

Night of the Lunar Eclipse

A Living City Adventure

by Jim Alan

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

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

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

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

Tier Structure

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

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

DM Overview

The PCs are roused from their beds very early in the morning--summoned to the temple of Selune to help find an artifact. The artifact contains the essence of a demigod named Jessar. She is the goddess of the dark side of the moon and an enemy of Selune and Sharess.

The PCs are sent to find this artifact and bring it back to the temple before an evil being gains it and resurrects Jessar.

Only a woman can touch the artifact, and only with a special silver gauntlet the temple gives them. The temple will give the PCs a potion that will change a

male into a female for a twenty-four hour period, if there are no females in the group. There is a 10% chance that the potion is permanent and only a *wish* spell can reverse it. The temple does not know of this side effect.

The PCs are directed to visit a wizard named Tamaren Delmouth. He can tell them about the mountains they will be going to. Delmouth will also transport them to the mountains and back. The trip there will be a little bumpy, as the *teleport* spell is a little off.

Next, the PCs must decide which part of the mountains they will visit. They have four choices, and will only be allowed to visit two of them before the module comes to a conclusion. Splitting up to cover all four is not an option.

While traveling in the mountains, the PCs will encounter giants. They also will rescue a talking bear that is a follower of Lurue. Then, before the PCs can reach their first objective, they are attacked by flying monsters.

If the PCs find where the relic rested on their first try, go to Ending Three--safe return. If the PCs do not find the artifact on their first try, then there will be an additional encounter that the PCs must deal with on the way to their second choice. Go directly to the Ending One if they do not find it or Ending Two--Jessar after the second choice.

When it is all said and done, the PCs will have either found the relic and returned it to the temple where an infiltrator interrupts the ceremony to destroy the amulet, or they were not able to prevent the evil NPC from gaining the relic--that's just part of the plot that will involve later tournaments. The goddess will be reborn and will plague the city in the future. The important part here is the chase, and if the PCs are able to identify the evil NPC that the goddess possessed. This will allow the temple to better understand the goddess in her new form. The PCs will either run into the relic on their first choice, which will be around dusk, or on their second choice which will be at midnight, or not at all.

Where is the amulet?

The location of the amulet should change each round or table this tournament is run at a convention. The session organizer should name or assign the places. The amulet can be found at either Griffon Peak, Caverns of Darkness, or the Cave of the Howling Winds. It can only be found at Thunder Peak if the PCs are in the 5th tiers *and* if the DM believes the PCs are tough enough to take on the dragon.

Players' Introduction

You are dreaming--of adventure and romance and happy endings--when you are awakened by a persistent pounding. You grumble a bit, as it can't be much past midnight, but you slowly make your way to the door. Opening it, you find a young priest of Selune standing there, a tentative smile on his face.

"Sorry about the early hour," he says.

Before you can reply, the priest thrusts a sealed scroll at you, the symbol of Selune clearly visible.

"You're supposed to read this right away," he adds. "It's important. If you can't read, I'm to read it to you."

Opening the scroll, you find the following message:

"Dear friend, I need your help for a very important task that cannot wait. I assure you that what I have to tell you is important to our temple and all of Ravens Bluff. Please gather all the equipment you will need for a wilderness journey, and come to the Temple of Selune with great haste. This messenger will wait for your reply and guide you there if you are agreeable. I will be waiting for you so that we may discuss this matter."

It is signed Armen Moonsilver, high priest of Selune.

The messenger does not know about what Armen wants. However, he is sure that the gods are watching and that all of this has something to do with the lunar eclipse that will happen this very night. He gives each PC a moonstone (worth 500 gp) and instructs them that this is for their trouble.

If the PC balks at going to the temple, the messenger hints that he suspects it's the best adventure to be had in the area, and says if the PC desires not to go, he'll likely spend the next four hours sleeping in his bed. In other words, if the PC doesn't go, his player will have nothing to do this tournament round.

Encounter One: Oh, My God

Once outside you can tell that dawn is a couple of hours away. A small group of city watch members escorts you and the messenger to the temple.

When you reach the temple, you notice other groups arriving as well. The city watch leaves, and the messenger bids you enter the temple. Inside, he leads you to a richly-furnished office that has a couch and several comfortable chairs. There is also some food and drink at a table in the center of the room. At the end of the room are a couple of bookshelves and a large desk with an elderly man sitting behind it.

"Thank you for coming at such an early time. I am Armen Moonsilver, high priest of Selune. I am not from Ravens Bluff, yet urgent matters have brought me here. I am responsible for inquiries for the temple. What I have to tell you will affect this city and perhaps all of the Vast and beyond.

"I have asked you here so that you may find a relic called the Obsidian Amulet of the Dark Maiden. This black stone amulet that hangs from a plain iron chain houses the slumbering evil demigoddess Jessar, mistress of the dark side of the moon. She is the enemy of Selune and Sharess. I have determined the amulet's general whereabouts--in a mountain range southwest of here. You must find this amulet and bring it back here so that it may be destroyed. Will you help us?"

Pause for the PCs to agree.

"The amulet cannot be found until a certain event has come about, a lunar eclipse. It is then that the amulet sends out a telepathic call to mortals Jessar deems fit. Those people must then seek out the amulet and try to restore her to this world. I was able to detect this calling and came straight from my home in Silvermoon late last evening. Only women are called by the goddess. Only women can touch the amulet. If a man touches it, he will be instantly and irrevocably slain. Any woman who touches the amulet will be taken control of by the goddess.

"This must not happen. The temple has a magical silver gauntlet that would prevent the amulet from taking over one of you. We will give you this, but it must be returned when you have completed your task. This gauntlet will not protect a man.

