCs might get romantically involved with one of the guests. This is up to you as the DM to get the PCs involved. There are a number of NPCs available for this role.

Encounter Five: New Arrivals: This is a red herring. There is a vampire among the new arrivals, however it is not the one that the PCs have been sent to look into. They can overreact, or judge the situation and properly wait. Both results are listed in this encounter.

Encounter Six: Contests

As part of the entertainment, a number of contests are proposed. The PCs may participate in as many as they wish. There is not a cost to enter however there is a level that they must beat to win the competition. During the contests the vampire that Lord Lorien wanted the PCs to watch out for arrives at the party.

Encounter Seven: Party Crashers II: This is the true attack against Marlysa. The attackers come to the party and with some inside help begin to attack the party with the goal of killing Marlysa.

Encounter Eight: Unmasking at Midnight: As the party and the combat ends, the chimes begin to ring twelve times. Midnight has come and with a joyous shout the unmasking begins one at a time. The drama begins as the host of the event slowly calls the rolls to determine which monster is who. The PCs have their turn to embellish themselves with their tale and the reason for protecting Marlysa.

Conclusion: The conclusion is almost as free flow as the rest of the tournament. Hopefully the PCs have saved Marlysa although most will not have cured her illness and thus she will still be cursed and undead.

Players' Introduction

An early fall chill has cooled the Ravens Bluff evening. The night watch has been recruiting adventurers, Lord Blacktree has been recruiting adventurers, but the pay has not been as lucrative as it has in the past. Underdark, tanarri, what ever happened to the damsel in distresses, that heroes and reputations are created of.

It is a pleasant sound of a town crier that gets you out of the thoughts of the past weeks. "Adventurers needed. Do the right thing; help out one in need. Good pay if that's all you care about!" A young boy can be seen walking through the area shouting this to all in hearing distance. He is dressed what appears to be fine silk clothing and has a slight glow to him. A number of adventurers appear to have been drawn to

his cries and even now a small crowd has gathered about him.

Alex, hm F0 (Swashbuckler): Int Above Average; AL CG; AC 8; MV 12; hp 3; THAC0 21; #AT 1; Dmg by weapon (currently only a dagger); SA nil; SD currently has 12 stonemarks; MR nil; SZ M (5' tall); ML 12; Age 12

Alex is an orphan that usually lives in Crows End at a home for orphans and unwed mothers. He is in town with Lord Lorien and wanted to help Lorien. He believes he is all by himself, in fact there has been an invisible guardian that has been following him to make sure he stays safe. He has the following information, although he is very flamboyant in his behavior. He wants to grow up to be a swashbuckler.

- He is making the rounds to all the inns, taverns and locales where adventurers can be found.
- He has instructions to gather a group of adventurers to undertake a grand adventure. He will not be happy with just this group of adventurers.
- The mission pays spectacularly if gold and magic is all they crave. However, the moral rewards are just for those that want to do the right thing as well.
- If they are interested they should be at the Seven Tiger Inn at 4 bells after sunrise for a breakfast meeting.

You should allow the PCs to introduce themselves. He is very interested in their professions and titles.

He will refer to himself as: "Alex, orphan, ward of Dame Irwina Ostentel, Holy Justicess of Tyr, Knight of the Right Hand of Tyr and apprentice member of the Grand Gauche".

The PCs might want him not to go get other groups. He might agree if they buy the nearest bar a round of drinks. He thinks that is the swashbuckler type thing to do. The nearest bar is (your choice) and the cost of the round of drinks is 4d6 gp. If any of the PCs investigate the glow it is from a small glowing coin in his pocket. If they look closely, he will let them look, it has the symbol of Waterdeep on one side and a harp on the other side. It glows with a slight *faerie fire* effect. It is enough light to navigate and read by.

At this point it is up to the PCs as to what they want to do. If they want to get acquainted there is the tavern, or if they want to follow the boy, he either continues to other locales looking for adventurers, or if they bought the round, he returns to the Seven Tiger Inn. If they do anything to hurt him, a 15 HD Air Elemental will grab him and carry him off into the sky and out of the sight of the PCs. If they did this, the mission is over, no one will be at the Seven Tiger Inn the next morning. The elemental is of Average

intelligence, it will believe that any spell cast unwillingly against him, or any physical attack that removes a stonewall, is an attack and will proceed from there. The next morning if they have not attacked Alex, continue with the following text:

The Seven Tiger Inn is an old hunting lodge on the outskirts of the walled city in with many of the noble estates. The smell of fresh foods assaults your nostrils as you come close to the structure. A graying man is busy with a young woman setting a wondrous table of food. "Ah, you must be the ones that Alex was able to discover. Please be seated, he'll be down in a minute or so."

The man, Arthur Wilde, owner of the inn, goes back into the kitchen and you hear the frying sounds of fresh eggs. The young woman pours fresh juices and tea for all you wish it and then placing the pitcher near the table excuses herself and goes up the stairs.

Bournetel Wilde, hef W6: Int Very; AL CG; AC 7; MV 12; hp 18; THAC0 18; #AT 1; Dmg by weapon; SA spells; SD 30% resistant to sleep and charm; MR nil; SZ M (5'1" tall); ML 14.

Spells Remaining: *affect normal fires, sleep, cantrip, whispering wind, know alignment, hold person*

A drop-dead gorgeous 21-year-old magic-user with dark hair and forest green eyes. She is very devoted to her father and proving to him that her magic will help the inn prosper.

Arthur Wilde, hm B6: Int Very; AL LG; AC 7; MV 12; hp 20; THAC0 16; #AT 1; Dmg 1d6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 11

Arthur is the gentleman's bard. He has spent much time within noble houses and is very cultured. He was unable to continue his adventuring career due to the death of his father. He does not know how or why his father was killed, only that nothing was stolen from the inn and no one else was injured.

Arthur is a handsome gentleman in his late forties, with a touch of gray streaking his dark black hair. Originally schooled in the far north he worked his way back home just 15 years ago. On the way home he met, and fell madly in love with, an elven magic-user named Sivestria. Twenty-one years ago he lost Sivestria but gained a daughter, Bournetel.

The two of them are really busy. (Bournetel and Arthur) They stayed up late talking with Lorien and Alex and Bournetel was telling of her latest classes and spells. She and Lorien spent a while going over some new spells as Arthur read. The result is that all three of them overslept for this late morning meeting. Lorien is getting all the details ready as the Wildes put the final

touches on breakfast. In about five minutes Arthur will come out of the kitchen with eggs and fresh bread, as...

Bournetel returns in about ten minutes with a silk dressed elf accompanied down the stairs by Alex. Many of you recognize Lorien Darkarrow a lord of the city and Knight of the Raven.

"Good morning. I am very glad you have found the time to help me with the problem I am facing. I have the unfortunate problem of having to solve two problems at the same time. I have not yet mastered the necessary spells to make two of me so I must choose the course of action to protect the city. Meanwhile, a very personal issue will not see the appropriate attention."

"You look a little confused. Let me make it easier." Lorien takes a deep drink of wine from a goblet that Bournetel brings over, "I have been requested to protect someone and to solve a problem for the city. I can't do both so I have to send someone in my place to protect Marlysa. I would like you to do this, I can pay you well, or if you prefer the satisfaction of doing the right thing I will understand that as well. So?"

Lorien is not giving the PCs a great deal of help with this one. He first wants to determine, which PCs are the mercenary type and which adventure for the benefit of others. Keep track of which PCs want to be paid for the mission. Lorien can offer them 1,000 gp per their highest level. He wants to get their agreement before giving them any detailed information, however the first bullet he would be able to tell them before they agree.

- An elven woman named Marlysa has been threatened by a number of her enemies. She is working on some important research, however, there is a social party that she must attend. Lorien feels that there may be an attempt on her life during the party.
- **THE MOST IMPORTANT NOTE:** Lorien will not give them ANY detailed information until they promise not to reveal anything about this to anyone in the city. They should forget it even happened after they return. He does not even want to know any details other than whether or not they succeeded in protecting Marlysa. He will have them swear an oath to their deities not to reveal the information under penalty of personal harm. If a PC does not believe in a deity, Lorien will cast a spell upon them upon their return that if they communicate any information about the mission, harm will come to them. If someone asks, Lorien will be putting a special *blade of doom* on the PCs. The difference in this blade is that if the PCs break their promise the *blade* will strike doing permanent

damage. If they ask him why the secrecy is that he has been told that the meeting is a very secret affair and although he would trust himself to keep quiet, from the PCs he wants a set promise.

- Marlysa is an elven vampire. He does not tell them this until they agree to work for him. She is studying some ancient texts looking for a reversal to the life draining that created her.
- The party is an annual event that occurs near the Fall Equinox. A number of beings attend. It is one of the few neutral parties that Marlysa could attend as ask some questions of other "researchers".
- It will be necessary to create new identities for each of the PCs so that they might attend. Luckily, Lorien has already been working on such devices.

As you can see the cost of doing this mission is very high. Lorien will not allow any word of this party to get out into circulation. Unfortunately, he does not have a very high wisdom and does not realize that word will get out somehow. He does not however, want the PCs he is sending to be the cause of the stories. If they agree then continue with the following text:

With your agreement to undertake the mission, Lorien gives a slight nod to Arthur, who gathers Bournetel and Alex together to prepare a special basket of pastries for the heroes. After they have left Lorien looks sadly at each of you, "You can see that the mission is of the utmost secrecy, however I must inform you of one other disadvantage that you will be under. I can not send you with most of your magical items. In fact, you can not go as yourselves at all, the party is the gathering of a group of monsters. It is a neutral gathering, where none of them attacks any of the others, and I suppose if an attack were to occur then they would all work together to destroy the offensive person or creature. I was able to get the details of the party from an associate in Waterdeep, however, since I am not going to be able to attend, I need you to "fit in" while being there to protect Marlysa. I have secured a number of rings that will enable you to shapechange to creatures that would be able to appear appropriately. In these forms you will have both your own intelligence and spells but the physical abilities of the creature. This ability is not permanent, it only lasts 24 hours. I can not stress enough that from what I have heard there will be some terrible creatures there and you will need to show great restraint even with the new abilities of your shapechanged forms. So what do you say?"

If the PCs agree with Lorien's proposal then they can go on with Encounter One. If they want more money, Lorien will agree to offer a 50% bonus if they are successful.

Encounter One

Getting Ready for the party

Here is where the PCs can select their "costume" and get ready for the party. If you have a good knowledge of the PCs at the table you can assign rings, however, if you do not know the majority allow the PCs to select their own rings.

Lorien leads you upstairs to a large suite. A valet sits in a large chair polishing a number of weapons and pieces of jewelry. Lorien walks over and picks up a small tome and a number of small silvery stones.

*"Okay, now for disguises. This may be difficult, however these are the ones that I have been able to obtain." He opens the tome to show you a number of illustrations. [Note to Judge – this is a good time to have a *Monstrous Manual*TM handy, to show the pictures] *The first illustration is one of a terrible looking creature about 9-feet tall with green skin and a large nose. "Of course the first is a troll, I thought it might be nice to have one of you able to regenerate if that is needed."**

He continues to the next page of the tome only to show the delicate picture of a faerie dragon. "Thankfully, since neutrality is in effect, I can offer someone a less offensive disguise. Trust me the others are not nearly as pleasant."

