

Natural Order

(The Final of the Chaos Quest)

A One-round Living City Event.

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

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

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

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

Tier Structure

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

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

This module is the final in the Chaos Quest series. It can be played separately, but is more meaningful if the player has already adventured in one or more of the others in the series.

Premise:

Due to a number of events in the city, including the large amounts of wild magic and the numerous uses of gate spells, the barrier between the Prime Material

Plane and the plane of Limbo has been pierced. The effect of this is that a vent of pure, raw chaos is spewing into the Prime Material Plane. This chaos has begun to corrupt and change everything it contacts. The chaos has taken many forms, but the vent appears in the Prime Material Plane as a sparkling waterfall on the Fire River. The chaos is particularly drawn to the purest forms of things and corrupts them. The result is that people no longer behave normally. Even the wild animals have begun to change their nature. Even the Gods have cut off most contact with the Prime Material Plane, fearing the chaos will corrupt them as well. The PCs, due to their prolonged exposure to wild magic, have not yet been affected. They must find a way to close the chaos vent before too much is changed. If they can act in time, the effects of the chaos will wear off.

Outline:

Changing Times

Introduction to the module. Presents the players with background to the module. The PCs start amidst strange times. Many people have begun to behave oddly. Also, the gods seem distant lately. Though spells are still granted, divination spells have been unsuccessful. The PCs answer a strange dream. This is a roleplaying encounter.

Damsel in Distress

A priestess of Loviatar, who has been changed by the chaos is attacked by a number of priests and paladins of Tyr, who have also been corrupted by the chaos. This is but the first of many moral decisions the PCs must make. The encounter is basically a combat encounter, although combat can be avoided.

Tavern Talk

A roleplaying encounter, the PCs are met by *Silas*, the magic dealer. He introduces them to *Thresher*, a baatezu. The baatezu will relate his story of encountering the chaos vent and the beast who guards it. *Silas* will ask the PCs to help close the vent.

Lost Talisman

A roleplaying encounter that takes place at the temple of Mystra or the Ministry of Art. This encounter is a dead end and the PCs will have to search for the *staff of wonder* instead.

Den of Iniquity

A roleplaying encounter, the PCs must locate the temple of Malar the Beast Lord. Somehow, they must convince the Malarites to assist them and tell the way to the enchanted forest. Of course, the Malarites have also been affected by the chaos.

Spirit Quest

Sent to the spirit forest by the priest of Malar, the PCs travel in the form of prey. As rabbits, they must brave the dangers of the woods and find the staff of wonder. They will also need to find a way to return to the waking world with it.

Final Conflict

The PCs must battle the beast guarding the chaos rift while one of their number uses the *staff of wonder* to close the rift.

Rewards and Praises

Once order is restored, the PCs are thanked by the civic religions and receive some rather unconventional items at the Wyvern's Nest.

Changing Times

You should present the following to the players and allow them to choose a character for this adventure:

It is summer in Ravens Bluff. The fields are planted, the days are pleasant and yet all is not well. There have been strange storms lately, and rumors have come from the surrounding countryside of bizarre mongrel monsters. There have been several bouts of fever. Perhaps oddest of all, people have not been behaving normally. For the last two weeks, Judge Hangman has released every prisoner brought before him. On the other hand, the City Watch has been prompt to respond to every call. Most alarming of all, Charles O'Kane has been walking the streets giving alms to the poor. No one has an explanation for these events and thus far, all attempts at divining an answer have been fruitless.

Once the players have chosen their characters, present them with the following passage or present them with a Strange Dream as outlined below.

Last night you each had a strange dream. In it, a man in colored robes called out to you. He begged you to come to him in the marketplace, at the Wyvern's Nest tomorrow night.

Strange Dream

If time permits deal with each PC individually. Tailor a nightmare suitable for each PC and then ask the PC to react to the dream. Depending on how the PC reacts to the dream, have each one change shape to an animal with characteristics similar to their reaction. A PC who fights, for example might become a lion or wolf. A PC who runs might become a deer or a bird. At the end of each dream be sure to include the following text:

As you slip into that state between dreaming and waking, you see a man in colored robes calling out your name. He looks into your eyes and begs you to meet him in the marketplace at the Wyvern's Nest tavern tomorrow night.

Proceed to the next encounter, *Damsel in Distress*.

Damsel in Distress

Give the PCs a chance to interact as they make their way to the marketplace. Some may already know one another. They may wish to discuss their dreams. Be sure to have each player describe the appearance of his character. Once they have had a chance to interact, present the players with the following passage. Some PCs may interrupt and wish to take advantage of the shopping spree available. If so, handle their purchases quickly and then present the rest of the passage.

The market is a frenzy of activity, though there seems to be less bargaining. Most vendors accept the first price offered. Others are giving things away. As you make your way to the Wyvern's Nest, you notice a small crowd gathering by an alley. Through the crowd, you see the glint of polished armor.

Allow the PCs to react as they wish. If no one takes an interest, proceed to the next encounter, *Tavern Talk*. If any of the PCs investigate the situation, present them with the following:

Peering past the crowd, you see a number of men in polished plate armor. Each bears the symbol of Tyr boldly on the front and back. The men are gathered around a woman in a hooded black robe. Huddled tight against the alley wall, she cowers before the men and a faint cry of desperation escapes her lips.