(If there are no women in the PC group): *"I can also give you a potion that would change a man into a woman for a day. It must also be returned if it is not used. I recommend that you use the potion once you are in the mountains and before you find the amulet.*

"If you are too late, and someone beats you to the amulet, you might have to rip it off the woman's neck. This will require someone very strong. We have divined that killing the goddess only makes the amulet teleport away with the goddess' essence still inside. We need the amulet.

"The amulet is in a hidden place, and tales say there are always tests that the applicant must overcome to reach it. These are all the painful facts that we have learned during the past five-hundred years. Many brave people have died in this cause, for us to have learned this much. The temple here has been very helpful and will supply you with whatever equipment you need. We have also been given some assistance from the wizard's guild. They have sent a wizard named Tamaren Delmouth, who adventured in

those mountains when he was younger. He should be able to tell you about the area you will be going to. He will also take you to the mountains and wait for your return.

"He is in a room down the hall. I wish I could help you further, but I am afraid I have used all of my resources. Hurry, for whoever has answered the goddess' summons has a six-hour head start. You must find the amulet before the moon is fully eclipsed. May Selune bless you and give you strength."

It is just before dawn when Armen finishes talking to the PCs. He cannot tell them anything else because he doesn't know anything else. The PCs are given any reasonable equipment they want. The priests will fuss over them to make sure they have what they need, especially warm clothes and mountain gear. If the PCs specifically ask for *potions of healing*, they will be presented with four *potions of extra-healing*. The priests say these will not last beyond the eclipse, so the PCs should use them if they are injured. In other words, there are no certificates for the potions.

When they are properly equipped, they will be taken to Tamaren.

Encounter Two: When I Was Young

You are shown to a room down the hall where a man of at least eighty winters sits in a chair against the wall. He introduces himself as Tamaren Delmouth and asks you to sit so that you may discuss the mission.

Roleplay Tamaren as a cagey old coot with a short attention span. He's smart, but he's easily distracted. Though he acknowledges all the PCs, he directs most of his banter toward any female PCs, regardless of their charisma. Next, he favors humans, then half-elves. Tamaren knows the following information, though it will be a little outdated. Make the PCs ask at least a few questions before divulging all of the material.

- I have a map of the area from where I once adventured. (**Players' Handout #1**--it is accurate)
- The area is very dangerous and has many cliffs, valleys, and narrow passages.
- I know of four possible areas where the amulet may be hidden. These are as follows:
- Griffon Peak, a place that is the home of an orc tribe known as the Bloody Eye. There are a couple of caves in the area that were used by the orcs who in the past, and maybe still do, live there.

- The Caverns of Darkness. They lead into the Underdark and have many terrible monsters lurking inside. There are also several caves near the surface.
- The Cavern of the Howling Winds. It was once a temple to Akadia. It was long abandoned when I traveled there, and I suspect it is still empty. The winds in the cavern are dangerous.
- Thunder Peak, a place of unnatural weather and storms. There are a few caves around there.
- There are a few different races of giants that live in mountains. I don't remember what races, hill giants mainly, I think. I do remember for certain that they were big.
- I remember fighting a priest of Talos and his followers when I was exploring the Caverns of Darkness. The priest was very dangerous. Although that was fifty years ago. He might be dead now.
- A large red dragon lives somewhere near Thunder Peak. I saw the beast a few times, but I never found its lair. Fifty years is nothing to a dragon. It's probably still there.
- There is a hidden cavern in the mountains that I used when I explored the area. I will use that as the area to teleport to. Then, I will wait there for you to return. It is centrally located to the other places.
- There is an ancient being who lives in the mountains. I am not sure what it is, or where it lived. It spoke telepathically with me once and warned me to keep away from the evil within. I was not sure what the being meant, but I remember I was in the area of the Griffon Peak or the Caverns of the Howling Winds.
- There are also many humanoids that roam the peaks looking for mineral wealth. I would take care not to offend them.

This is all that Tamaren can tell the PCs. After fifty years it's hard to remember everything about the mountains. When the PCs are ready, he will ask them to join hands and teleports them to his hidden spot in the mountains.

Encounter Three: Now Where Was That?

As you hold hands, Tamaren begins casting his spell, and the air about you begins to flicker with colorful pale lights. A moment later you can feel a cold wind blowing in your face as you land somewhere in the mountains. OOPS! Land isn't quite the right word.

You can see that you're above the ground, and you're falling!

Tamaren teleported to the right spot, but his calculations were a bit off. It has been a long time since he was here. Unless the PCs have some instant quick fixes, such as *boots of levitation* or *rings of feather falling*, apply the following damage for each tier. The PCs do not have time to cast any spells. If the PCs argue, tell them they are too busy falling to try any spellcasting.

Tier 1: 2d6 damage	Tier 2: 3d6 damage
Tier 3: 5d6 damage	Tier 4: 6d6 damage
Tier 5: 7d6 damage	

Tamaren has a *feather fall contingency* spell he can use on the PC with the fewest hit points. He is wearing a *ring of feather falling*.

When the PCs land, he apologizes for his miscalculations. Then he immediately throws out a cube that grows into a tower. He tells the PCs that he will wait for them here and hopes that they are successful in their task.

He tells them to choose their path wisely. They will not be able to get to all the areas before midnight, as the places are all too far away from each other. However, they should be able to get to two of the locations. He tells them splitting up is not an option, as the priests at the temple divined that would spell only failure and death.

Casting divination spells will not help the PCs determine where the amulet rests. The goddess is shielding its location from the forces of good.

Just before they leave, he makes sure they understand what they are looking for. Then he wishes them good luck and gives them a stick covered with runes.

"When you break this stick, it will teleport anyone within ten feet of the person holding the halves back here. Use it when you've finished your task or if the task becomes too great for you."

No matter which location they choose to head toward first, they will have the following three encounters.