Lorien flips the book a couple of times and shows pictures of a manticore, a satyr, a manscorpion, a kobold, and then a creature, which is illustrated next to the hideous snake-haired medusa. "That is a maedar!" Lorien says seeing the picture that has your attention. It is the male version of a medusa."

The PCs are able to select whichever one they want. It will be tough for that character but that is why we recommend tables of no higher than six players. Pass out the Player's Handouts for the appropriate monsters. Lorien can familiarize the characters with the creatures before they go. NOTE: only the maedar is allowed to bring their own weapon, otherwise **no weapons, armor or miscellaneous objects are allowed.**

Once the PCs are ready then Lorien will hand each one of the silver drops. These enact the change. He suggests that they change here and get used to the modes of movement so that they might not be that clumsy in the new form. He will also give the PCs a description of Marlysa if they ask him for one. Otherwise, it slips his mind like it must have slipped the minds of the PCs. The description is also a player's handout.

When the PCs are ready to continue, go on with Encounter Two.

Encounter Two

There's a party going on

Here is where Lorien opens a portal to the party. It is in a small pocket dimension. Luckily the dimension has been well furnished for the gathering including a small pool, a small section of woods, a field of flowers, a hill of snow and the circular raised stone platform, which holds the food and many of the creatures. There are creatures all about the area, although most of them are on the platform. There is an atmosphere, although there does not seem to be anything but darkness in the sky.

With a twist of an ornate silver ring, a glimmering silver gate opens up on the wall of the Seven Tiger Inn. "This will lead you to the party." Lorien says indicating the gate.

The PCs might very well go straight through the gate. The wiser ones will wonder if they need a gate to get there, how do they get back? If they ask Lorien, he will tell them that he was told that at the conclusion of the party all the attendees are returned to the location that they entered from, unless they take themselves from the party sooner via a *plane shift* or similar magic. Wait for the PCs to decide to go through the gate, then continue with the following text.

As you walk through the gate you feel a slight tingle of magic and find yourself in a beautiful garden surrounded by fruit trees and rose bushes. As you look around a creature with the upper torso of a naked woman and the lower torso of a snake slithers towards you.

"Good evening creatures of darkness," she says her six arms relaxed at her side. "Allow me to show you about the manor house, my name is Treliboria."

Treliboria (Marilith Tanarri): Int Average; AL NG; AC -9; MV 15; hp 8; THAC0 9; #AT 7; Dmg 1d8 (x6) (long swords and battle axes) / 4d6; SA spell-like powers, constriction; SD +2 weapon to hit, never surprised, spell immunity; MR 70%; SZ L (7' tall); ML 10

Terrible to behold, these creatures have the bodies of giant snakes, with huge, green, scaly coils. From the waist up, they are beautiful, comely females. Besides her obvious snake body, the feature that reveals the true nature of this tanar'ri is her six arms. They are commonly adorned with precious jewelry and highly

decorated weapons -- marilith most often carry a different weapon in each of their six hands.

Treliboria is actually a lesser wizardress from Sembia that was invited and she has been granted the position of hostess. She will show the PCs around the area. She is a very good actress and will ham up the part of the marilith quite well.

If anyone attacks, Treliboria will drop her disguise for the PCs and explain who she really is, since dying was not part of what she agreed to. She does not fight, though she'll look plenty menacing to keep up her act.

The areas within the dimension as described by Treliboria are:

Swimming Pool: "A grand pool heated by a natural hot spring. The pool curves about to allow many public as well as private areas to swim or enjoy the spring."

A section of Deep Forest: "This is provided for our more natural attendees, although it is also where we will be holding some of the later contests."

The Field of Flowers: "This is the site for the game of dodge ball later. It is also ideal for a picnic with a close friend."

The Hill of Snow: "This was created to give our daredevils a place to play. There is a large number of trees and pits however we are going to have a sledding competition. (Smiling at the Troll) You know you might have a good chance at least you would not worry about dying."

The Stone Platform: "That is the social area. There is delicious food: elf ears, chocolate covered halfling toes, just wonderful. Many of the guests that will not be participating in the other contests will be socializing on the platform. Just fly up or if you are vertically challenged take the stairs!"

After you have shown the PCs the different areas and explained the places continue with the following text:

Treliboria extends a hand to each of you. "Shall I show you to the main party now! I am sure they will be just dying to meet all of you. Now you will want to have a name and a locale chosen so I can introduce you to the guests that have already arrived."

It will be up to the PCs to come up with a false name and location. Treliboria will slither up the stairs and if there are seven PCs will grab the kobold by the back of the neck and carry it in her teeth as they go up the

stairs. Once the PCs have their stories and are ready to go up the stairs continue with the following text:

You are lead up the stairs and announced to the many creatures already on the platform. You can easily see a number of foul creatures including what appears to be the lord of the feast a pit fiend. You can see a number of unknown creatures in addition to a brownie having a discussion with a mummy and a banshee; a Wemic drinking a crystal goblet of deep red liquid while speaking with a Yeti and a Sprite. The pit fiend is holding a conversation with a mind flayer while a dryad looks on. As the marilith announces you many look your way to take in just what type of creature and threat you might be.

DM NOTE: True sight will not function on this plane, nor will any "Detect" spell. This is to keep the party a surprise. Of course it should be no surprise that the beholder is able to see all the people as they actually are and knows who everyone is, of course, he probably does not know the PCs.

<i>Creature</i>	<i>Alias/Locale</i>	<i>Topic of Conversation</i>
<i>Pit Fiend</i>	<i>Brell/Baator (1st layer)</i>	<i>Talking to people about the selling of spirits.</i>
<i>Lamia</i>	<i>Steja / High Moors</i>	<i>Seems to be eating, she will talk about the increase of clerical spells in the realms</i>
<i>Brownie</i>	<i>Always Bright</i>	<i>He never gives a locale, he will try to get the PCs by making fun of their race/state etc.</i>
<i>Wemic</i>	<i>Sharpclaw / Forgotten Forest</i>	<i>He is looking for a female mate, he does not care what type of creature she is. He wants to go for a walk in the woods or a dip in the pool.</i>
<i>Yeti</i>	<i>Darkfur</i>	<i>Very quiet, really does not converse, will excuse himself if approached.</i>
<i>Sprite</i>	<i>Mickey / Greycloak Hills</i>	<i>She wants to determine who is who and who knows who at the party. She will use a story claiming to want to raid Ravens Bluff and wants to know their impression.</i>
<i>Rakshasa</i>	<i>Sly</i>	<i>Sly wants to sell items for coin. He has a number of minor items. See treasure summary for cost and selection. Only one item may be purchased.</i>
<i>Mummy</i>	<i>He only grunts</i>	<i>He is just looking for the vampire, He has an amulet that will glow in the presence of undead.</i>

After the introductions give the PCs a moment or two to catch their breath. They have time to speak to any of the creatures here on the platform. The basic information about the NPCs is contained in Appendix C, however some additional information is contained here.

<i>Creature</i>	<i>Alias/Locale</i>	<i>Topic of Conversation</i>
<i>Mind</i>	<i>Underdark</i>	<i>Not giving her name she will</i>

<i>Flayer</i>		<i>attempt to ask which cities they like to raid the most often.</i>
<i>Dryad</i>	<i>Lady of the Gourd</i>	<i>Just watching, although he will not accept advances by men without a problem.</i>
<i>Banshee</i>	<i>Silvertree</i>	<i>She is looking for a pool partner of the male persuasion.</i>

Many of the NPCs have separate encounters if the PCs deal with them. See the text in Appendix D for these encounters. The basic information is contained above, however the PCs might pursue the NPCs a bit more. After the PCs have had a chance to speak briefly, 5 minutes or less with one of the NPCs or groups of NPCs then continue with the following text. If they go to get some refreshments that is found at the end of the encounter.

The marilith moves onto the center of the platform, "Okay, final stories, come on someone must have one." From behind her the mind flayer steps forward out of the shadows, "I have a story!" The mind flayer takes in what appears to be a pink drink while it "gets comfortable"

"This story occurred many years ago while I was raiding a number of villages outside of the city of Procampur. We were of course after herd creatures for our herds." The creature's tentacles giggle a bit as if it was chuckling in some way.

"We had very little opposition, only a stubborn dwarven clan. Not much use dwarves, too hard and much too gritty for any other purposes, still they did good work with stone so we considered contacting them. It took a short time as we had too many other cultures to deal with prior to dealing with the dwarves. In truth we waited far too long, the dwarves were ready for us, we were unable to establish a foothold in their territory, and they fought us to the end, claiming to know that they would prevail."

"Of course the great collective was able to defeat even the prepared dwarves, you see the dwarves had a greater enemy, the dark elves. We manipulated the manipulating elves and in many ways forced the elves to attack and destroy the kingdom of dwarves. However the dwarves were resilient and even now they again grow in numbers and threaten to again populate the mountains near Procampur, our mountains. But this time we have been preparing and will be ready for them!"

Much cheering and grunting can be heard from the others listening to the story. The mind flayer tips it's head in respect and slurps in the remainder of the pink drink in it's hands. Many of the others think twice about telling their own tales and start moving away as the marilith calls for any additional stories.

It should be very blatant to the PCs that this is their chance. The key to the story is tri-fold. 1) The story needs to be entertaining, 2) in the perspective of the creature that they are 3) and be as true as possible.

If the PCs do not immediately volunteer to tell a story, go ahead with the following story as told by the Wemic:

"I am Sharpclaw. Once, while I was being served by the many mates of mine when a hoard of elven Rangers began firing scores of arrows from the trees into my pack. I took many arrows, stopping all of those meant for my mates before I took to the trees. You see, the archers knew not of the great leaping ability of the wemic. I torn into the pack, ripping them limb from limb while many of the elves attempted to hide, but none could hide that day from the senses and fury of Sharpclaw."

In fact, this story does have a slight bit of truth, since he was once attacked by a lion when he was trying to impress a group of young elves and he hide while the elves took care of the lion. Okay, it is a little true.

Food and Drink:

When the PCs are ready to go to the tables to get something to eat or something to drink continue with the following text description. The complete listing of the table is below the text:

Two long tables contain many "food" items from which the guests are eagerly helping themselves. Most of the food dishes have a small plaque in common describing what the delicacy actually is. A table of wines accompanies the disturbing foods and punch bowls filled with again labeled beverages.