"No, please don't hurt me. I haven't done anything. I just want to be left alone. Let me go, please."

One of the Tyrrans steps forward and rips her robe open as he speaks. "You can't fool us. We know who you are. We know what you have done. Justice must be served. For evil there is only one punishment, DEATH. Melina of Sargan, you are accused of serving Loviatar, of sowing dissension among the populace, and of the torture of three knights of the Griffon. We find you guilty on all counts laid before us. Let the sentence be carried out, death by the sword."

At this point allow the PCs to act as they please. If anyone is a priest or paladin of Tyr, they will recognize the Tyrrans as fellow followers. Anyone with Local History may make a proficiency check to recognize their leader, Miles Carnok. The situation is that both the Tyrrans and the woman have been affected by the chaos. Anyone with healing may make a proficiency check to notice that Melina is shivering and her skin is cold and clammy to the touch. She is clearly ill. The Tyrrans are also ill and seem to be in the throes of a fevered frenzy. Anyone with religion can make a proficiency check to realize that the marks on Melina's arms symbolize her rank as a priestess of Loviatar

Melina, who is a priestess of Loviatar, is now pure neutral. Furthermore, Melina's nature has changes such that she is now very shy and nervous. She fears all violence and seeks solitude. She will react positively towards anyone who is kind to her. Melina has lost all faith in any gods and has no priestly abilities.

The Tyrrans have become chaotic evil. The paladins in the group have no special abilities. The priests, however, continue to be granted access to spells, but have no Tyrran spells or any spells of the Law sphere. All of them believe their loss of power is because they have not been vigilant enough in pursuing the guilty. They believe Tyr is angered and only when enough of the guilty have been executed will Tyr grant power again.

No amount of arguing will dissuade the Tyrrans from carrying out their execution, though talk may delay the execution a round or two. Sooner or later fighting will start. Bear in mind that the city guard is now extremely efficient.

The opposition is not tiered in this encounter. However, the tier of the PCs is the number of rounds of combat before a patrol arrives. In other words, for a tier 1 group the guard will arrive after one round of

combat, while for a tier 5 group, the guard will arrive after five rounds of combat. The guard will act in a professional manner and do what they can to control the situation. Bear in mind that the guard will be courteous to the PCs and treat anyone in authority with respect.

Miles Carnok, Holy Justice (1), hm (P7): Int High; AL CE; AC 2; MV 12; HD 7; hp 43; THAC0 14; #AT 3/2; Dmg 1d8+2; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves: P.P.D. 7; R.S.W. 11; P.P. 10; BW 13 SP 12.

Spells: 1st 3x *cure light wounds, endure heat, command*; 2nd 2x *hold person, silence, resist fire, heat metal*; 3rd *continual light, dispel magic, remove paralysis*; 4th *free action*.

Lyle Wennington, Paladin (1), hm (F5): Int Ave; AL CE; AC 2; MV 12; HD 5; hp 45; THAC0 14; #AT 1; Dmg 1d10+4; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves: P.P.D. 11; R.S.W. 13; P.P. 12; BW 13 SP 14.

Clyde Boscal, Paladin (F4) Int Ave; AL CE; AC 3; MV 12; HD 4; hp 42; THAC0 15; #AT 1; Dmg 1d8+3; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves: P.P.D. 13; R.S.W. 15; P.P. 14; BW 16 SP 16.

Holy Justice (2), hm (P2): Int Ave; AL CE; AC 2; MV 12; HD 2; hp 16; THAC0 20; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves: P.P.D. 10; R.S.W. 14; P.P. 13; BW 16 SP 15.

Spells: 1st 2x *cure light wounds, 2x command*;

Paladin (F1) Int Ave; AL CE; AC 3; MV 12; HD 1; hp 12; THAC0 19; #AT 1; Dmg 1d8+2; SA nil; SD nil; MR nil; SZ M; ML 14.

Saves: P.P.D. 14; R.S.W. 16; P.P. 15; BW 17 SP 17.

Once combat is ended, and the PCs have helped Melina, she will react somewhat positively towards them. She is much more likely to speak with any female party members. Basically, the less threatening the PC, the more positively Melina will respond. Charisma also counts. The more charisma, the better. Melina will admit to having been a priestess of Loviatar, but she can no longer bear pain, nor does she wish to inflict pain on others. She is seeking a place to rest and meditate. She has no idea what she will do

with herself and she does not understand what has happened to her.

Once the PCs are ready, proceed to the next encounter, *Tavern Talk*.

Tavern Talk

This encounter takes place in the **Wyvern's Nest**, a tavern on the marketplace. This tavern has been used in a number of prior modules and so the characters may already be acquainted with it and its owner, **Kovos Durva**. It is traditional in the Wyvern's Nest to throw the mugs and glasses into the fireplace at the end of a toast. The drink prices reflect the extra costs. Kovos Durva is a large, middle aged man with Zakharan features. He has dark curly hair and a big, thick mustache. He and his children run the tavern. The four daughters, **Serina, Athena, Callista, Illya** range in age from 13 to 17 and are all quite attractive and personable. The two sons, **Gregorio and Rudolfo** are 19 and 15 respectively. Like their father, they are big men and well muscled. The daughters wait on the customers while the boys tend the bar and other chores. While a certain amount of flirting is tolerated, anyone attempting liberties with the daughters will be dealt with. Other than that, Kovos is a hospitable host.