Encounter Four: A Giant Rumble

It is almost midday, and the path you have been following has been rough and the going slow. A strong, chill breeze blows at your backs. Ahead of you is another short narrow passage, yet this one looks like it leads into a small valley with trees and

vegetation. At least inside the passage you will be able to get a bite to eat without the wind to worry about.

Waiting above at the end of the narrow passage are giants who spotted the PCs. They figure the PCs are good for treasure and maybe lunch. When the PCs get a little closer, though not close enough for melee range, the giants begin their assault.

The passage is 10 feet wide and 50 feet long. The walls to either side are 80 feet up and are smooth. On the far side is a small valley where the giants live in a cave. There's a pond nearby and a few trees and some scrub. There is also a small herd of sheep.

Tier 1: If the PCs' levels total 6-13:

Cyclops (2): Int low; AL CE; AC 3; MV 12; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d4+4 (club) or 1d6+4 (spear); SA Nil; SD Nil; MR Nil; SZ L 10' tall; ML 15

The Cyclops will wait until the PCs reach the entrance to the valley. They will throw one spear each at a -2 to hit, and then rush in to fight.

Tier 2: If the PCs' levels total 14-25:

Cyclops (4): Int low; AL CE; AC 3; MV 12; HD 5; hp 25 each; THAC0 15; #AT 1; Dmg 2d4+4 (club) or 1d6+4 (spear); SA Nil; SD Nil; MR Nil; SZ L 10' tall; ML 15

Two of the Cyclops are 80' above and will throw spears at a -1 penalty to hit. They each have five spears. After that, they will climb down and join the fight--or run away if they are wounded. The other two will rush into the fray when the PCs reach the valley entrance.

Tier 3: If the PCs' levels total 26-37:

Ettins (4): Int low; AL CE; AC 3; MV 12; HD 10; hp 55 each; THAC0 10; #AT 2; Dmg 2d8 (left arm), 3d6 (right arm); SA Nil; SD Nil; MR Nil; SZ H 16' tall; ML 16

The Ettins are hiding behind some large boulders near the entrance to the valley. They will wait until all of the PCs are in the valley. Roll for surprise. They fight with two large spiked clubs.

Tier 4: If the PCs' levels total 38-56:

Hill Giants (8): Int low; AL CE; AC 3; MV 12; HD 12+1; hp 60 each; THAC0 9; #AT 1; Dmg 2d6+7 (clubs) or 2d8 (thrown boulders); SA Throw boulders; SD Nil; MR Nil; SZ H 16' tall; ML 17

Three of the giants are 80' up on the mountainsides and will throw boulders at the PCs in the rear of the party--waiting until the PCs have entered the valley. They each have five boulders. They will either join the

fight when they run out of boulders or run away if they are injured. The other five giants are hiding behind trees in the valley. They will throw boulders on the first round of combat, then charge to melee. Roll for surprise.

Tier 5: If the PCs' levels total 57+

Fomorian Giants (5): Int average; AL NE; AC 3; MV 9; HD 13+3; hp 100 each; THAC0 9; #AT 1 or 2; Dmg 2d10+8 (two-handed swords), 2d4+8 (fists); SA Nil; SD -2 penalty to opponents' surprise roll; MR Nil; SZ M 6' tall; ML 19

These giants are waiting behind some large rocks near the entrance to the valley. Once the PCs are in the valley, they will attack. Have each PC roll for surprise at -2.

Following the battle, the PCs can track the giants--if they so desire. Their footprints lead to a large, deep cave. Inside is: five emeralds worth 200gp each, and an elven harp carved and painted with unicorns and holly berries. There is a certificate for the harp.

Encounter Five: Bearly Alive

A few hours pass, and you climb higher into the mountains. Suddenly, the earth begins to shake, and rocks tumble down around you. You brace yourself and somehow manage to dodge most of the rocks, picking up only a few bruises and scrapes. After several moments, the vibrations stop, and all is eerily quiet. You take a deep breath, look around, and decide it is safe to resume your trek.

Being more cautious, you watch where you step. Unfortunately, several yards ahead your way is blocked. The tremors collapsed a rocky ledge, and it landed right in the center of your path. As you ponder how to get across, you hear a low moaning sound coming from below you.

Pause for PC actions.

As you look over the edge, you see a bear laying on a ledge about fifteen feet or so below you. It looks hurt.

Fifteen feet below is a cave bear that was injured in the quake. The bear is a worshiper of Lerue, and as such he can speak Common. However, he will only speak if it appears the PCs will try to show him some kindness. He knows that humans can be callous toward animals, thus he is cautious.

His name is Baloo, and he has an Intelligence of 15 (extremely high for a bear). Baloo was heading home to his mate when the tremors struck. He would be very

grateful if the PCs could help him. He has a broken leg and needs help getting back on the path.

A successful healing proficiency check, and the application of some splints, will set the leg, and a *cure serious wounds* or a *potion of extra healing* will heal it.

When the PCs have helped him, he asks what brings them to the mountains. If they ask if he has seen anyone else in the mountains, he replies that he saw some giants and a woman wearing a robe the color of the night sky. There was an odd assortment of other people with her--little and big ones (i.e., gnomes, quicklings, and orcs). He knows what gnomes and orcs are, but does not know what a quickling is. He calls it a fuzzy sprite. Baloo will tell them he saw the group traveling in the direction that the PCs are going. Baloo lives a half mile down the trail with his mate in a good-sized cave. He invites them for a quick visit. If they agree to go, it is only a short detour.

His mate's name is Bell and she can talk also. They have four cubs, which cannot talk. The bears are smitten with the PCs (provided the PCs are being friendly). After their visit, the bears wish them well and ask them to stop by again when they have time.