Halfling Toes	Small delicate Halfling toes dipped in fresh chocolate (actually strawberries)
Elf Ears	Deep fried elf ears covered in a light batter (actually fried squash)
Cat's Liver	Light crackers with a thin layer of pasted liver (actually liver pate)
Tongue of Wizard	A small piece of dark bread with a thin slice of reddish meat with a red sauce spread on the meat. (actually smoked salmon)
High Ranger Cookies	Oatmeal cookies with chewy morsels of actual high rangers baked inside (okay they are raisins)
Paladin Stew	Chopped Paladin served with a generous amount of vegetables (okay it is a hardy beef stew)
Sacrificial	Taken from the blood of sacrificed

Wine	innocence it is pressed and stored in cold iron vats (actually Westgate Ruby, goes well with the Paladin Stew)
Icedale Blood Wine	A frosty wine with a hint of the icy cold (actually Winter Wine)
Orc Mash	Made from the crushed Orc skulls by Treants (actually Saerloonian Topaz)
Berry Ale	This is the combined pulp of a tree and the dryad within the tree (actually a small cordial made by the dryads - NOTE If any of the PCs approach this one, the Dryad approaches and warns them that even a shot of that will perhaps cause them to be cursed forever.)
Essence of Dryad	
Wizard Brain Wine	Made by the Illythids of the Underdark from only the brightest captives (actually Berduskan Dark the most alcoholic wine served)

The PCs are welcome to try any of the foods or drinks. Most are particularly nasty but have a delicious flavor no matter what they look like. Many of the "good" creatures will not partake of the food.

Allow the PCs to play around and talk to at least four of the NPCs. They should be looking for someone of Marlysa's description. She is not here. Intelligent PCs will think to ask their marilith hostess to inform them when she arrives. That will help. They of course can also move out to the pool and the woods to speak to the creatures out there. If they do use the following table as the initial conversations that the creatures can have with the PCs.

Remember that Appendix C & D have more detailed information about the NPCs and the creatures that they are currently appearing as. The group of creatures at the pool include: the Beholder (floating over the pool with a large glass of Sacrificial Wine floating next to him), a shedu standing away from the pool watching the other creatures, the Jann standing with the shedu, and an efreit which appears to be lounging IN THE POOL!

If they go to the forest they will find the Ogre Magi looking for any goods from around the realms. He is chewing on a fresh rabbit (actually is a rabbit killed in the forest).

After the PCs have gotten used to the surroundings and have had a chance to speak a bit, a scream will come from the gardens out past the edge of the platform. Continue with Encounter Three.

Encounter Three Party Crashers I

During this encounter the PCs will fight the proverbial thug attack. Of course in this case the attackers are paladins and other holy/unholy warriors trying to kill all the monsters. It is actually a couple of *shadow monster* spells and is part of the entertainment.

Important Note: Not realizing that this is the entertainment, the PCs might not be trying to hurt the paladins. This is okay, in fact, any PC that does not realize that they are fake and only defends is awarded a flat 500 xp bonus. Also realize that most of the PCs do NOT have a method of subduing the paladins. The death knight may subdue and the breath of the faerie dragon might work but the other creatures just do not have the tools to subdue.

A shout comes from the edge of the platform where Treliboria was greeting guests. As you and the rest of the guests peer down, a large group of heroes comes charging towards you leaving the pierced form of Treliboria. The warriors are all grasping holy symbols and move rapidly towards your group.

Allow the PCs one round of preparation, if they want, otherwise they too can charge. If someone is looking at the holy symbols that will take an action but allow them a observation (half int) roll since the symbol is partially covered. If they can see the symbol they will notice that it appears to be that of a drama mask. NOTE: No matter how much damage a PC takes, they do not die, they will only be reduced as far as zero hit points and revive after the fight. The monsters listed below are those that are coming towards the PCs, there is a small army attacking the party.

Tier One:

Demi-Shadow Paladins (6): Int Non; AC 3; AL N; MV 12; HD 6; hp 12; THAC0 11; #AT 1; Dmg 1d8+4; SA turn undead as 4th level priest (will work on undead PCs); SD protection from evil (works against evil monster PCs); MR 50%; SZ M; ML 20

Tier Two:

Demi-Shadow Paladins (6): Int Non; AC 3; AL N; MV 12; HD 8; hp 16; THAC0 8; #AT 3/2; Dmg 1d8+6; SA turn undead as 6th level priest (will work on undead PCs); SD protection from evil (works against evil monster PCs); MR 50%; SZ M; ML 20

Tier Three:

Demi-Shadow Paladins (10): Int Non; AC 3; AL N; MV 12; HD 10; hp 20; THAC0 6; #AT 3/2; Dmg 1d8+6; SA turn undead as 8th level priest (will work on

undead PCs); SD protection from evil (works against evil monster PCs); MR 50%; SZ M; ML 20

Tier Four:

Demi-Shadow Paladins (16): Int Non; AC 3; AL N; MV 12; HD 10; hp 20; THAC0 6; #AT 3/2; Dmg 1d8+6; SA turn undead as 8th level priest (will work on undead PCs); SD protection from evil (works against evil monster PCs); MR 50%; SZ M; ML 20

When the battle is concluded continue with the following text. Remember that the PCs that might have been dropped will start to regain consciousness. During the battle, the other partygoers will be having as much fun battling the foul paladins. The only NPCs that do not seem to be taking part in the battle are the sprite, the beholder and the dryad. At the conclusion of the battle, along with any of the PCs the pit fiend, the mummy and the wemic will also be on the ground just coming to. The Wemic seems to be the injured worst. Obslin did not understand the true problems with the battle rage of the wemics and was caught up in the battle and lost himself in the rage. He is completely exhausted but will not accept any help unless it is from attractive female creatures.

The bodies of over forty holy warriors dot the party floor as many of the guests seem very satisfied and many return to their drinks and conversation. Treliboria stands quickly, "Not even this host of goodness can disrupt our grand gathering so enjoy yourselves, the tale telling contest has been completed, but I would mention that there are contests starting on the snow hill, the forest and of course the grand melee on the open grounds. Please continue to enjoy yourselves and if it strikes your fancy join us for more entertainment later."

At this point BEFORE the PCs start to make their way to the contests continue with Encounter Four.

Encounter Four Romantic Interlude

At this point, the party breaks down into small groups, and a number of couples disappear into the woods or private areas of the pool. One of the PCs will be approached as well. You can select a PC at random or simply select the one that might make the best role-playing opportunity. Swashbucklers SHOULD be chosen as long as the minataur is not rolled. Of course, if the minataur is rolled and the swashbuckler is married then go get him! Roll a d10 to determine, which NPC approaches the PCs.

1-3: Wemic - this is only true if there is a female character as a PC. The wemic will use the injury excuse, especially if a PC helped heal him. He will ask the female character if they would like to go for a walk in the woods. He is very friendly but not overly so. Sometime during the walk, the PC can make a saving throw versus charm. Just have them make a d20 roll during the time. No matter what they rolls have Blackfur spot the Ogre Magi paying the Rakshasa for something over in another tangle of woods. If the PC rolls low have them spot the transaction as well.

4-8: Banshee - Silvertree will try to wrap a male "creature" around her finger while lounging near the pool or walking in the gardens. She will ask them to get food, then drinks, to hold her hand, etc. She will really come on to the PCs but always have something she wants to do or something to see that prevents the PCs from getting anything but frustration and a small kiss on the cheek.

9: Minataur - Throatbiter is prime for a relationship and it is quite possible that the PC whose attention she craves might end up with a little more than he first thought. Believe me a hickey from a minataur is something to worry about.

10: Sprite - Mickey will approach a female character in a friendly way. This may be misconstrued however, Thauna is simply looking to determine the most eligible MAN in the group and if Lorien is among the group. He will talk about the other friends with the PC selected.

No matter what occurs with the selected PCs, the other PCs will eventually see some new arrivals. Don't rush this encounter, allow the PC to enjoy the company and perhaps the strange thoughts about a relationship with a strange creature.

Encounter Five New Arrivals

During this encounter another group of monsters will appear at the party. Included in this group is a female vampire, however it is not Marlysa. This is a red herring the whole way, however it will prompt the PCs to make some type of move.

If the PCs have "staked out" Treliboria, then they will immediately notice the new arrivals. Otherwise, if they are in the pool or platform area, all the PCs are allowed an observation check to notice the newcomers.

At this point a number of "guests" will also be leaving the party. These include the Ogre Magi and the Rakshasa. Midus has made the rounds and doesn't stay

in a foreign place for long. Sly has been able to gain coins from all the realms that he was aware of, possibly including Ravens Bluff.

Obviously all the "guests" have not all arrived as Treliboria greets a number of late arrivers. The newcomers appear to include a beautiful woman and her entourage of semi-clad muscular men.

The woman appears as very pale and will quickly be confronted by the Mummy. You should make sure that the PCs are in range of the confrontation. The forest is three rounds away and the snow field two.

As the new guests make their way to the platform, the Mummy moves into their way, "You are a foul abomination of life and shall be forever destroyed."

Ahimon, hm F1: Int Above Average; AL LN; AC 3; MV 6; HD 6+3; hp 12; THAC0 13; #AT 1; Dmg 1-12; SA fear, disease; SD See below; MR nil; SZ M; ML 15

Mummies are corpses native to dry desert areas, where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses become animated into a weird unlife state, whose unholy hatred of life causes them to attack living things without mercy.

Mummies are horrific enemies. A single blow from one's arm inflicts 1-12 points of damage, and worse, its scabrous touch infects the victim with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. The disease can be cured only with a cure disease spell. Cure wounds spells have no effect on a person inflicted with mummy rot and his wounds heal at 10% of the normal rate. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease.

The mere sight of a mummy causes such terror in any creature that a saving throw versus spell must be made or the victim becomes paralyzed with fright for 1 to 4 rounds. Numbers will bolster courage; for each six creatures present, the saving throw is improved by +1. Humans save against mummies at an additional +2.

Mummies can be harmed only by magical weapons, which inflict only half damage (all fractions round down). Sleep, charm, hold, and cold-based spells have no effect. Poison and paralysis do not harm them. A resurrection spell will turn the creature into a normal human (a fighter at 7th level ability) with the memories of its former life; or will have no effect if the mummy is older than the maximum age the priest can resurrect. A wish will also restore a mummy to human form but a remove curse will not.

Mummies are vulnerable to fire, even non-magical varieties. A blow with a torch inflicts 1-3 points of

damage. A flask of burning oil inflicts 1-8 points of damage on the first round it hits and 2-16 on the second round. Magical fires are +1 damage/die. Vials of holy water inflict 2-8 points of damage per direct hit.

Any creature killed by a mummy rots immediately and cannot be raised from death unless both a cure disease and a raise dead spell are cast within six rounds.

The woman in the guise of the vampire has bright red hair and almost reddish eyes. It really creates a true undead appearance if anyone looks closely. Her name is Kara, and she is one of The Murkos' adopted daughters. You should have asked the PCs if any of them have their name on the wall in the Crypt of Heroes in Zakhara.

Kara, Genie of Zakhara, Efreeti: Int Very; AL N; AC 2; MV 9, Fl 24 (B); HD 10; hp 55; THAC0 11; #AT 1; Dmg 3-24; SA special; SD fire resistance, special; SZ L; ML 15

She is however in the guise of a vampire which allows her a number of additional abilities for the evening including:

- *Charm person* gaze attack, -2 to saves
- Regenerate 3 hit points per round
- +1 or better weapon needed to hit
- *Sleep*, *charm* and *hold* spells have no effect.
- Immune to poisons, paralysis and automatically take half damage from cold or electricity attacks.
- Assume *gaseous form* at will
- *Shape change* to take the form of a large bat

Kara understands that this is a party. She will defend herself if necessary, however she does not try to touch or kill any of the PCs or Ahlimon. That is why she brought some bodyguards.