Present the players with the following:

You are greeted at the door by the owner, Kovos Durva, a large man with a big drooping mustache. "Come in, come my friends. Please, you would like a table, yes? I have very nice table on balcony. You will like this very much."

Kovos will lead the PCs to a balcony overlooking the inside of the tavern. The lighting is poor upstairs. Kovos will lead the PCs to a back table that is already occupied by an elf named **Silas**, dressed in multicolored robes and wearing a pointed straw hat. With Silas is a large, handsome man dressed in fine white silks who is introduced only as **Thresher**. Kovos will take any drink orders and then leave the table. Only after Kovos has left will Silas introduce himself and his companion, Thresher. Once the PCs are ready to get to business, present them with the following passage:

Silas looks at you with a glint of amusement in his eyes. "I know you are wondering why I summoned you and why I used a dream to do it. I must be frank, time is vital now and I did not wish to spend another

day finding you all when a spell could do the trick. Besides, I didn't really know who would be contacted until the spell was cast. I only asked for people who were free from the chaos. Thresher here discovered the source of the chaos a few days ago. It seems that all of the wild magic and gating in the area caused a rift between the Prime Material Plane and that of chaos. The chaos is very strong and it corrupts everything it contacts. Thresher is proof of that. He used to be a baatezu, now I'm no longer sure what he is, except a strong force for good. It is lucky for us the corruption in him gave him good qualities. In any event, we must find a way to close the rift. Many people are being changed. Worse, the very qualities that define us, truth, justice, love, joy, all of these are being corrupted as well. If the chaos is not ended soon, there will be no order in the world. If we can end its effects quickly, the corruption can be reversed. Are you willing to give it a try?"

Allow the PCs to roleplay and interact with Silas and Thresher. Both are willing to answer questions and make suggestions, though Thresher is reluctant to speak of his past. Under no circumstances will Thresher reveal his true name, because of the power it gives others. The reason Silas and Thresher need the PCs to help is that an avatar of Tyr has been corrupted by the chaos and is headed for Procampur with an army of followers. Also, Silas is afraid to expose himself or Thresher to the chaos in case it should turn them to evil. Be sure to give the following information to the PCs during their talk with Silas and Thresher.

- The chaos rift is in the form of a waterfall about seven miles upstream on the Fire River. The waterfall is easily recognizable by its sparkling colors and has magical properties.
- The rift is guarded by a strange giant mongrel creature that seems to be immune to magic.
- The chaos rift cannot be affected by normal magic. Silas believes only a strong source of wild magic, or a *sphere of annihilation* could close the rift
- Silas knows of a *sphere of annihilation* in the city dump, but he does not know where the talisman of control is located. He does know of a source of wild magic.
- The source of wild magic is a *staff of wonder* that is kept in an enchanted place, the spirit forest.

- The *staff of wonder* must be touched to the chaos rift and activated to have effect. Silas cannot predict what will happen to the person who does this.
- Silas does not know how to reach the spirit forest, but he knows that the priests of Malar know the way.
- Silas does not know where to find any Malarites, except that there are usually some in the wild.
- The gods have quit sending avatars to the Prime Material Plane, lest they become corrupt like Tyr's.
- The gods continue to grant spells and powers, but divination spells fail to work.

Once the PCs have gotten all the information, present them with the following. Be sure to adjust to the PCs actions. They may not wish to subject themselves to his ministrations.

Thresher suddenly changes to his true form, an imposing ten feet tall horned figure, covered with bony plates and spines. He grins, saying "Fearsome, is it not? Yet if you are successful, I too will be changed to my former self. I can assure you I will have no thanks to give you then. So, to protect you from myself, I give you each my mark." Stabbing himself with a razor sharp spur, Thresher opens a wound of bubbling, steaming ichor. He drips some into the palm of his hand and anoints each of you with a dab. The ichor burns for a moment and a steaming thumbprint scars your flesh, then slowly the mark fades from view, leaving the spot unblemished. Taking human form, Thresher speaks once again. "That is my promise that you shall not be harmed by my hand or my actions. My blood seals my word. I also swear that I shall reward you for your deeds. If you are successful, I will be able to return to my plane and bring you treasure from my horde."

Once the PCs are ready, proceed to the next encounter.

If they choose to seek the staff of wonder, proceed to the encounter, *Den of Iniquity*.

If they choose to seek the talisman of control for the sphere of annihilation, proceed to the encounter, *Lost Talisman*.