Encounter Six: The Narrow Ledge

It is near dusk, and your destination is in sight. All you have to do is cross a narrow ledge that is roughly fifty yards long, and you will be there in no time. The ledge is about a yard wide, and it looks like it's at least a hundred feet down to the bottom of the gorge. You'll have to watch your step. Still, the wind is not blowing very hard, so it should not be much of a problem.

Determine what, if any, precautions the PCs are taking, as it could have an impact on the battle they are about to face. Then read the following:

You continue across the ledge with little difficulty. However, you stop when the loud screeches of approaching winged creatures cut through the air. You are halfway across the ledge. As you ponder the matter, the creatures fly closer!

The PCs do not get Dexterity bonuses for Armor Class or combat if they fight on the ledge, as it is too narrow. PCs who run to safer ground will have to make a Dexterity check or slip off the ledge and begin to plummet 100 feet--which may result in death(10d6) if they are not rescued.

Running PCs who are attacked by the creatures must make a Dexterity check at a -2 penalty if they are

struck. Failure means the PCs slip off the ledge and begin to plummet 100 feet.

It takes one round to get to either end of the ledge, and one round to fall 100 feet to the bottom of the gorge.

A flying creature is reduced to gliding when it suffers half its hit points.

Tier 1: If the PCs' levels total 6-13:

Stirges (9): Int animal; AL Nil; AC 8; MV 3, FL 18; HD 1+1; hp 6 each; THAC0 17; #AT 1; Dmg 1d3; SA After the stirge initially hits, it continues to drain 1d3 hit points of blood each round until it has drained 12 hit points; SD Nil; MR Nil; SZ S 1' tall; ML 18

After the stirges have drunk their fill, or are trying to flee combat, they fly to a cave 100 feet away. If the PCs kill all the stirges, they will not have a clue to search the cave. Bypass the treasure section below.

Tier 2: If the PCs' levels total 14-25:

Stirges (18): Int animal; AL Nil; AC 8; MV 3, FL 18; HD 1+1; hp 8 each; THAC0 17; #AT 1; Dmg 1d3; SA After the stirge initially hits, it continues to drain 1d3 hit points of blood each round until it has drained 12 hit points; SD Nil; MR Nil; SZ S 1' tall; ML 18

After the stirges have drunk their fill, or are trying to flee combat, they fly to a cave 100 feet away. If the PCs kill all the stirges, they will not have a clue to search the cave. Bypass the treasure section below.

Tier 3: If the PCs' levels total 26-37:

Gargoyles (8): Int low; AL CE; AC 5; MV 9, FL 15(C); HD 4+4; hp 36 each; THAC0 17; #AT 2 or 4; Dmg 1d3+2/1d3+2 (claws), 1d6 (horn), 1d4 (bite); SA Nil; SD +1 or better weapons to hit; MR Nil; SZ M 6' tall; ML 14

The Gargoyles initially will swoop to attack. In this case they can either attack with two claws or a claw and one horn. They must land to use all of their attacks. If five of the gargoyles fall, the remaining three try to fly to their cave about 200 feet away, which the PCs will have to fly, levitate, or carefully climb to. If none of the gargoyles at least temporarily gets away, the PCs will not have a clue to search the cave. Bypass the treasure section below.

Tier 4: If the PCs' levels total 38-56:

Manticores (7): Int low; AL LE; AC 4; MV 12, FL 18(E); HD 6+3; hp 45 each; THAC0 13; #AT 3; Dmg 1d3/1d3 (claws), 1d8 (bite); SA Hurl tail spikes; SD Nil; MR Nil; SZ H 12' long; ML 14

Each manticore will fire its tail spikes in the first round. Each can fire 1d6 spikes for 1d6 damage each.

They can do this four times per day. They can only use their claw attacks while flying. If four of the manticores fall, the remaining three try to fly to their cave about 300 feet away, which the PCs will have to fly, levitate, or carefully climb to. If none of the manticores at least temporarily gets away, the PCs will not have a clue to search the cave. Bypass the treasure section below.

Tier 5: If the PCs' levels total 57-68

Chimera (7): Int semi; AL CE; AC 6/5/2; MV 9, FL18(E); HD 9; hp 65 each; THAC0 11; #AT 6; Dmg 1d3/1d3 (claws), 1d4/1d4 (horns), 2d4 (lion bite), 3d4 (dragon bite); SA Breath, a burst of fire 5 yards long that inflicts 3d8 points of damage, save for ½; SD AC the dragon is AC2 (flank), lion AC5 (front), goat AC6 (rear); MR Nil; SZ L 9' long; ML 16

If four of the chimera fall, the remaining three try to fly to their cave about 300 feet away, which the PCs will have to fly, levitate, or carefully climb to. If none of the chimera at least temporarily gets away, the PCs will not have a clue to search the cave. Bypass the treasure section below.

Flyers' Treasure

If the PCs either saw escaping creatures fly into the cave, or cast spells that would determine where the creatures came from, they can find the cave-lair.

The PCs will have to fight any surviving beasts inside the cave before they can claim the treasure.

The cave is filled with bones of animals and humanoids. The treasure consists of: *ioun stone* pink rhomboid, a magical *staff-mace*, and a pair of gem-encrusted mithril dwarven drinking mugs, inscribed with a different toast on each side and showing dwarves making merry. The mugs also contain a secret compartment in the bottom that can hold powder, a key, or some other small item. There is also a set of jade figurines--dragon, lion, eagle, bear, and monkey. The figures are worth 500gp each.

Encounter Seven: Between Things

If the PCs do not select the correct spot for their first try, use this encounter as they travel to their second choice. If they do not find the amulet on their second choice then go to Ending One.

As you leave this place with no trace of the amulet in sight, you wonder where you should go next. There is not much time left, but you are certain you will be able to get to one of the other spots on your map before the moon has completely eclipsed.

Pause while the PCs decide which spot to try next.