Bodyguards, men-at-arms appearing as Jann (4): Int Average; AL LN; AC 2; MV 12, Fl 30 (A); HD 6+2; hp 8; THAC0 13; #AT 1; Dmg 2d8 (M sized) or 4d4 (Large) both plus 4 due to strength; SA see below; SD see below; MR 20%; SZ M (7' tall); ML 18

Combat: Jann often wear chain mail armor (60% chance), giving them an effective AC of 2. They typically use great scimitars, which inflict 2d8 damage to small and medium creatures, and 4d4 points of damage to larger opponents. They also use composite long bows. Male jann have exceptional Strength scores; roll percentile dice for their Strengths. For female jann, roll percentile dice and subtract 50; anything above 0 indicates percentage Strength equal to that number, while anything below indicates 18 Strength.

Jann can use one the following magical powers each round: *enlarge* or *reduce*, twice each per day;

invisibility three times per day; *create food and water* once per day as a 7th-level priest; and *etherealness* (as the armor) once per day for a maximum of one hour. Jann perform at 12th-level ability, except as noted.

As you can see the small group should easily be able to handle the threat, however it is the PCs' reaction that is necessary here. The PCs can either impress or distress the other people here at the party. If they do come to the "rescue" of the young lady continue with the following, otherwise you can start up the contests. Or of course, you can do both and separate the PCs.

The pale red headed woman approaches you a large fanged smile on her face. "I thank you for your assistance. I was concerned for the safety of the deluded creature and for those about. Thank you again for the assistance."

Encounter Six The Contests

This encounter will be starting at the end of encounter four and continue through the end of this encounter. This details the contests that are being held at the party. Remember that the PCs must use the form and abilities that they are currently in. Any use of "old skills" or magical items will disqualify them from the contest in which they used the skill. Also, assistance from other PCs is not allowed, although if they role-play a way that a pair of the PCs might work together then you might allow it if it is done in fun, not just to get a competitive advantage.

Contest 1: Climb to the Top:

This contest is very simple. In the forest there is a large grove of ancient redwood trees. The trick is to get to the top of the tree fastest. The grove is very thick. So thick that it makes flying from the base of the tree upward very difficult. The only rule is that the PCs must start at the bottom of the tree and go to the top, touching the top of the tree without teleportive magic. They must also always be in contact with the tree itself.

The other NPCs that have joined this contest have already climbed and depend on the tier level of the PCs. The trees are all about 120' high and a normal human PC climbs at 12 feet per minute. This is not using A D&D movement rates but the "real world" (sorry to insert reality). Thus it will take the PCs an average of 10 rounds to get to the top. Use the following table for additional information for the contest:

Faerie Dragon	The dragon can fly up the tree in a total of 6 rounds dragging its tail.
Manticore	It can reach the top flying in 8 rounds dragging its tail.
Troll	It can actually climb the tree in 7-10 rounds. Have the character attempt three dex checks reducing the time for each success.
Kobold	It can actually climb the tree in 4-10 rounds. Have the character attempt six dex checks reducing the time for each success.

In order to win the contest the PCs will need to beat the following times:

Tier Level	Time to Beat
1	Ten Rounds
2	Nine Rounds
3	Eight Rounds
4	Seven Rounds

Remember the PCs are not allowed to help each other with magic. However in this encounter another possible solution might be to propel the kobold up through the trees. If the PCs do this the kobold PC will need to make a system shock and two dexterity checks. But if they do they will be flung up into the tree two feet per strength of the thrower. NOTE: Trolls have 19 strength so that would be 38 feet. This will eliminate 3 rounds for the kobold.

Another sick possibility is that the troll might just throw his hand up the tree. Or utilize some type of weapon to get it up there (Manticore spikes). If a to hit roll at -5 (AC 5) and a dexterity check and strength check is successful then the troll too can reduce their time by three rounds.

Contest 2: Dodge Ball:

The grand melee to occur in the gardens with all the flowers and plants in play. The ball is a strange spherical item that bounces around the table. It is important that you use figures to represent the PCs and the NPCs for this one. The rules are simple, last one standing wins. The mechanics are:

- To hit an NPC the PC or NPC must make a to hit roll, with a non-proficiency modifier. The only PCs that would be allowed to play are the Death Knight, Maedar, Manscorpion, Troll and Kobold.
- To catch a ball thrown at you, a dexterity check must be made. It is adjusted by the excess THAC0

that the thrower scored. Thus if a NPC or PC with a 13 THAC0 with a -2 (fighter) non-proficiency penalty rolls a 18 to hit. That means they hit an adjusted -3 Armor Class. Let's say their target was the kobold with an armor class of 7. That means they scored 10 more than necessary and thus any attempt to catch the ball is at -10. Of course, the kobold might very well do that.

- If you are hit, or your target catches the ball you are out. The ball will bounce in a random direction after each throw.

The NPC THAC0 and dexterity scores are below Note: at the bottom of the list is the score for Marlysa the elven vampire. She arrives just prior to the competition and joins before the PCs see her, unless they were watching Trelboria.

<i>Creature</i>	<i>THAC0</i>	<i>Dexterity</i>	<i>AC</i>
Lamia	11	16	3
Brownie	20	18	3
Wemic	14	17	7
Yeti	15	10	6
Sprite	19	19	6
Pit Fiend	7	14	-8
Mummy	13	13	3
Mind Flayer	11	19	5
Efreeti	11	15	2
Marilith	9	12 +4 (extra arms)	-9
Marlysa	11	18	1

The ball starts with a random player. Just take the number of PCs and roll randomly between them. It is all for themselves, so no teamwork is allowed. To make use of the tier value use the following chart to adjust the THAC0s of the NPCs.

Tier Level	THAC0 Adjustment
1	+4 due to non-proficiency
2	+3 due to non-proficiency
3	-1 due to non-proficiency however they missile adj.
4	-3 due to missile adj.

Contest #3: Downhill Sledding:

This is the suicide snow hill. There are pits, trees and many other obstacles in the way of the PCs.

The course is strewn with obstacles and the other NPCs have lined up ahead of the PCs. If one of the PCs has been romantically linked with Throatbiter, she will want to race the course with her chosen PC. Otherwise it is up to the PCs to "volunteer". The course is broken out into six major obstacles. The obstacles have a "test"

and a modifier based on the tier of the party. Use the following tier modifier table. Have the PCs sit in a column as they sled the course. A little live role-playing.

Tier Level	Modifier to Sled "Tests"
1	-1 to die roll
2	No modifier
3	+2 to die roll
4	+3 to die roll

The obstacles are in order from the top of the course:

Obstacle #1: A pair of trees growing near each other, the course goes between them. They can be avoided but it adds +3 to finishing time. In order to direct the sled between the trees both riders will need to make either dexterity / intelligence or strength / wisdom checks. Use the average of the two statistics. The logic is that the intelligent riders will use their dexterity to slowly move the sled into the path. Or, the wiser characters will realize they are not on the correct path and use brut strength to move the sled during it's race down the course. Failure to make the maneuver results in the smashing of the sled into one of the trees. Each rider takes 1d4 x10% of their hit points. (10%-40%) If the result is either 10 or 20%, then the sled smashed into the trees but continued down the course with the PCs still on the sled. All future "tests" will be at +1 due to the sled damage. This also slows down the sled so add two to the time of the run.

NOTE: A PC may tumble off a sled at any time during the race. Only those PCs still on the sled at the end qualify for prizes. If they have tumbling the maneuver is free, if not, they will take an additional 10% of their remaining hit points in damage.

Obstacle #2-#3: Two pits built in a slalom form. The sled will have to navigate either between the two pits (faster), near one of the pits, or around both pits (slowest but safest). If they go between the pits it will take a roll by each PC in the sled. The first is an average INT/WIS roll. This should be made by the judge. If they are both successful they have an idea of the path. If they are not, give them differing information. In order to follow the path they must make a combination STR/DEX roll. The PC can attempt the check. Success brings them straight through the two pits, given they had the correct path. Failure, or the wrong path crashes them into the pit for 1d6 x10% of their existing hit points. Again if the roll is 10% or 20% despite the smashing into the pit the sled moves on, of course it suffers an additional +1 (test) / 2 timing penalty.

If the PCs decide to only try one of the pits then they must make the average STR/DEX check. If they both make the roll they skirt the second pit and incur a penalty of +2 timing. If one of them misses the roll, then they each suffer 10% of current hit points and the sled incurs a penalty of +2 time (+4 total for the obstacle) and +1 to future tests. If they both fail then into the pit they go with damage and penalties as above.

If they try to skirt both pits then the timing factor is +4 time and one of the PCs need to make a STR/DEX check. If they fail it is only 10% damage and +1 sled damage to future tests and +2 (+6 total) timing value.

Summary so Far:

Obstacle #1:	
Avoid Trees:	+3 Time
Hit a Tree:	+2 Time
Obstacle #2-#3:	
Avoid Pits:	+4 Time
Try to Avoid but fail:	+6 Time
Avoid One Pit:	+2 Time
Try One Pit & Fail:	+4 Time
Try Both & Fail:	+2 Time

Obstacle #4: Snowball barrage. The other NPCs and PCs are on the side of the course throwing snowballs at the sledders. They will be repeatedly struck and must both make a saving throw versus paralysis. If they miss the throw by more than 6 (or roll a natural one) OFF THEY GO! If they fail by 2 to 5 then they will be at +2 to their next check.

Obstacle #5: Huge Jumps. In the center of the run are three jumps. Two smaller side jumps and the large main jump. The PCs can avoid all the jumps but that adds +6 to their finishing time. If they take a side jump they will add +3 to their finishing time, however they will have to make a normal STR/DEX check to stay on the sled as it comes back to the snow. If they miss the roll have them roll both a strength and a dexterity check. If they miss both, they have fallen off the sled for 10% damage (from existing hit points). IN ALL THESE CASES, IF A PC IS REDUCED TO 1 HIT POINT THE NEXT DAMAGE REDUCES THEM TO ZERO. If they miss only one of the checks they are still hanging onto the sled however it is dragging them the rest of the way. They will take an additional 10% damage and will incur a +3 finishing time penalty.

If the PC try the big jump then have them both make a saving throw versus paralysis and a STR/DEX check at +2 to the rolled dice. If they fail either they have flown off the sled in mid-air and will crash to the ground doing 10-40% of remaining hit points in damage.

Obstacle #6: Low beams across the center of the course, with snowmen along the sides of the beams. (NOTE: If someone went over the center jump they have a +4 penalty to this check since they have much less time). The PCs will need to go around the beams or under. If they try to go under they will all have to make a dexterity check to be able to lean back under the beams. This check is at +4 for large creatures.

If they try to go around they must make either a DEX or STR check their choice. If both make it they get through with only a +2 finishing time penalty. If only one does the penalty is +4 as they bang off the snowmen on their way.