Lost Talisman

The *sphere of annihilation* was placed in the city dump by Minia Kalanthis, a local wizard. Minia was said to have been a wizard of only moderate ability, but during an adventure below the city, she discovered a magic talisman. Minia had no idea the talisman was a talisman of the sphere. She attempted to activate the talisman, but nothing happened. A week later, the *sphere of annihilation* rose from the sea and glided into the city, destroying all that it touched. Minia spent several panicked hours fleeing from the sphere and certain doom. Finally, with the help of a priest of Mystra, she was able to control the sphere sufficiently to settle it in the city dump. To ensure the sphere would not be used for evil purposes, Minia threw the talisman of control into the sphere.

The PCs may doubtless wish to make inquiries into the *sphere of annihilation*, its history, and who holds control of it. This information can be had from persons at the Ministry of Art, or the temple of Mystra. There are also city records that list a reward paid to Minia for the *sphere of annihilation*. There is little else the PCs can do to utilize the sphere. When they are ready to continue the adventure, proceed to the next encounter, *Den of Iniquity*.

The PC group may have high-level wizards amongst it, and those wizards may feel they can control the *sphere*. Let them try, as the chance is really small and one has to keep checking each time one turns the *sphere*.

Den of Iniquity

Malar is not worshipped openly in Ravens Bluff. In fact, priests of the beastlord have suffered setbacks at the hands of many PCs. In prior modules, the priests of Malar had a secret temple beneath the city, but were defeated and driven out. A few months ago, a number of followers of Malar established yet another temple in the city. The temple is hidden in a warehouse at the edge of the city. It has secret tunnels that lead under the walls of the city. From there the Malarites would sally forth to hunt down late travelers, leaving the corpses for the scavengers. Further, the warehouse is used to butcher animals and preserve the meat and tan the hides. The smell emanating from the place is foul and few go near it.

Like many, the Malarites have been corrupted by the chaos. They have changed from chaotic evil to chaotic

neutral for the most part. They no longer wish to hunt and now prefer their meat well cooked. They have also acquired the taste for the luxuries of society and have settled into a life of self-indulgence.

Any PC with information gathering may make a proficiency check. If successful, the PC will be told that wild-looking men wearing necklaces of claws have been doing a lot of trading lately. They have been exchanging furs and weapons of metal shaped like large claws. They have been buying wine, silks, cheeses, spices and scented oils. All of the deliveries have been made to the charnel house at the edge of the city. Should the PCs follow this lead, they will find warehouse unattended. The doors are unlocked and cuts of smoked meat hang on hooks from the rafters. Various common folk rummage about taking what they like. Talking with people will reveal that while men used to charge for the meat, they no longer seem interested in dealing with customers. The local folk have been coming and going as they please for the past two weeks. A search of the premises will reveal several back rooms, one of which has a trap door in the floor leading to a tunnel below. Following the tunnel will lead to a door with a bear head mounted on it. The head has been garlanded with flowers and ribbons.

If the PCs do no information gathering or fail the check, then they will have to find the temple through other means. Checking with the guard, hunters, or any rangers or druids will reveal that there have been signs that worshipers of Malar may be active again. Occasional corpses have been found outside of the city. The bodies were mauled as though by wild animals. No one knows for sure if Malarites are involved, or if the victims fell prey to animals. Investigating the scene of these deaths will yield clues that the guard failed to find. There are a number of claw marks on trees. Anyone with observation, tracking or animal lore will realize the claw marks are all exactly the same. Eventually the PCs will find obvious trails that lead to within 200 feet of the city walls. The Malarites, no longer bothering to use woodcraft to cover their tracks, have used the tunnels to go berry picking. A thorough search will reveal an entrance to a tunnel hidden in the midst of a thicket. The tunnel turns several times before finally ending at a wooden door with the head of a wolf nailed to it. The wolf head has been adorned with flowers and ribbons.

Regardless of how they find the temple, when the PCs reach the underground temple, present them with the following passage:

Beyond the door is a strange scene. The large underground chamber has been carved from rock, but has been draped with expensive tapestries. Bronze braziers are spaced evenly on the floor smoldering, producing a heavy pleasantly scented smoke. Sheets of silk are hung throughout the chamber, dividing it into private sections. At the far end, the altar has been converted to a large stone tub. Steam rising from the tub and several people are lounging in it. The sounds of soft laughter and whispers drift through the chamber from the screened areas.

The PCs have found the Malarites, who now indulge themselves in the pleasures of life. They are attended by a number of young women who are all under charm spells. Each of the screened private areas holds a pile of rugs and pillows. One side of the chamber holds several tables piled with delicate pastries, fresh fruits, and rare wines and cheese. The Malarites are far too caught up in their own pleasures to pay attention to the PCs. However, they will respond to the PCs when approached. Further, once confronted, the Malarites will offer the PCs food and drink, a bath, even clothing. They no longer have any desire to fight, but will defend themselves if necessary. They prefer to use spells, especially charm spells, instead of physical combat. In case any fights break out, make up priests on the fly. They will only defend themselves and they will protest the violence, and they will cast *charm person or mammal* to control the PCs and get them to stop fighting. Give them lots of *hold person* spells and *charm person or mammal* spells, and make them the average level of the PCs.