You head toward your second choice just as the wind starts to blow. A haunting, disembodied voice rides on the breeze.

"Who passes among the rocks of this land? Speak thy names!"

Pause and let the PCs introduce themselves.

"Are you lost or do you seek something?"

This speaker is a powerful air spirit. This is the ancient being that Armen encountered in his youth. She is curious why the PCs are here, and she will be able to help them if they ask.

If they ask for help, she will offer the following and then disappear:

"Follow the winds and fly upon the night sky. Listen to the breezes call to you and you shall head their warning. Do not let fear float inside your heart or misjudgment flutter in your mind. Soar upon the winds, but do not fall to the place of _____, for it will only lead you to emptiness."

The four words to pick from to fill in the blank are below. Just choose one, and not the one that will lead them directly to the amulet.

- Feathers-----This is Griffon Peak;
- Darkness-----This is the Caverns of Darkness;
- Howling-----This is the Cavern of the Howling Wind;
- Thunder-----This is Thunder Peak

Griffon Peak

At last you can see Griffon Peak. Its plateau stands out among the mountain tops. From somewhere above you can hear the squawking of birds. As you approach, you can see the shapes of four very large birds in front of a cave entrance. They seem to be restless.

These birds are baby rocs waiting for their parents to bring back some food. They should be back very soon. These birds are hungry and might mistake the PCs for food if the PCs are not careful--that is use of spells or successful sneaking. Don't forget to take a peck or two at the PCs when they are trying to get by the babies. If the PCs cast *speak with animals* on the babies, use a lot of baby-talk that doesn't make a particular amount of sense. High-level parties might just opt to slay the baby

rocs. If this happens, the adults will fight to the death when they return to the nest.

If the PCs can investigate the cave beyond the rocs, they find odd bits of treasure.

In tiers 1 and 2, the parents do not return. In tiers 3-5, the parents return when the PCs are searching the cave. The PCs will have to find a way to get past the parents without ending up as food--again, a clever use of spells or abilities could work. Otherwise, the PCs will have to fight.

Baby rocs (4): Int animal; AL Nil; AC 6; MV 3; HD 5; hp 35 each; THAC0 17; #AT 2 or 1; Dmg 1d6/1d6 (claws) or 1d8 (bite); SA Nil; SD Nil; MR Nil; SZ L 5' tall; ML 18

Tier 3: If the PCs' levels total 26-37:

Parent Rocs (2): Int animal; AL Nil; AC 6; MV 3, FL 18(C); HD 18; hp 90 each; THAC0 7; #AT 2 or 1; Dmg 3d6/3d6 (claws) or 4d6 (bite); SA Nil; SD Opponents suffer a -5 penalty to their surprise rolls; MR Nil; SZ G 50' wingspan; ML 14

Unless the PCs killed the chicks, these Rocs do not notice the PCs when they land to feed their babies. A roll of 1 on a 1d8 means that the PCs have been spotted on each round after the first.

Tier 4: If the PCs' levels total 38-56:

Parent Rocs (2): Int animal; AL Nil; AC 6; MV 3, FL 18(C); HD 18; hp 108 each; THAC0 7; #AT 2 or 1; Dmg 3d6/3d6 (claws) or 4d6 (bite); SA Nil; SD Opponents suffer a -5 penalty to their surprise rolls; MR Nil; SZ G 50' wingspan; ML 14

Unless the PCs killed the chicks, these Rocs do not notice the PCs when they land to feed their babies. A roll of 1 on a 1d8 means that the PCs have been spotted on each round after the first.

Tier 5: If the PCs' levels total 57-68

Parent Rocs (2): Int animal; AL Nil; AC 6; MV 3, FL 18(C); HD 18; hp 126 each; THAC0 7; #AT 2 or 1; Dmg 3d6/3d6 (claws) or 4d6 (bite); SA Nil; SD Opponents suffer a -5 penalty to surprise rolls; MR Nil; SZ G 50' wingspan; ML 14

Unless the PCs killed the chicks, these Rocs do not notice the PCs when they land to feed their babies. A roll of 1 on a 1d8 means that the PCs have been spotted on each round after the first.

Searching the Griffon Peak Cave

If this is the location selected for the amulet, Jessar also will be here. She will come from deeper in the cave.

Refer to Ending Two--Jessar if this is their second try or Ending Three--safe return if this is their first try, which is listed later in the tournament.

Amid the bones and feathers is a lifelike rose carved from a single large ruby. It is two inches in diameter and set on a golden pin. In addition, there is 65pp and a gold and emerald ring.

Thunder Peak

A rumbling in the sky can be heard as you approach the mountain called Thunder Peak. Streaks of lightning crackle above you, and the wind blows harshly. Amid the lighting a shadow emerges from the sky. The shape of a dragon is evident, as it looms closer. The lightning crackles again and a glint of red emerges from the shadow. The great beast climbs until it is almost directly overhead. For a brief second the dragon floats, then bows its head and dives.

This is the "you should run away if you have any sense" encounter. If the PCs are brave and foolish enough, however, or if they are high enough level, then let them fight. Otherwise, let them get away without the dragon pursuing them.

In tier five, the relic could be here.

Red Dragon (1): Int exceptional; AL CE; AC -11; MV 9, FL 30(C); HD 21; hp 210; THAC0 1; #AT 3; Dmg 1d10+12/1d10+12 (claws), 3d10+12 (bite); SA Breath weapon, spells; SD Nil; MR 65%; SZ G 130' long; ML 19

This dragon's attack mode is claw/claw/bite. It can also kick, snatch, wing buffet, or tail slap, the latter two of which will send a PC hurtling many yards away.

However, it can only employ three attacks a round.

Snatch: it can snatch two opponents at once, with a 50% chance that both arms are pinned. The PC can be squeezed for automatic claw damage each round or be transferred to the dragon's mouth--this requires a to hit roll, a miss means the PC is dropped, while a hit means the PC automatically takes bite damage each round.