Okay, just to help you get the picture, the text below will describe the tandem ahead of the PCs. You should try to personalize each run, don't make it a series of dice rolls. Make them think and role-play what they are going to do on the course.

You make your way to the dreaded "Snow Hill of Death"!!! As you arrive, it appears as if a team is ready to try the hill. It looks as if the two creature sled is being teamed by Always Bright the Brownie and Mindmaster the Mind Flayer. You are shown to a nice seat as they start their run down the hill. Using the silent communication of the mind flayer they work together to angle the sled between two trees as it begins to pick up speed.

Skirting one of the two pits in the middle of the course the sled slows a bit on the side of the course. Always Bright almost flies off the sled as Mindmaster moves it around the pit. Closing on your position Treliboria picks up six handfuls of snowballs and winks at you. "Here they come!" she screams as she begins to throw.

It is up to the PCs as to whether they help. Either way, continue with the following text:

The barrage of snowballs ceases as the sled approaches the giant sled jump. Always Bright appears distraught as the sled heads for the main jump. Still, moving at tremendous speeds the sled goes over the jump with Always Bright being held by the tentacles of Mindmaster. Then, almost in slow motion, the sled starts to spin before it reaches the ground and with a crash, lands directly on Mindmaster and Always Bright. The two creatures appear hurt but alive. Unfortunately, the sled will most likely not survive. That's okay, it appears as if Treliboria has a number of extras available.

Final Summary:

Obstacle #1:
Avoid Trees: +3 Time

Hit a Tree: +2 Time
Obstacle #2-#3:
Avoid Pits: +4 Time
Try to Avoid but fail: +6 Time
Avoid One Pit: +2 Time
Try One Pit & Fail: +4 Time
Try Both & Fail: +2 Time

Obstacle #5:
Avoid all Jumps: +6 Time
Take Small Jump: +3 Time
Dragging a PC along: +3 Time

Obstacle #6:
Avoiding the beams: +2 Time
Hitting the Snowmen: +4 Time

The following table will show what it will take to win the competition:

Tier Level	Winning Time
1	Any, no one else finished.
2	Faster than +20 finishing time
3	Faster than +10 finishing time
4	Faster than +2 finishing time

Allow the PCs to finish the contests that they want to enter. Of course, nothing will occur until after the Dodge Ball game. So if time is running short, you can skip the sledding.

Encounter Seven Party crashers II

This is the real attack against Marlysa. It occurs at either one of two times. First, it can occur after the sledding competition. You should give the PCs some time to look around or heal up. Hopefully, they have been looking for her, if they have NOT, start the combat without the PCs and allow them to roll for surprise in Round Two of the combat. They will most likely miss at least the first two rounds. If they are watching her, then they can react to the beginning trouble.

Many lawful PCs might skip the sledding to watch her and perhaps speak to her. She is very happy to be here. She is hoping this will be a most memorable party. She does not open up to the PCs, nor does she recognize Lorien's name if the PCs drop the name.

The fight begins with a faked disturbance near Marlysa. When this happens another group of armed men appear near the platform. They are not an immediate threat to Marlysa, however the creatures near her are a threat.

A great shout goes up. It seems that a number of guests may have had a bit too much to drink and are in the process of starting a little skirmish. Suddenly, you notice near the skirmish the delicate, pale form of a beautiful elven woman. The fight seems to be occurring between the Jann and the Shedu. Screams are also coming from the platform as a group of armed men seem to be moving aggressively towards the monsters. With a small number of swings they cut down the dryad who disappears with a pop!

As long as the PCs are not surprised continue and get the PCs intentions for the round. Hopefully some will protect the elven vampire, however they might not understand the threat. Here is her statistics and then the tiered combat for the PCs.

Marlysa, female elven vampire: Int Genius; AL LN; AC 2; MV 15; HD 7+3; hp 52; THAC0 13; #AT 1; Dmg 1d4 or by weapon; SA Charisma drain; SD magic weapons; MR spell immunity; SZ M; ML 16

Marlysa will not attack to drain. She hates what she has become and will only attack those she KNOWS are evil and wicked. She will only do 1d4 damage if she strikes an opponent.

Tier One:

Moris Shearhair, sp Talos P2 (Jann): Int Average; AL CE; AC 2; MV 12, FL 30 (A); hp 10; THAC0 15; #AT 1; Dmg 1-8+3; SA *shocking grasp* 1/d; SD immune to lightning and electricity; MR 20%; SZ M; ML 11.

Spells Available: *cause light wounds*, *curse* (1d4 strength loss for 1 turn), *bless*

Gormon Deathbringer, human male, priest of Tempus P2 (Shedu): Int Low; AL CN; AC 4; MV 12, FL 24 [C]; HD 9+9; hp 20; THAC0 11; #AT 2; Dmg 1d6/1d6; SA nil; SD nil; MR 25%; SZ L; ML 18.

Spells Remaining: *command* x3, *faerie fire*

Religious Zealots (4), human male F1: Int Average; AL CE; AC 6 (leather); MV 12; hp 11; THAC0 19; #AT 1; Dmg 1d8 (man) / 1d12 (large) +1 to both; SA nil; SD nil; MR nil; SZ M; ML 18

Tier Two:

Moris Shearhair, sp Talos P4 (Jann): Int Average; AL CE; AC 2; MV 12, FL 30 (A); hp 20; THAC0 15; #AT 1; Dmg 1-8+3; SA *shocking grasp* 1/d; SD immune to lightning and electricity; MR 20%; SZ M; ML 11.

Spells Available: *cause light wounds*, *curse* (1d4 strength loss for 1 turn), *bless*, *heat metal*

Gormon Deathbringer, human male, priest of Tempus P3 (Shedu): Int Low; AL CN; AC 4; MV 12, FL 24 [C]; HD 9+9; hp 30; THAC0 11; #AT 2; Dmg 1d6/1d6; SA nil; SD nil; MR 25%; SZ L; ML 18.

Spells Remaining: *command* x3, *faerie fire* x2

Religious Zealots (4), human male F3: Int Average; AL CE; AC 6 (leather); MV 12; hp 33; THAC0 17; #AT 1; Dmg 1d8 (man) / 1d12 (large) +1 to both; SA nil; SD nil; MR nil; SZ M; ML 18

Tier Three:

Moris Shearhair, sp Talos P6 (Jann): Int Average; AL CE; AC 2; MV 12, FL 30 (A); hp 30; THAC0 15; #AT 1; Dmg 1-8+3; SA *shocking grasp* 1/d, *control winds* 1/d; SD immune to lightning and electricity; MR 20%; SZ M; ML 11.

Spells Available: *cause light wounds* x2, *curse* (1d4 strength loss for 1 turn), *prayer*, *charm person or mammal*, *heat metal*, *protection from fire* (already cast), *dispel magic*, *paralysis*

Gormon Deathbringer, human male, priest of Tempus P5 (Shedu): Int Low; AL CN; AC 4; MV 12, FL 24 [C]; HD 9+9; hp 42; THAC0 11; #AT 2; Dmg 1d6/1d6; SA nil; SD nil; MR 25%; SZ L; ML 18.

Spells Remaining: *command* x4, *faerie fire* x2, *feign death*

Religious Zealots (4), human male F5: Int Average; AL CE; AC 6 (leather); MV 12; hp 55; THAC0 15; #AT 1; Dmg 1d8 (man) / 1d12 (large) +1 to both; SA nil; SD nil; MR nil; SZ M; ML 18

Tier Four:

Moris Shearhair, sp Talos P8 (Jann): Int Average; AL CE; AC 2; MV 12, FL 30 (A); hp 40; THAC0 15; #AT 1; Dmg 1-8+3; SA *shocking grasp* 1/d, *control winds* 1/d, *lightning bolt* 1/d; SD immune to lightning and electricity; MR 20%; SZ M; ML 11.

Spells Available: *cause light wounds* x2, *curse* (1d4 strength loss for 1 turn), *prayer*, *charm person or mammal*, *heat metal*, *protection from fire* (already cast), *dispel magic*, *paralysis*, *spell immunity (magic missile)* (already cast)

Gormon Deathbringer, human male, priest of Tempus P7 (Shedu): Int Low; AL CN; AC 4; MV 12, FL 24 [C]; HD 9+9; hp 54; THAC0 11; #AT 2; Dmg 1d6/1d6; SA nil; SD nil; MR 25%; SZ L; ML 18.

Spells Remaining: *command* x4, *faerie fire* x2, *feign death*

Religious Zealots (4), human male F7: Int Average; AL CE; AC 6 (leather); MV 12; hp 77; THAC0 13;

#AT 3/2; Dmg 1d8 (man) / 1d12 (large) +1 to both; SA nil; SD nil; MR nil; SZ M; ML 18

The other NPCs will not take an active role unless one of the PCs is struck. If you want as a DM you can have one of the priests spouting off to his deity and Marlysa will attack the Talos priest and the PCs will be able to witness the Jann being drained of Charisma. If one of the PCs is KILLED then the other NPCs will decide who to join and come in to help the battle. Obviously, they will easily handle the priests and zealots. When the battle is over continue with Encounter Eight.

Encounter eight The Unmasking

This occurs IMMEDIATELY AFTER the fight, no healing is possible.

The creatures and men fall and as they do the chimes of a distant clock ring twelve bells. A number of the guests have disappeared during the battle however many remain and although they center their attention on yourselves, you hear Treliboria's voice over the low conversations, and "It is time dear guests, please allow me to begin. It has been a pleasure and despite this final insult, I have enjoyed myself and I certainly hope you have enjoyed this gathering. I am actually from Sembia and my name is Treliboria." The marilith takes off a ring and her form shimmers revealing a scantily clad woman of average appearance and long black hair.

"Oh my!" she says ducking behind a tree, "I actually forgot what I was wearing before leaving. Who is next?"

There will be some good-natured laughs and jokes at her expense. This should allow any proper knights to offer her a cloak or similar attire, if only they could.

The NPCs that remain are:

- Iritar "the Dark", a Duke of Calaupt (the Yeti)
- High Priestess Thauna Maskalar from Daerlun (Sprite)
- Mordak Brelliar from Hillsfar (Pit Fiend)
- Aristalia, priestess of Glaysa from Procampur (Mind Flayer)
- Thelcaunt, wizard of Azuth from Saerloon (Dryad)
- Tarntassa from Tantras (Efreet)
- Fendlara Astarma from Urmlaspyr (Minataur)

NOTE: Glaysa is a new worship that has a base in Procampur. It is associated with the House of Desire merchant company and is currently not in Ravens Bluff.

They will each unmask and thank Treliboria for a wonderful party. They enjoyed themselves greatly. Be very courteous and polite in thanking her. Finally, it should be the PCs turns, and then Marlysa's. (If she is still here) When you get to Marlysa, continue with the following text.

Marlysa looks a bit embarrassed. "I must be truthful, this is not a ring, I was unfortunately attacked by a foul creature and thus I live. If you can call it that. Still, I have found many other evils to feed upon and although it disgusts me to destAlex the evil and sustain this form, it has purpose."