Allow the PCs to interact with the Malarites. Their leader is a tall, lean well-muscled man named **Ungar**. He has been recently shaved and his perfumed hair hangs in dark, oiled ringlets. The priests know all about the Spirit Forest and how to reach it, though they will say that it is a secret. They also have no interest in helping the PCs to reach the forest. The Malarites are quite content with their new role and have no desire to return to their former ways. There are two sure methods to obtain the help of the Malar priests.

The Malarites will help the PCs in exchange for treasure. There are a number of ways to satisfy this request. Any magic items that produce luxury items, such as food, wine, ale, etc. will be desired. A cloak of plenty, for example, would be an acceptable trade. Gold, gems, and jewelry are also valuable to the Malarites. The amount of treasure required varies by tier and is given as follows:

Tier 1 (Total levels up to 6-13)	500 gp
Tier 2 (Total levels 14-25)	2000 gp
Tier 3 (Total levels 26-37)	3000 gp
Tier 4 (Total levels 38 - 56)	4000 gp
Tier 5 (Total Levels 57+)	5000 gp

The other method to enlist the aid of the Malarites is to annoy them. This assumes of course, that the PCs can resist being charmed. The Malarites, since they prefer not to fight, will agree to send the PCs to the Enchanted Forest, provided they promise to leave them alone. Actions that will annoy the Malarites include, dispelling the charms on the young women, threatening them with the guard, destroying their furnishings, or even pestering them with banal conversation.

One last method worth mentioning is the possibility of service. If any of the PCs are Joybringers, Heartwarders, priests of Sharess, or bards, they may be able to barter services in exchange. The Malarites would be eager for a massage, or a makeover, or pleasant music. Anyone with cooking proficiency would also be valued.

Once the PCs have acquired the help of the Malarites, the priests will conduct them to an adjoining stone chamber covered with animal skins. On the walls heads of various predators are mounted. Present the players with the following:

The priests lead you down a passage to a smaller chamber. On the floor are several animal skins. Mounted on the walls are the heads of many beasts of prey. Ungar motions for you to lie down saying, "The path to the spirit forest is not in the waking world. You must undergo the Trial of the Prey. This will help you on your journey." Ungar lifts a horn from a wooden stand in the corner. It is filled with a dark viscous fluid that looks very much like blood. He motions for you to drink.

The PCs may well have questions at this point. If asked, Ungar will tell them that the Spirit Forest lies in the dreaming world. The Trial of the Prey is a Malarite ritual that all priest must take. Those who take the trial become prey in the dreaming world and must survive the hunters. If they survive until the sunset, they can follow the moonpaths back to the waking world.

Once the PCs have drunk the potion from the horn, they fall into a deep slumber. Proceed to the next encounter, Spirit Quest.

Spirit Quest

In this encounter, the PCs enter the world of the dreaming. It a place that shadows the physical world. They have form here, but it is quite different from normal. In essence, they take the form of rabbits. All of their abilities, hit points, and saving throws remain the same, except that none of their items can accompany them. Anything that is not an item, such as a tattoo, a favor of a deity, a special ability, remains with them in the dreaming. They can speak to one another and they can recognize one another. Their characteristics carry over in the dreaming world. PCs with high Strength and Constitution will be large sturdy rabbits, even if they are dwarves normally. PCs with high Charisma will be attractive rabbits and have beautiful fur and smell pleasant.

Each rabbit has a base AC of 7 due to its speed. This adjusted by a PCs dexterity modifier. Each rabbit has attacks of thump/thump/nibble. A thump does 1d2 and a nibble does 1d3 of damage. It is possible for spellcasters to use spells, provided somatic components are not required. Material components must be found in the forest.

Present the PCs with the following:

A deep sleep comes over you as you sink into the fur beneath you. For a time, you drift in a shapeless, formless void. You feel nothing, least of all your own self. Slowly you become aware of feeling something. You feel the warm sunshine on your fur and the soft, dewy grass under your feet. The fragrant clover fills your nostrils and your whiskers twitch in anticipation of a tasty meal. You also smell the healthy scent of the other rabbits close by. As you open your eyes, you see others waking in the early morning sun.

Go around the table and give a brief description of the PCs as rabbits. Or let the PCs describe themselves as rabbits. Remember, any traits a PC had will be reflected in the dreaming. So for example, a big brawny fighter will be a big brawny rabbit. He might have a torn ear or a scarred face, or maybe a slight limp. A mage might have strange markings or patterns on his fur. Give the PCs some time to interact. When they are ready, proceed with the following passage.

Suddenly you smell the strong musk of a fox and not a moment later, you see his head pop out of a thicket

at the edge of the glen. He holds his head up in the air and sniffs about.

Allow the PCs to react to the fox. There are a couple of things they can do. If they choose to run, the fox will see them and give chase. If all of them hold still, the fox will eventually pass by. Fighting is an option, though a bad one. The fox is powerful and the longer a fight lasts, the more likely other larger predators will be attracted. It is possible to talk with the fox, but he cannot be swayed from his meal, only delayed.