Kick: the dragon can kick someone behind it for claw damage. Victims must make a Dexterity check at -4 or be thrown 1d10+12 feet backward. They must also save vs. petrification at a -12 penalty or fall down. **Wing buffet:** the dragon can wing buffet opponents to its side. The damage is the same as a claw attack, and victims must make a Dexterity check at a -4 or fall prone. **Tail slap:** the dragon can tail slap up to 12 creatures, who must save vs. petrification at -4 or be stunned 1d4+1 rounds.

All PCs within 50 yards must save vs. petrification (Dragon Fear) at -4 or suffer a -2 on their combat rolls. A diving dragon gains +2 to its attack roll.

All PCs within 50 yards must save vs. petrification (Dragon Fear) at -4 or suffer a -2 on their combat rolls.

A diving dragon gains +2 to its attack roll.

Its breath weapon inflicts 24d10+12 points of fire damage in a cone 90' long, 5' at the dragon's mouth, and 30' at the base.

The dragon has the following abilities and spells: *affect normal fires* 3x/day, *pyrotechnics* 3x/day, *heat metal* 1x/day, *suggestion* 1x/day, *hypnotism* 1x/day, detect gems, kind, and number in a 100' radius 3x/day. It can also cast the following spells at 17th level; *magic missile* (5d4+5), *grease*, *fog cloud*, *Melf's acid arrow*, *haste*, *flame arrow*, *fire shield* (warm), *thunderlance*, *ironguard*, *faerie fire*, *bleed*, and *silence* 15' radius.

Searching the Thunder Peak Cave

After the PCs have dealt with the dragon, and if they lived, they can explore the cave, which is about one hundred yards away.

If this is the location selected for the amulet, Jessar also will be here. She will come from deeper in the cave. Refer to Ending Two--Jessar if this is their second try or Ending Three--safe return if this is their first try, which is listed later in this tournament.

Inside the cave are the remains of several humans. No one has been in this cave for more than three hundred years. Much of the treasure cannot be gained no matter how hard the PCs try and no matter what type of spells they use. In fact, spells such as rock to mud and the like will only ruin the treasure. Through the centuries, most of the treasure has become merged with the stone of the lair. Gold and silver coins and hundreds of gems are very deeply imbedded into the floor of the cave, pressed there by the dragon's massive body.

However, among the stuff the PCs can pry loose includes, 7,000 sp, and a set of soft heavy leather boots made from deer hide--these were all recent acquisitions. The boots have a woodland scene carved in them with many animals hiding within the forest. They are water resistant and very soft. The inside is lined in fur and is very warm and comfortable. The boots are dotted with emeralds in a diamond pattern at the front of the calves.

Caverns of Darkness

You have finally reached the bottom of the mountain and have found the entrance to the Caverns of Darkness. You get this uneasy feeling dancing up and down your spines when you approach the cavern mouth. It's as if you are being watched.

Ask for a couple of Dexterity checks as the PCs move down the mountain--just to make them a little nervous. They'll only pick up a few scrapes and bruises if they slide. The caverns are large and extensive. When the PCs enter them, describe moving shadows, strange noises, and a palpable chill in the air. Ask for a couple

of observation proficiency checks to add to the atmosphere.

In addition, there are plenty of scampering insects and lots of spiders. Let them walk into a few webs. And make the whole thing seem downright creepy.

After about an hour of searching, the PCs come across a very large gorge with a bridge across it. The bridge is huge--20 feet wide and made of stone. If the PCs cast a *detect magic* spell in here, tell them the bridge radiates enchantment magic.

The bridge cannot be affected by any magic that would normally affect stone--*stone shape*, *rock to mud*, etc. A group of Talassians (Talos followers) is on the other side of the bridge, hiding in the shadows. They are a patrol from their hidden valley, and they will try to destroy the PCs.

If this is the location selected for the amulet, Jessar also will be here. She will come from deeper in the cave. Refer to Ending Two--Jessar if this is their second try or Ending Three--safe return if this is their first try, which is later in the tournament.

Tier 1: If the PCs' levels total 6-13:

Talassians (6): Int average; AL NE; AC 5; MV 9; HD 1; hp 7 each; THAC0 20; #AT 1; Dmg 1d8 (mace); SA Nil; SD Nil; MR Nil; SZ M 6' tall; ML 20

These fighters are fanatical, and they will strike PCs who are down, hoping to finish them off.

Talos Priest (1): Int average; AL CE; AC 3; MV 9; HD 3; hp 18; THAC0 17; #AT 1; Dmg 2d4+3 (morning star and STR); SA Spells; SD Immune to all electrical attacks; MR Nil; SZ M 6' tall; ML 20

He has the following spells: *shocking grasp*, *ride the wind*, *bless*, *faerie fire*, *cure light wounds*, *curse*, *wind lash*, and *heat metal*. He will *bless* his fighters when he spots the PCs across the bridge. Then he will *curse* the PCs.

Tier 2: If the PCs' levels total 14-25:

Talassians (8): Int average; AL NE; AC 5; MV 9; HD 2; hp 13 each; THAC0 19; #AT 1; Dmg 1d8 (mace); SA Nil; SD Nil; MR Nil; SZ M 6' tall; ML 20

These fighters are fanatical, and they will strike PCs who are down, hoping to finish them off.