A great shadow descends from the sky. The large beholder hovers slowly over the group. "I believe your case it is not hopeless. For the divine may always remove what evil has wrought. Perhaps these heroes might hold the means to your freedom. So do any of you foul creatures hold the favor of the divine?"

Of course, the divine *remove curse* from the tournament *The Tears of Selune* is what is needed. If one of the PCs has this then they can call in that favor now and then the beholder will fire a green beam at the vampire and they will slowly reform as a young elven woman, as smoke drifts up from the fading beholder.

If none of the PCs has the favor then, the beholder will tell her not to fear, to keep her faith and task.

If a PC has the favor but will not use it there is no penalty unless they are a priest/paladin/ranger to a good deity. If this is the case they lose their powers for their next tournament. They must pay for an *atonement* (500 gp/level) and take no treasure or experience from the next adventure to restore their skills.

If a knight sacrifices their favor to return her to life, they receive a chivalry point. If no one has the specific favor of Selune from *Tears of Selune* then they can use a WHOLE (unused) Favor of any deity to remove the curse.

After the beholder fades, all the PCs slowly realize they are turning transparent and returning to Ravens Bluff.

- Use Conclusion A if Marlysa was returned to normal, or
- Conclusion B if the PCs could not accomplish the task.
- Use Conclusion C if she was killed.

Conclusion-A

Lorien meets you in the gardens of his estate near Mossbridges. "I expect you are wondering why you are out near Mossbridges. Do not worry, the gentleman that gave me the rings, told me where they would return you. I am very pleased at your success and thank you for the effort. I do not want any of the details, I have already heard what you did to help Marlysa and I thank you sincerely. I hope her research continues to go well. Well, I have your payment, and as a bonus I have doubled the amount due to your generosity. My mission went well, and hopefully the city will be safe for at least the time to get a good meal, for I have not had one in quite a while. Thank you again, shall we adjourn for dinner. I remind you that all you found should remain completely secret from all the others in the city."

Conclusion-B

Lorien meets you in the gardens of his estate near Mossbridges. "I expect you are wondering why you are out near Mossbridges. Do not worry, the gentleman that gave me the rings, told me where they would return you. I am very pleased at your success and thank you for the effort. I do not want any of the details, I have already heard what you did to help Marlysa and I thank you sincerely. I hope her research continues to go well. Well, I have your payment. My mission went well, and hopefully the city will be safe for at least the time to get a good meal, for I have not had one in quite a while. Thank you again, shall we adjourn for dinner. I remind you that all you found should remain completely secret from all the others in the city."

Conclusion-C

Lorien meets you in the gardens of his estate near Mossbridges. "I expect you are wondering why you are out near Mossbridges. Do not worry, the gentleman that gave me the rings, told me where they would return you. I must admit I am disappointed however, I will still keep my word for your payment, although I remind you that all you found should remain completely secret from all the others in the city."

This Ends Monster Mash

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 $\frac{1}{2}$ the tier (round up) according to this chart:

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

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.

The discretionary roleplaying experience has been spread out into different encounters, and there is more of it.

Players' Introduction:

Discretionary roleplaying award: 0-100 xp

Encounter Two:

Discretionary roleplaying award: 0-100 xp
Socializing at all 25 xp
Good stories (individual award) 50 xp

Encounter Three:

Defeating the demi-shadow paladins 50 xp
Discretionary roleplaying award: 0-100 xp

Encounter Four:

Discretionary roleplaying award: 0-100 xp

Encounter Five:

Settling the dispute between Ahlimon and Kara. 50 xp
Discretionary roleplaying award: 0-100 xp

Encounter Six:

Each contest that is entered. 50 xp
150 xp maximum
Winning at least one contest (individual award only) 50 xp
Discretionary roleplaying award: 0-100 xp

Encounter Seven:

Keeping Marlysa alive	200 xp
Defeating the attackers without assistance	100 xp
OR	
Defeating attackers with assistance	50 xp
Discretionary roleplaying award:	0-100 xp

Encounter Eight:

Helping to heal Marlysa with the Favor of Selune	200 xp
--	--------

Total Possible Experience	1,475 xp
For Tier 2	1,475 xp
For Tier 3	2,950 xp
For Tier 4	2,950 xp

Treasure Summary

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

1,000 gp / level from Lord Lorien with possible bonus of an additional 1,000 gp / level

Winner of the Sledding race receives a pair of *boots of the north*

Fame Award

None. You were supposed to swear secrecy, remember?

Chivalry Award

A knight sacrifices a divine favor which returns Marlysa to life receives a chivalry point.

DM Summary Page

This page should be filled out and the results given to Dan Donnelly, 2250 Lexington Way, Kennesaw, GA 30144.

1. Did all the characters fight against the Paladins? Yes No
2. Which romantic partner was rolled? _____
3. Which conclusion did you use? A b c
4. Did any of the PCs win a competition Yes No
 who _____ WHAT Comp _____
 who _____ WHAT Comp _____
5. Did Marlysa survive the fight? Yes No

APPENDIX A-1

Character: Maeder

Normal Alignment: Lawful Evil

Armor Class: 5

Hit Dice: 6

THACO: 15

Damage: 2-8/2-8

Special Defense: see below

Size: M (6' tall)

Movement: 9

Hit Points: as PC character

#Attacks: 2

Special Attacks: see below

Magic Resistance: nil

Maedar are male counterparts to medusae, though they lack the petrifying gaze of the females. The typical maedar is a muscular, hairless humanoid male, usually dressed in a kilt or tunic.

Combat: Maedar attack with powerful fists that each cause 2d4 points of damage. One every three turns, the maedar can turn stone to flesh by touch. Maedar can pass through stone at their normal movement rate. They require one round of concentration before this; no other activity can be undertaken that round. Maedar struck by a phase door spell while passing through stone are killed instantly.

Maedar are immune to petrification and paralyzation (including related spells, such as hold and slow). They are immune to the poisonous bite of a medusa's serpentine hair. In addition, maedar can see into and extend their stone into flesh power into the Astral and Ethereal planes.

Habitat/Society: Maedar are the little-known male version of the medusae. They are extremely rare, however (far more rare than the frequency would indicate), and few medusae ever find a maedar spouse. Most medusae typically mate with human males. This cross produces two to six eggs that hatch into fledgling, human-like females, who mature into medusae. The cross insures the continuation of the medusae species.

When a medusa finds and mates with the extremely rare maedar, the eggs hatch into human infants, 25% male and 75% female. Only 1% of the males born of these matings are actually maedar; the remaining males and all the females are normal human infants who die at the sight of their mother.

The typical maedar is a monogamist who mates for life; he is fiercely devoted to his mate and will go to any length to assist or avenge her. A widowed maedar will pursue his mate's killer for years.

Because of the Maedar's rarity and natural reclusiveness, even most sages are unaware of their existence. Maedar are rarely seen; generally they remain in the lair they share with a medusa mate. A maedar's magical power provides food for him and his mate. He smashes her petrified victims, then transforms them into meat.

Ecology: Maedar may cooperate with lawful evil creatures, such as kobolds and orcs, in exchange for security or reward. If forced to aid another creature, maedar seek revenge at the first opportunity.

APPENDIX A-2

Character: Manscorpion

Normal Alignment: Neutral Evil

Armor Class:	5	Movement:	12"
Hit Dice:	9	Hit Points:	as PC character
THACO:	11	#Attacks:	3
Damage:	2-5/2-5/1-4 (claw/claw/tail)	Special Attacks:	poison
Special Defense:	nil	Magic Resistance:	20%
Size:	L (6' tall, 4' long plus 10' tail)		

These horrors, sometimes called tlincallis, are part human and part scorpion. A manscorpion has a dark-skinned human torso, its abdomen is protected by bony plates, and its ribs and backbone protrude from the body. Their hands have two thick fingers and a long thumb; the hands are often mistaken for scorpion-like claws. The creatures are hairless, and their faces are handsome and noble, except for the red, glowing eyes, which have no pupils.

The creature's torso sits atop a 4-foot-long, bony-plated, arachnoid body which is supported by six legs. Bony plate completely covers the strong legs. The protruding spine continues along the abdomen and forms a tail 10 feet long. The lower body, legs, and tail are usually sand-colored, and blend easily with the desert. Observers rarely see anything but the muscular human torso until the manscorpions are close.

The origins of these creatures is thought to lie in an ancient curse placed on evil humans. They speak their own language, and 20% also speak some locally spoken tongue.

Combat: Most manscorpions have low to average intelligence; they patrol their territory in squads of six warriors. A squad leader and a spellcaster, each with 9 HD and greater intelligence, are also present. The spellcaster has the abilities of a 4th-level cleric or mage. Fully 50% of them carry obsidian-studded clubs (treat as a battle axe) and bolas or javelins. The rest use only their natural weapons.

When directed by the squad leader, manscorpions attack in an organized manner. They use long-range attacks before closing for melee. In close combat, they attack with weapon, claw, and tail, or with tail and two claws. The tail can strike anywhere nearby, including in front of the creature. When not being used for attack, the tail sweeps the area behind the manscorpion, checking for obstacles and assailants. Anyone struck by the tail's spur must make a successful saving throw vs. poison or die in 2d4 rounds. Victims suffer weakness for one round (-2 attack penalty), start to shake in the next round (-3 attack penalty and no Dexterity bonus to AC), then convulse (AC 10 and no attacks possible) until they die.

Habitat/Society: Manscorpions live under the desert sands in burrows connected by tunnels, all situated above underground cities of 40-400 individuals. These often mirror great human cities, with pits instead of buildings, and great chasms like inverted pyramids.

Manscorpions often hold humans and dwarves as slaves, using them to mine and create weaponry. A manscorpion's fingers are not very dexterous, but they are fine sculptors with hammer and chisel, and many sculptures decorate their cities.

Ecology: Manscorpions eat practically any meat, including carrion. No normal creatures prey on them.

APPENDIX A-3

Character: Manticore

Normal Alignment: Lawful Evil

Armor Class:	4	Movement:	12", Fly 18 (E)
Hit Dice:	6+3	Hit Points:	as PC character
THACO:	13	#Attacks:	3
Damage:	1-3/1-3/1-8	Special Attacks:	tail spikes
Special Defense:	nil	Magic Resistance:	nil
Size:	H (15' tall)		

The manticore is a true monster, with a leonine torso and legs, batlike wings, a man's head, a tail tipped with iron spikes, and an appetite for human flesh.

The manticore stands 6 feet tall at the shoulder and measures 15 feet in length. It has a 25-foot wingspan. Each section of the manticore closely resembles the creature it imitates. The leonine torso has a tawny hide, the mane is a lion's brown-black color, and the batlike wings are a dark brown with sparse hair. All manticores have heads that resemble human males; the mane resembles a heavy beard and long hair.

Combat: The manticore first fires a volley of 1-6 tail spikes (180 yard range as a light crossbow). Each spike causes 1-6 points of damage. The manticore can fire four such volleys each day (the spikes regrow quickly). Next, the manticore closes with its prey and attacks with its front claws and sharp teeth. In an outdoor setting, the manticore tries to stay in the air to minimize its chance of being attacked. It is a clumsy flier, however, and cannot use its teeth in the air.