Eventually the PCs will find Thistle, Ragwort, and the other rabbits. The other rabbits will welcome the PCs and show them their warren. They will invite them to graze with them and warn the PCs about the fox and the weasel. If the PCs observe closely, they will notice that there are always a few rabbits who act as sentries. Thistle will explain that while they cannot fight fox and weasel, they can trick them. Should a predator come near, the sentry stamps his foot to warn the others, and then begins running. Usually, the predator chases the sentry, and usually the sentry can get to safety in time. If asked about the *staff of wonder*, the rabbits know little about such things. They do not even know what a staff is. Once the PCs have described the staff, the rabbits will understand saying, "Ohh, the barren tree. Whatever do you want with it?" The rabbits can show the PCs a clearing in the forest where the *staff of wonder* is stuck in the ground. The staff is made of wood and is tipped with a shiny platinum orb. Inscribed on the orb are the words "To touch another life is to change that life forever."

Moving the staff is not so much a matter of strength as leverage. The PCs will have to dig the staff free and find a way to drag it with them. If they work at it, they can get some vines and wrap them around the staff. They can then grip the vines with their teeth. Or they can strip some bark off a tree and use strips of bark in place of vines. They might also think of sliding the staff, using either small twigs as rollers or slick leaves to make a path. All of these are possible, but will take work. They will also have to watch for predators. Again, if they are wise, they will set one of their number to lead any predators away from where they are working.

Give the PCs a chance to work out how to move the staff. They have all day to enact their plan, since the moonpaths will not appear until nighttime. If the module is running fast, you may want to give them a scare with the fox or another predator. Once the sun has set, the moonpaths will appear. Taking any of the

paths will lead the PCs through the forest and into a mist. As they hop along, they will start to feel different, until eventually they awaken in the temple of Malar. The staff will be there with them. Proceed to the next encounter, **Final Conflict**.

Final Conflict

Now that they have the staff, the PCs are ready to journey to the chaos rift itself. It should not take them more than a few hours to reach the rift, since it is only about seven miles upstream of the city. The time spent in dreaming world was only a few minutes in the waking world. Once they arrive at the rift, present them with the following:

The terrain here seems somehow oddly distorted. The Fire River, normally quite navigable, is broken here by a spectacular fifty-foot waterfall. The waterfall glows and sparkles with vibrant colors. Every few moments, a mote of sparkling color shoots out from the waterfall and is quickly lost from sight. At the base of the waterfall, stands a creature from nightmares. A mass of flesh thirty feet long, it is comprised of hundreds of parts from various creatures, including animals of the forest, humanoids, and even magical creatures. Dozens of legs of from a multitude of beings support it, like a centipede. Clawed arms of all sorts protrude from it all over the body. At one end, several heads burst forth from a long sinewy neck, the most prominent of which is a large dragon head.

Allow the PCs time to take in the scene and formulate a plan. The creature will not attack until they approach the waterfall. The best plan is for some of the PCs to attack the creature, thus distracting it, while the person with the staff makes a rush for the waterfall from the other side. While the creature will not stray far from the waterfall, if provoked, it will rush to attack. Be sure that low tier groups understand how dangerous the creature is. Hopefully the PCs will have learned a lesson from the rabbits in the dreaming world. To close the chaos rift, a PC will have to enter the waterfall and touch the tip of the staff to the rift. Inside the waterfall, the rift appears as a blinding, dazzling array of swirling color.

Tier 1 (Total levels up to 6-13)

Chaos Beast (1) Int Low; AL CN; AC 5; MV 8; HD 12; hp 90; THAC0 14; #AT 6; Dmg 1d6; SA nil; SD

50% chance to absorb spells and use them against caster on following round; MR nil; SZ G; ML:16.

Saves: P.P.D. 7; R.S.W. 9; P.P. 8; BW 8 SP 10.

Tier 2 (Total levels 14-25)

Chaos Beast (1) Int Low; AL CN; AC 3; MV 8; HD 24; hp 180; THAC0 12; #AT 8; Dmg 1d6; SA nil; SD 50% chance to absorb spells and use them against caster on following round; MR nil; SZ G; ML:17.

Saves: P.P.D. 3; R.S.W. 5; P.P. 4; BW 4 SP 6.

Tier 3 (Total levels 26-37)

Chaos Beast (1) : Int Low; AL CN; AC 1; MV 8; HD 36; hp 280; THAC0 10; #AT 10; Dmg 1d6; SA nil; SD 50% chance to absorb spells and use them against caster on following round;; MR nil; SZ G; ML 18;

Saves: P.P.D. 3; R.S.W. 5; P.P. 4; BW 4 SP 6.

Tier 4 (Total levels 38 - 56)

Chaos Beast (1): Int Low; AL CN; AC -1; MV 8; HD 48; hp 370; THAC0 8; #AT 10 claw/2 bite; Dmg 1d6 claw/2d12 bite; SA see below; SD see below; MR 70%; SZ G; ML 18.

Saves: P.P.D. 3; R.S.W. 5; P.P. 4; BW 4 SP 6.

The chaos beast is highly magical in nature. It can innately duplicate any spells it observes, even if the spell failed against its magic resistance. The creature can duplicate up to 2 spells in a given round, but must forgo a bite attack for each spell it duplicates. The spell is cast at the same level as the one observed.