Talos Priest (1): Int average; AL CE; AC 3; MV 9; HD 6; hp 40; THAC0 13; #AT 1; Dmg 2d4+3 (morning star and STR); SA Spells; SD Immune to all electrical attacks; MR Nil; SZ M 6' tall; ML 20

He has the following spells: *shocking grasp*, *ride the wind*, *bless*, *faerie fire*, *cure light wounds*, *curse*, *wind lash*, *putrefy food and drink*, *obscurement*, *dust devil*, *storm shield*, and *prayer*

Tier 3: If the PCs' levels total 26-37:

Talassians (8): Int average; AL NE; AC 4; MV 9; HD 3; hp 21 each; THAC0 16; #AT 1; Dmg 1d8+3 (mace+STR); SA Nil; SD Nil; MR Nil; SZ M 6' tall; ML 20

These fighters are fanatical, and they will strike PCs who are down, hoping to finish them off.

Talos Priest (1): Int average; AL CE; AC 2; MV 9; HD 8; hp 60; THAC0 12; #AT 1; Dmg 2d4+4 (morning star and STR); SA Spells; SD Immune to all electrical attacks; MR Nil; SZ M 6' tall; ML 20

He has the following spells: *shocking grasp*, *ride the wind*, *bless*, *faerie fire*, *cure light wounds*, *curse*, *wind lash*, *putrefy food and drink*, *obscurement*, *dust devil*, *storm shield*, *prayer*, *miscast magic*, *produce flame*, and *cure serious wounds*.

Tier 4: If the PCs' levels total 38-56:

Talassians (10): Int average; AL NE; AC 4; MV 9; HD 3; hp 24 each; THAC0 16; #AT 1; Dmg 1d8+3 (mace+STR); SA Nil; SD Nil; MR Nil; SZ M 6' tall; ML 20

These fighters are fanatical, and they will strike PCs who are down, hoping to finish them off.

Talos Priest (1): Int average; AL CE; AC 2; MV 9; HD 10; hp 68; THAC0 11; #AT 1; Dmg 2d4+4 (morning star and STR); SA Spells; SD Immune to all electrical attacks; MR Nil; SZ M 6' tall; ML 20

He has the following spells: *shocking grasp*, *ride the wind*, *bless*, *faerie fire*, *cure light wounds*, *spiritual hammer*, *produce flame*, *curse*, *wind lash*, *putrefy food and drink*, *obscurement*, *dust devil*, *storm shield*, *prayer*, *poison*, *charm person*, *lightning bolt x2*, *miscast magic*, *produce flame*, *cure serious wounds x2*, *flame strike*, and *storm cone*

Tier 5: If the PCs' levels total 57+

Talassians (12): Int average; AL NE; AC 4; MV 9; HD 5; hp 45 each; THAC0 12; #AT 1; Dmg 1d8+4 (mace+STR); SA Nil; SD Nil; MR Nil; SZ M 6' tall; ML 20

These fighters are fanatical, and they will strike PCs who are down, hoping to finish them off.

Talos Priest (1): Int average; AL CE; AC 2; MV 9; HD 10; hp 68; THAC0 11; #AT 1; Dmg 2d4+5 (morning star and STR); SA Spells; SD Immune to all electrical attacks and can walk on water at will; MR Nil; SZ M 6' tall; ML 20

He has the following spells: *shocking grasp*, *ride the wind*, *bless*, *faerie fire*, *cure light wounds*, *protection from good*, *spiritual hammer*, *produce flame*,

curse, wind lash, putrefy food and drink, obscurement, resist fire, cause disease, dust devil, storm shield, prayer, poison, charm person, lightning bolt x2, miscast magic x2, produce flame, cure serious wounds x2, flame strike, storm cone, Sol's searing orb, and harm

Searching the Cave of Darkness

After the battle, the PCs can search their fallen foes and the cave. They find: a *morning star* +3 on the priest, five opals worth 50 gp each, and a superbly made cloak of the finest midnight-blue silk and stitched with the pattern of a storm at night. Embroidered flashes of lightning and dark clouds are overhead, and embroidered blowing rain falls to the ground as a single bolt of gold-thread lightning splits a tree in two. The bottom of the cloak appears tattered in the shape of flames. The cloak has a red wool lining with small lightning bolts stitched in gold all along the inside.

Cavern of the Howling Winds

A trail of dead bodies of orcs, gnomes, and bugbears led to a tunnel passage in the side of a mountain. It seems that you might be on the trail of what you seek. The Caverns of the Howling Winds should be through this passage. As you near the tunnel, you can hear the echoes of the wind blowing through the passage.

You carefully make your way into the dark tunnel. Ahead, the wind becomes louder and a breeze can be felt pressing against your forehead.

As you emerge from the tunnel, you see a natural stone bridge arching across the chasm and into a large cave. The winds about you are strong and swift. There appears to be no one in or around the cave.

As soon as the PCs enter the cave, a group of orcs attacks. The orc soldiers will fight to the death. If this is the location for the amulet, Jessar will come from deeper in the cave. When the battle is finished and the treasure found, refer to Ending Two--Jessar if this is their second try or Ending Three--safe return if it is their first try, which is later in the tournament.

Tier 1: If the PCs' levels total 6-13:

Orcs (10): Int average; AL CE; AC 6; MV 9; HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d8 (mace) or 1d6 (thrown spear); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

The orcs each have one spear to throw. They will fight to the death.

Tier 2: If the PCs' levels total 14-25:

Orcs (20): Int average; AL CE; AC 6; MV 9; HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d8 (mace) or 1d6 (crossbow); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

The orcs each have six bolts. They will spread out to avoid area of effect spells. They fight to the death.

Orc Leader (1): Int average; AL CE; AC 3; MV 9; HD 3; hp 20; THAC0 15; #AT 1; Dmg 1d8+2 (mace) or 1d6 (crossbow); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

He has 10 bolts. He will attempt to escape if he suffers more than 10 points of damage.

Tier 3: If the PCs' levels total 26-37:

Orcs (30): Int average; AL CE; AC 6; MV 9; HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d8 (mace) or 1d6 (crossbow); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

The orcs each have 10 bolts. They will spread out to avoid area of effect spells. They fight to the death.