Habitat/Society: Manticores are found in any climate but prefer warm lands to cool ones. This reflects the wide climate range of their favorite food, humans. A manticore's territory may cover 20 or more square miles and includes at least one human settlement. Such territories usually overlap with those of other manticores and other man-eating predators like dragons.

Manticores mate for life. The male remains with the female during gestation and hunts for her. Manticores bear one or two cubs which grow rapidly to adulthood in five years. Cubs are born with 1 Hit Die and gain an additional one each year. In their first year, cubs lack flying ability, but they are still small enough for an adult to grasp in its forelegs. There is a 20% chance a she-manticore's lair holds cubs under one year old. Cubs up to two years inflict one point of damage per front paw and 1-2 points with their bite. Cubs 3-4 years old inflict 1-2, 1-2, and 1-6 points of damage.

Manticore cubs can be caught and trained to assist evil humans. Such training is difficult and dangerous, especially since domesticated adults have an 80% chance of reverting to a wild state. Manticores will not allow themselves to be used as mounts. Wild adults may voluntarily ally themselves with evil humans, provided such allies can provide them with a steady, ample food supply.

Manticores normally eat their prey where they kill it. Males sometimes haul slain prey back to their mates or drag still-living prey to their lairs for the cubs to practice killing.

Manticores collect their victims' valuables for a variety of reasons, including curiosity, emulation of other monsters who collect treasure, the man-scent on the things, or because they know humans value the things and therefore might come looking for them. Their lack of real hands prevents most manticores from using what magical items fall into their possession. However, manticores that have allied with evil humans may possess magical items designed specifically for their use. Examples include magical collars or bracelets that are, in effect, oversized magical rings.

Ecology: Manticores are wide-ranging carnivores that have successfully survived in every region inhabited by humans, whether in the wilderness or underground. They are nightmarish opponents but invaluable allies if conditions are right. A manticore's pelt is a mark of the most powerful hunters and warriors. An intact, cured manticore hide complete with wings is worth 10,000 gp.

APPENDIX A-4

Character: Troll

Normal Alignment: Chaotic Evil

Armor Class:	4	Movement:	12"
Hit Dice:	6+6	Hit Points:	as PC character
THACO:	13	#Attacks:	3
Damage:	5-8/5-8/5-12 (claw/claw/bite)	Special Attacks:	see below
Special Defense:	regeneration	Magic Resistance:	nil
Size:	L (9' tall)		

Trolls are horrid carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but trolls possess surprising strength. Their arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws. The trolls' rubbery hide is colored a moss green, mottled green and gray, or putrid gray. A writhing hairlike mass grows out of their skulls and is usually greenish black or iron gray in color. Their dull, sunken black eyes possess 90-foot infravision. Females are easily distinguished from males; they are both larger and more powerful than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders. The trolls' gait is uneven and, when running, the arms dangle free and drag along the ground. For all this seeming awkwardness, trolls are very agile. They are masterful climbers and can scale even sheer cliffs with an 80% chance of success. Trolls have a poor hearing, but their sense of smell is superior.

Trolls have no language of their own, using "trollspeak", a guttural mishmash of common, giant, goblin, orc, and hobgoblin. Trollspeak is highly transient and trolls from one area are only 25% likely to be able to communicate with trolls from another.

Combat: Trolls attack with two clawed hands and their bite, and they can attack at multiple opponents. In the rare case that a troll wields a weapon, it attacks with a +8 damage bonus. Trolls regenerate at an amazing rate. Starting three rounds after first blood, the creatures recovers 3 hit points per round until healed. Trolls reduced to 0 or fewer hit points fall to the ground, incapacitated but not slain. Incapacitated trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points.

When using an edged weapon, it is possible to sever the thin limbs of a troll (a natural 20 with an edged weapon is needed). Severed limbs continue to fight after separation from the body (hands squeeze, heads bite if stepped on, etc.). Attacks by severed limbs are at normal chances to hit. Separated limbs fight for the remainder of the battle, then scuttle back and rebind with the body once the battle is over. Limbs unable to reach the body to die within 24 hours, but this is of little consequence since trolls regenerate lost body parts (including the head) within a week. If a troll is dismembered and scattered, the largest surviving piece regenerates. The others die within one day if they cannot rejoin that piece. Only fire and acid cause permanent damage to trolls. These forms of attack destroy its regenerative ability. A troll reduced to 0 or fewer hit points and immersed in acid or burned with fire is killed.

Trolls have no fear of death, and launch themselves into combat, flailing wildly at their opponents and biting whoever comes closest. They occasionally (25%) throw stones before closing with their victims. Thrown stones have a maximum range of 20 yards, weigh 10 to 20 pounds, and inflict 1d8 points of damage. If confronted by a large natural or magical fire, trolls try to find some way around the flames. Trolls combine a ravenous appetite with limited intelligence, so they are frequently distracted and break off pursuit 50% of the time to pick up food dropped by fleeing prey.

Habitat/Society: Trolls can survive in all climes, but prefer dense forests and subterranean locales, since bright sunlight hurts their eyes; trolls suffer no combat penalties because of this. They usually make their lairs in caves, using great boulders to block the entrances. Inside a troll cave are a number of rough nests made of straw and grass, plus scattered bones and treasure from victims. If there are no caves in an area, trolls dig themselves a trollhole and cover its opening with twigs and leaves. Trollholes are usually

built near trees and are 90% undetectable. Anyone who steps on a trollhole is 75% likely to fall through the leafy door and tumble into the den below.

Trolls live in small packs of 3 to 12 trolls led by a dominant female who acts as shaman/chieftain. She casts priest spells at 7th level; spheres typically include Charm, Divination, Sun (Darkness only), and Weather. Leadership is only retained by combat, so fights for pack control are frequent. Often trolls rend each other limb from limb, but these battles are never fatal. Still, it is the custom of trolls to toss the loser's head a great distance from the fight scene, and frequently losers must sit and stew for a week until their new head grows in.

The pack chieftain's duties are few. She leads the trolls on nightly forages, loping along, sniffing the air for prey. If a scent is found, the trolls charge, racing to get there first, and letting out a great cry once prey is spotted. In return for being the hunt leader, the shaman gets her choice of mates in the pack. Females give birth to a single troll about once every five years.

Trolls have ravenous appetites, devouring everything from simple grubs to bears and humans. Their lairs are often located near human settlements or along well traveled roads, but not too near, for even trolls respect organized resistance by fire-bearing humans. Wandering trolls, in search of a new lair, travel by night and sleep by day. Ravenous from walking, these packs, on occasion, attack and devour entire humanoid villages.

Ecology: Trolls prey on all but the most powerful of creatures. They respect and fear dragons, but they hate giants of good alignment and wage war with them frequently. The troll's green blood is used to manufacture both poison antidotes and healing potions. The blood from one troll, worth 400 gp, can make three such potions.

APPENDIX A-5

Character: Faerie Dragon

Normal Alignment: Chaotic Good

Armor Class: 5 (1 when invisible)

Hit Dice: does not matter

THACO: 17

Damage: 1-2

Special Defense: invisibility

Size: T (1' long)

Movement: 6", Fly 24 (A)

Hit Points: as PC character

#Attacks: 1

Special Attacks: breath weapon

Magic Resistance: 48%

A chaotic offshoot of the pseudodragon, the faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes.

Faerie dragons resemble miniature dragons with thin bodies, long, prehensile tails, gossamer butterfly wings, and huge smiles. Their colors range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm (see chart). The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language, along with the language of sprites, pixies, elves, and the birds and animals in their area.

Combat: Faerie dragons can become invisible at will, and can attack, use spells, and employ breath weapons while invisible. They attack as 4-HD monsters, biting for 1-2 points of damage.

A faerie dragon usually begins its attacks by turning invisible and using its breath weapon, a 2-foot-diameter cloud of euphoria gas. A victim failing a saving throw vs. breath weapon will wander around aimlessly in a state of bliss for the next 3d4 minutes, during which time he is unable to attack and his Armor Class is decreased by 2. Even though he is unable to attack, the victim can keep his mind on the situation if he succeeds on an Intelligence check (by rolling his Intelligence score or less on 1d20) each round; if he fails an Intelligence check, he completely loses interest in the matters at hand for the duration of the breath weapon's effect.

Faerie dragons avoid combat and never intentionally inflict damage unless cornered or defending their lairs. If attacked, however, they engage in spirited defense, ably supported by sprite and pixie friends, until the opponents are driven away.

Habitat/Society: Faerie dragons make their lairs in the hollows of high trees, preferably near a pond or stream, because they are quite fond of swimming and diving. They often live in the company of a group of pixies or sprites.

Faerie dragons take advantage of every opportunity to wreak mischief on passers-by, frequently using forest creatures to help them in their pranks. Though many of these pranks are spontaneous, months of preparation can go into a single, spectacular practical joke. A tell-tale giggle, which sounds like the tinkling of tiny silver bells, often alerts potential victims to the presence of invisible faerie dragons.

Ecology: Faerie dragons eat fruit, vegetables, nuts, roots, honey, and grains. They are especially fond of fruit pastries and have been known to go to great lengths to get a fresh apple pie.

APPENDIX A-6

Character: Satyr

Normal Alignment: Neutral

Armor Class: 5

Hit Dice: 5

THACO: 15

Damage: 2-8

Special Defense: see below

Size: M (5' tall)

Movement: 18"

Hit Points: as PC character

#Attacks: 1

Special Attacks: see below

Magic Resistance: 50%

Also called fauns, satyrs are a pleasure-loving race of half-human, half-goat creatures. They symbolize nature's carefree ways. Satyrs have the torso, head, and arms of a man, and the hind legs of a goat. The human head is surmounted by two sharp horns that poke through the satyr's coarse, curly hair. The skin of the upper body ranges from tan to light brown, with rare individuals (1%) with red skin. A satyr's hair is medium, reddish, or dark brown. The horns and hooves are black.

Satyrs have their own tongue and can speak elven and Common. Satyrs living near centaurs are 80% likely to be friendly with them and speak their language. Rarely (5%), satyrs are found with korred.

Combat: Satyrs have keen senses, so they gain a +2 bonus on surprise rolls. They can be almost silent, and can blend with foliage so as to be 90% undetectable; this gives opponents a -2 penalty to surprise rolls. Satyrs have infravision to a distance of 60 feet.

A satyr attacks by butting with its sharp horns. Before resorting to combat, a satyr often plays a tune on its pipes, an instrument only a satyr can use properly. Using these pipes, the satyr can cast charm, sleep, or cause fear, affecting all within 60 feet, unless they make a successful saving throw vs. spell.

Usually, only one satyr per band has pipes. If comely females (Charisma 15+) are in a group met by satyrs, the piping will be to charm. Should the intruders be relatively inoffensive, the piping casts sleep, and the satyrs steal all of the victims' choice food and drink, as well as weapons, valuables, and magical items. If intruders are hostile, the piping is used to cause fear. The effects of the piping lasts 1d6 hours or until dispelled. Any creature that saves vs. piping is not affected by additional music from the same pipes in that encounter. A bard's singing can nullify the pipe's music before it takes effect.