Tier 5 (Total Levels 57+)

Chaos Beast (1): Int Low; AL CN; AC -3; MV 8; HD 60; hp 480; THAC0 6; #AT 10 claw/ 4 bite; Dmg 1d6 claw/2d12 bite; SA see below; SD nil; MR 80%; SZ G; ML 19.

Saves: P.P.D. 3; R.S.W. 5; P.P. 4; BW 4 SP 6.

The chaos beast is highly magical in nature. It can innately duplicate any spells it observes, even if the spell failed against its magic resistance. The creature can duplicate up to 2 spells in a given round, but must forgo a bite attack for each spell it duplicates. The spell is cast at the same level as the one observed.

When a PC touches the staff to the rift, present him with the following:

The orb of the staff glows brightly and begins to hum. The wood of the staff changes color to a vibrant green and thin tendrils begin to sprout from it. The colors of the chaos swirl faster and faster and seem to

be drawn to the staff. In the background, you can hear a low, rising roar.

Allow the PC a chance to react. Hopefully, he will attempt to flee the rift. Be sure to warn him that he can feel a surge of power forming. If he delays any longer, be sure to check off more than one chaos effect on the certificate. PCs who flee quickly should only suffer a single chaos effect. Only the PC who touched the staff to the rift suffers the chaos effect. Be sure to present the PC with the certificate.

Present the following to the players:

The waterfall shimmers and the ground bucks and sways like a wave in the ocean. With a loud cracking sound, the waterfall begins to shatter and tumble as though made of glass. The chaos beast screams in dozens of voices and dissolves into a multitude of bodies. Where the waterfall used to be, there is now and island dominated by a single tall tree. Fruit of all kind begin to sprout on its branches. A final wave of dizziness washes over you, the last echo of the chaos rift. Beside you, the Fire River flows along peacefully.

After a while, the various animals who comprised the chaos beast will awaken and leave. The PCs may wish to assist the young man who was absorbed by the beast. When he wakes, he cannot remember anything at all, not even his name. When the PCs are ready to return to the city, proceed to the last encounter, **Rewards and Praises**.

Rewards and Praises

Present the following to the players:

As you make your way through the city, most everyone you see is walking in a daze. With the chaos rift closed, its effects are beginning to reverse themselves. No one seems sure what to do. The Wyvern's Nest is still open for business, but the music and dancing, fixtures of the tavern, are absent.

A few days later, Silas returns to the city at the head of an army, many of which bear the symbol of Tyr. They march to the temple of Tyr and on the steps of the temple, each proclaims the injustice he performed during the past weeks. Then in a single line the Tyrrens march to the temple of Lathander to receive the blessing of the Dawn Lord and renew their vows to uphold justice honorably and fairly. Your names

are called and you are brought to the front of the temple where you are thanked for your actions. You are made honorary members of the Order of Aster and presented with a golden chalice. The high priest of Tyr presents you with a scroll and each of you receives a golden hammer. Suddenly, a radiant rose-colored light suffuses the altar, covering each of you and filling you with a feeling of hope and happiness. When the light fades, the chalice you were presented glows with a golden light of its own.

Give the PCs a chance to interact. They may wish to say something or refuse the gifts, etc. Anyone with the Etiquette proficiency will realize that to refuse these gifts would be an insult. Any injured PCs are healed. Any dead PCs are resurrected, provided that is their wish.

Later that night, in the Wyvern's Nest, Silas listens to your tale and relates his own adventures. There is a look of Melancholy in his eye when he speaks of Thresher and how between them they distracted the avatar of Tyr long enough for you to close the rift. When most of the patron have left, Kovos Durva comes to your table and lays several bundles before you, explaining that they were left for you. One bundle is a small leather pouch bearing the symbol of Malar. Inside the pouch is the heart of a beast which has been cured and spiced with herbs. Another bundle is wrapped in red velvet and bears the black bloody mark of a large thumbprint. Inside is a rusted steel rod tipped with a single dark crystal. The final bundle is wrapped in black silk and marked in silver with the symbol of Loviatar. Inside is a black iron flail a black leather corset, and a note which reads as follows. "I thank you for the service you rendered in my time of difficulty. Though others have recovered from their changes, I remain disturbed by my experience. I no longer take joy in pain, but rather I seek quiet solitude where I might remain in peace, harming no one. I have no use for these things which were once a treasured part of my life. They are a poor reward, but all I can offer. Sell them or use them if you dare. But take care, pain, like many tastes is an acquired one. – Melina of Sargan."

At this point, Silas will help the PCs to identify the items and their powers. It is up to the PCs to divide the rewards among themselves.

The End

Experience Summary

Experience is calculated as follows for Living City events.

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

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

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

Rescuing Melina, priest of Loviatar	100 xp
Not killing any of the Tyrrans	50 xp
Convincing the Malarites to help	100 xp
Retrieving the <i>staff of wonder</i>	200 xp
Defeating the Chaos Beast	100 xp
Closing the Chaos Rift	200 xp

Total Experience for Objectives:	650 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,150 xp

For Tier 2:	2,300 xp
For Tier 3:	3,450 xp
For Tier 4:	4,600 xp
For Tier 5:	5,750 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.