Habitat/Society: Satyrs are interested only in sport: frolicking, piping, chasing wood nymphs, and other pleasures. They resent intrusions and drive away any creature that offends them. A lucky wanderer may stumble on a woodland celebration, which will contain an equal number of dryads and fauns plus 3d8 other woodland creatures and a 25% chance of 2d6 centaurs. Strangers are welcomed only if they contribute some good food and drink, especially superior (10+ gp per bottle) wines. Such wine can also be used to lure or bribe satyrs. If a group includes elves, they have a better chance of being welcomed.

These celebrations last all night in warm months, with newcomers waking up the next morning with massive headaches, minus a few valuables, and not a woodland creature (nor their tracks) to be found.

Shying away from the trappings of an organized society, a colony of satyrs usually includes young numbering 50% of the adults. Satyrs live in comfortable caves and hollow trees. There are no female satyrs and sages believe that dryads are the female counterparts of the satyr, and that satyrs mate with dryads to produce more satyrs and dryads. Satyrs share the dryads' affection for humans of the opposite sex, but a female charmed by a satyr might return after 1d4 weeks (10% chance).

Satyrs are an inoffensive, fun-loving race. They rarely venture more than 10 miles from their homes, most often doing so to gather food. They are fond of venison and small game but also eat plants and fruits.

Ecology: Satyrs in sylvan woodlands keep game animal populations at normal levels; they never hunt to excess or despoil plants.

APPENDIX A-7

Character: Kobold

Normal Alignment: Lawful Evil

Armor Class:	7	Movement:	6"
Hit Dice:	1/2	Hit Points:	as PC character
THACO:	20	#Attacks:	1
Damage:	1-4	Special Attacks:	nil
Special Defense:	nil	Magic Resistance:	nil
Size:	S (3' tall)		

Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and demi-human races for living space and food. They especially dislike gnomes and attack them on sight.

Barely clearing 3 feet in height, kobolds have scaly hides that range from dark, rusty brown to a rusty black. They smell of damp dogs and stagnant water. Their eyes glow like a bright red spark and they have two small horns ranging from tan to white. Because of the kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails, and their language (which sounds like small dogs yapping), these fell creatures are often not taken seriously. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and tenacity.

Kobolds speak their own language; some (75%) speak orc and goblin.

Combat: The kobold approach to combat uses overwhelming odds or trickery. Kobolds will attack gnomes on sight, but will think twice about attacking humans, elves, or dwarves unless the kobolds outnumber them by at least two to one. This diminutive race also enjoys setting up concealed pits with spikes, crossbows, and other mechanical traps. They usually have view ports and murder holes near these traps so that they can pour flaming oil, missile weapons, or drop poisonous insects on their victims.

Kobolds have 60-foot infravision but do not see well in bright sunlight, suffering a -1 on their attack rolls.

Habitat/Society: Kobolds live in dark, damp places underground and in overgrown forests. They can be found in almost any climate. As kobolds are good miners, any area with potential for mining is fair game for settlement.

The average kobold tribe has 40 - 400 (4d10x10) adult males. For every 40 kobolds in a band there will be one leader and two bodyguards (AC 6; HD 1-1; hp 4 each; damage 1-6). In a lair there will be 5-20 (5d4) bodyguards, females equal to 50% of the males, young equal to 10% of the males and 30-300 (3d10x10) eggs. There will also be a chief and 2-8 guards (AC 5; HD 1+1; hp 7 each; damage 1-8). Further, there is a 65% chance there will be guard animals: (70%) 2-5 wild boars (AC 7; HD 3+3; damage 3d4 gore) or (30%) 1-4 giant weasels (AC 6; HD 3+3; damage 2d6 bite and blood drain). There may be one or more shamans.

Their society is tribal but can be further broken up into war bands based on specific clans. As many as 10 families can be part of a clan, and each clan usually is responsible for controlling the area in a 10 mile radius from the lair. Kobolds recover treasure from the bodies of their victims and often carry them back to their lair as food. In some instances, kobolds will not kill their victims, but will sell them as slaves.

Kobolds are distrustful of strangers. They hate brownies, pixies, sprites and gnomes. Gnomes are never eaten or taken prisoner.

Ecology: Perhaps kobolds are so cruel because they are easy prey for larger humanoids and hungry monsters. They have many enemies, and even the dwarves have had to admit that the numerous kobold-goblin wars have kept the number of goblins down to a safe level.

Kobolds can live 135 years.

Appendix B

Description of Marlysa

In Life Marlysa was a fairly petite dark haired elven maiden who enjoyed life and elven wine. She had a wonderful singing voice and was said to be the best judge of voice and music in the elven woods. She had dark green eyes that would sparkle in the moonlight with terrible mischief. It was this mischief, which got her in the trouble, chasing after a mysterious stranger who ran from her always just out of her reach. By the end of the long run, he was still out of her reach, but she was well within his reach.

Even in undeath, Marlysa has kept her love of life and enjoys socializing with those that she is accepted by. She has not harmed another, a fact, which has kept her very weak.

Appendix C – DM Copy Creatures and NPCs

- Lamia: from Arabel; Jestra: She will be using the name of Streja during the party. She is one of the premiere wizards in the city and is representing their wizard's guild at the party. She is actually very down to earth and does not flaunt her power. However if she is attacked (including Dodgeball) she is teleported back to her tower.
- Brownie: from Baldur's Gate; Chantalas Ulbright, High Priest of Tymora: He is here to have fun. He leads about 24 priests in Baldur's Gate and will be using the name Always Bright as a brownie. He will have fun and will try to annoy everyone at the party in fun pranks. You can make up pranks as you go along, most will be illusionary.
- Wemic: from Berdusk; Obslin Minstrelwish: a bard with a reputation as quite the ladies man. He is using the name Sharpclaw during the party. He will do the macho thing with any of the ladies in the group and attempt to get to know a couple even better. He is a bit of a coward at heart and will back down if physically confronted.
- Yeti: from Calaunt; Iritar "the Dark": one of the ruling Dukes of the city he is here to attempt to steal an enchantment from one of the other attendees. He will be using the name of Darkfur during the party. His target never shows up, a fact that will anger him greatly. He will take a spell from a PC at the dodgeball game. He will wait until one is struck by the ball.
- Sprite: from Daerium (Sembia); High Priestess Thauna Maskalar of Sune. She was the one that arranged Lorien's invitation to the party and will be attempting to determine which guest he is. Lorien has the reputation of always wearing a scarlet sash and Thauna has heard rumor that it is blessed of Sune and wishes to determine this for herself. She will use the name Mickey during the party.
- Ogre Magi: from Elturel; Mither Mandaroze: He is a fence and always attends this gathering to fence goods from many of the other areas of the realms. He uses the name Midus during the party.
- Rakshasa: from Eversult; High Priest Malakar Ghondar of Waukeen: He is here to sell a number of magical items. He first thought he needed coin from all the cities from the realms to work a ritual that he believes will return Waukeen from her imprisonment. He nows wishes the coins to use in the rededication of her Temple in Eversult. He has no coins from Ravens Bluff. He will go by the name of Sly during the party.
- Pit Fiend: from Hillsfar; Mordak Brelliar: He is the apprentice and official court wizard and the weakest of the NPC wizards here, of course, he choose a powerful form to try to assert what little skill he actually has. He goes by the name of Brell during the party.
- Mummy: from Iriaebor; Ahlimon: Only a first level warrior he has come to the party as he heard that he would learn much. He dislikes the form he is in, however, he was told that there would be a true undead creature here for him to destroy. He does not use an alias at the party.
- Shedu: from Mulmaster; Gorman Deathbringer, priest of Tempus: He has been paid to come to the party and help destroy the elven vampire. He uses the name Grob during the party.
- Mind Flayer: from Procampur; Aristalia, priestess of Glaysa: She is here to watch the others and determine what their desires are. She is also here to ask the other notables about the procedures for establishing shrines in their cities. She will be most interested in Mulmaster and the cities of Sembia. She will use the name: Mindmaster
- Dryad: from Saerloon (Sembia); Thelcaunt: He is a wizard and follower of Azuth in the city. He has not particular reason to be here, but was sent by the temple to watch over the party. He uses the name Lady of the Gourd as a pun on Guard.

- Banshee: from Selgaunt (Sembia); Chaspra: She is a manipulative witch who loves to flirt and then leave her "men" lonely and heart broken. She will pick on any "new" attendees to the party, this includes the PCs. She uses the name of Silvertree.
- Beholder: from Shadowdale; Elminster will be found often during the event making sure that nothing goes wrong and looking in on many of the other notables of the realms. He does not speak to another just floats about.
- Efreeti: from Tantras; Tarntassa is a member of the Harpers and is also here in some capacity as a spy. She likes to have fun and she will enjoy herself, always however listening to all she can. She uses the name of Flamebringer.
- Minataur: from Urmlaspyr(Sembia); Fendlara Astarma is a young adventuress who loves to go to parties and do wild things. She is however very bored with life in Sembia and is looking for the opportunity to go to Ravens Bluff. It is possible that she might get close to one of the PCs. She is using the name Throatbiter.
- Jann: from Westgate; Moris Shearhair, priest of Talos: another of the group that was hired to help do in the elven vampire he will sit alone from the party outside near the pool waiting for his opportunity.
- Beholder: The Beholder does not give out his name, but it is Elminster he is the real host of the party and just is making sure that all is going well. He created the silver drops and can actually tell who is what at the party.

Basic Location Chart

For the creatures at the Start of the Event

<u>Creature</u>	<u>Alias</u>	<u>Location</u>
Marilith	Treliboria	Entrance Gate
Pit Fiend	Brell	Stone Platform
Lamia	Streja	Stone Platform
Brownie	Always Bright	Stone Platform
Wemic	Sharpclaw	Stone Platform
Yeti	Darkfur	Stone Platform
Sprite	Mickey	Stone Platform
Rakshasa	Sly	Stone Platform
Mummy	Only grunts	Stone Platform
Banshee	Silvertree	Stone Platform
Dryad	Lady of the Gourd	Stone Platform
Mind Flayer	Mindmaster	Stone Platform
Beholder	None given	Pool
Shedu	Grob	Pool
Jann	Heat of the Evening	Pool
	Sand	
Efreet	Flamebringer	Pool
Ogre Magi	Midus	Woods
Minataur	Throatbiter	Woods then the Platform
Elven Vampire #1	Kara	Entrance Gate when she appears
Elven Vampire #2	Marlysa	Dodgeball game

DM Handouts - Time Table of the Encounters

Encounter Two: The PCs arrive -	7 bells	7:00 PM
Encounter Two: The Story Telling		7:30 PM
Encounter Three: Party Crashers		8:00 PM
Encounter Four: Romantic Interlude		8:30 PM
Encounter Six: The Dodgeball Game		9:00 PM
Encounter Six: Climb to the Top		9:45 PM
Encounter Five: New Arrival		10:35 PM
Encounter Six: Downhill Sledding		10:30 PM
Encounter Seven: Party Crashers II		11:15 PM
Encounter Eight: The Unmasking		sometime before 12 AM