From Melina, the priest of Loviatar

- *Flail of pain*: This +1 footman's flail is made of black iron and consists of a handle attached to a chain on the other end of which is a barbed rod. The flail bears the symbol of Loviatar on the

handle. The first round it is wielded, three fine barbed chains of steel spring out from the handle and wrap around the hand of the wielder, inflicting 1d4 damage and causing intense pain. Regardless of all other damage, each time the flail hits, the target loses 1 hit point due to extreme pain and the wielder heals 1 hit point to any wounds. Each time the flail heals, the wielder feels a powerful surge of both pleasure and pain. In any combat round, the flail may act as a +2 weapon, but at a cost in pain to the wielder of 1d4 damage. Should a paladin or priest of a good aligned deity use this item, he loses all special abilities, granted powers and spells until he atones. The more this item is used, the more the user becomes accustomed to pain and begins to take pleasure in it.

- *Crushing corset*: This magical corset is made of strong and supple black leather and can fit any humanoid figure, from a gnome to an orc in size. The front panels are cut with the symbol of Loviatar (a scourge) and the back is comprised of a complex web of leather straps. The corset has a single silver clasp on the front which, when closed causes the corset to constrict and when opened releases the corset. The corset is designed to be worn beneath any armor or clothing and confers an AC bonus of +1. When donned, the corset instantly constricts to enhance the figure. The amount of constriction is so great that each time the corset constricts, it inflicts an initial 1d4 of damage from the agony of the process. While the pain does not diminish, it becomes bearable. The corset has an additional power of protecting the wearer against sleep, hold and charm spells or effects. Any time one of these spells is used against the wearer, and the initial saving throw is failed, the following round the corset constricts further, inflicting an additional 1d4 of damage in pain, but releasing the wearer from the effects of the spell. One disadvantage of the corset is that should the wearer fall below 0 hit points, the corset inflicts an additional one hit point of damage per round until released. Also be aware that it is impossible to sleep or rest while wearing the corset. The more this item is used, the more the user becomes accustomed to pain and begins to take pleasure in it.

From Thresher

- *Rod of command*: This magical rod is made of rusted steel and tipped with a single ebony crystal. The rod has a single charge which is activated

when the crystal is broken. When activated, the rod summons a single black abishai baatezu who will obey the commands of the wielder of the rod. The baatezu will remain for no more than 3 turns before returning to its native plane. The rod cannot be recharged.

Black Abishai baatezu: Int Average; AL LE; AC 5; MV 9, fl 12©; HD 4+1; hp 25; THAC0 17; #AT 3; Dmg 1d4/1d4/1d4+1; SA poison, dive bomb at +2 to hit and double damage; SD regenerates 1 hp per round, +1 or better weapons to hit; MR 30%; SZ L (8'); ML n/a.

From Ungar (priest of Malar)

- *Heart of the beast*: Normally given only to those who serve the Malar, the Beastlord, this item is the heart of a predatory animal that has been smoke cured and magically enchanted. When consumed, the heart fills a person with the power of the beast. In game terms, whoever eats this item gains the benefit of the 5th level Malar specialty priest spell, *rage*. This raises the individual's strength to 18, or to 19 if he already has a Strength of 18. In addition, the individual gains an additional attack each round and 10 temporary hit points. Further the individual gains a +1 to initiative and +2 to all saving throws. While enraged, the individual can tell friend from foe with a successful Intelligence check at -2. One drawback to this item is that while enraged, the individual may not cast spells, preferring to fight instead. The effect lasts for 24 rounds, after which the individual must rest for a full turn.

From the temple of Tyr

- *Scroll of healing*: This magical scroll has a single 6th level priest spell, heal on it. The scroll is handsomely written bears the symbol of Tyr for all to see. The scroll can be used by any priest having major access to the necromantic sphere. However, the bearer of the scroll may request the temple of Tyr to employ the scroll on a comrade. No priest of Tyr may refuse such a request.

From the temple of Lathander

- *Golden chalice*: This magical chalice is made of pure gold and has been finely worked in intricate detail. It bears the symbol of a sun rising upon blooming rose. The chalice sheds a golden light in a 60' radius. The cup has a special healing power invoked when a prayer is uttered to Lathander. Each time the healing power is used, the light from the chalice changes to a rosy hue and all

good creatures within 10' of the cup receive 2d6 of healing. Each use of this healing power uses a single charge. The chalice has 3 charges and cannot be recharged except by Lathander. When all charges are used, the cup continues to shed its golden light.

Each PC receives:

- 1 gold hammer (100 gp)
- 1 pin of Order of the Aster, honorary, worth 200 gp.

Fame Award

1 point of fame in Temples

Chaos Effect

(for the PC who used the staff of wonder to close the chaos rift)

The person _____ closed the chaos rift at risk to his own life and limb and has suffered one of the following temporary effect(s) which last for the next two modules played or 6 months from this date:

1. A long cat like tail
2. A lizard tail (can attack for 1d4 damage)
3. Legs of a hare (jump 20' across, 10' up)
4. Legs of a deer (move 24)
5. Sprouts leaves and root tendrils (unmoveable when roots are sunk into the ground)
6. A large, colorful head crest of feathers.