Orc Leader (1): Int average; AL CE; AC 1; MV 9; HD 6; hp 48; THAC0 13; #AT 1; Dmg 1d8+2 (mace) or 1d6 (crossbow); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

He has 10 bolts. He will attempt to escape if he suffers more than 30 points of damage.

Tier 4: If the PCs' levels total 38-56:

Orcs (35): Int average; AL CE; AC 6; MV 9; HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d8 (mace) or 1d6 (crossbow); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

The orcs each have 10 bolts. They will spread out to avoid area of effect spells. They fight to the death.

Orc Leader (1): Int average; AL CE; AC 1; MV 9; HD 8; hp 64; THAC0 10; #AT 2/1 or 1; Dmg 1d8+2 (mace) or 1d6 (crossbow); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

He has 10 bolts. He will attempt to escape if he suffers more than 40 points of damage.

Orc Wicca (1): Int average; AL CE; AC 1; MV 9; HD 6; hp 46; THAC0 15; #AT 1; Dmg 1d8+1 (mace); SA Spells; SD Nil; MR Nil; SZ M 5' tall; ML 15

He has the following spells in memory: *magic missile* x2 (3d4+3), *charm person*, *lightning bolt* (3d6). He also has a *wand of fireballs* (6d6) with 2 charges remaining. He will use the wand up first. He attempts to escape if he suffers more than 30 points of damage.

Tier 5: If the PCs' levels total 57-68

Orcs (40): Int average; AL CE; AC 6; MV 9; HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d8 (mace) or 1d6 (crossbow); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

The orcs each have 10 bolts. They will spread out to avoid area of effect spells. They fight to the death.

Orc Leader (1): Int average; AL CE; AC 1; MV 9; HD 10; hp 80; THAC0 7; #AT 2/1 or 1; Dmg 1d8+2 (mace) or 1d6 (crossbow); SA Nil; SD Nil; MR Nil; SZ M 5' tall; ML 15

He has 10 bolts. He will attempt to escape if he suffers more than 50 points of damage.

Orc Wicca (1): Int average; AL CE; AC 1; MV 9; HD 6; hp 48; THAC0 15; #AT 1; Dmg 1d8+1 (mace); SA Spells; SD Nil; MR Nil; SZ M 5' tall; ML 15

He has the following spells in memory: *magic missile* x3 (3d4+3), *mirror image*, *charm person*, *lightning bolt* (3d6). He also has a *wand of fireballs* (6d6) with 3 charges remaining. He will use the wand up first. He attempts to escape if he suffers more than 30 points of damage.

After the PCs have dealt with the orcs, they can search the cave. The PCs will come across a chasm that has an impenetrable wall of wind that blocks their way. The wind inflicts 2d6 points of damage per tier if the PCs try to pass through it. A priest of Akadia can walk on the winds across the chasm without harm (without casting a spell).

Beyond the wind wall lies the remains of the temple of Akadia. The chasm is 150' wide and it takes two rounds to fly across. Climbing the walls or ceiling will not prevent wind damage, as the winds touch all parts of the chasm.

Searching the Cave of the Howling Winds

In the ruins of the temple, the PCs can find a star sapphire worth 5,000 gp. In addition, there is a beautiful hourglass made out of fine crystal and encased in a cherry wood. On one end there is a carving of a winter scene where snow and ice cover a wooden home deep within a forest. On the other end is a scene of the same place covered in flames and burning out of control. The hourglass is inlaid with many rubies and diamonds along its sides. The crystal is also etched with scenes of winter and fire along the base of the glass. The hourglass is very accurate.

Ending One

For PCs who did not discover the resting place of the amulet.

The skies above you darken to an impenetrable inky black. Here and there wisps of clouds hang, like ornaments on a velvet dress. Flashes of light streak across the sky between the clouds, and thunder rocks the land.

An image appears, ghostlike, suspended how far away it is impossible to tell.

"Free!" a voice shouts in your mind. You know it is the image mentally speaking, as you know that the image has the amulet and that you have failed. "At last I am free! I am free to seek vengeance on you, Selune, and your pitiable followers. Even Sharess shall feel my wrath! I shall destroy you both and those foolish mortals who follow your ways. I, Jessar, shall bring my wrath down on the city of Ravens Bluff. After I have made it mine and destroyed the goodness, I shall then seek those who oppose me. I will not be stopped until all my enemies are dead. Hahahahahahahahahahaha!"

When the laughter dies, the ghostlike image streaks toward the clouds and seems to be swallowed by the blackness.

Alas, you have failed and must return to the city to warn the temple of the danger. With saddened hearts you break the rune stick and return to the tower of Tamaren. After telling him of the bad news, you return to the temple with a successful teleport and relay the grim tidings to the priests.

Ending Two--Jessar

If the PCs find the correct resting place of the amulet on the second try:

Deep inside the cave you find the amulet sitting on a rocky ledge. It is surrounded by a shadowy mist that conceals several dark tendrils flailing about inside of it. Flashes of light violently dance about the mist, quickening in pace. A sense of evil chills your soul to its very heart, making you hesitate for just for a brief moment.

Pause here and let the PCs react to this situation. They have ONE round to grab the amulet with the silver gauntlet. This will stop Jessar from breaking free, but for only another ten minutes. They must now be quick in their decisions to get the amulet back to the church. They can teleport themselves or use the rune stick to get back to Tamaren who will then safely teleport them

back to the temple where the priests are waiting to perform a ritual to destroy the amulet. Give the PCs a sense of urgency. They can feel that the gauntlet will not be able to keep the god from getting free for very long. If they do this then go to resolution-two.

If a man touches the amulet without the silver gauntlet he will be utterly destroyed as the relic consumes his body and soul (or spirit). Remember they must have already drank the potion before now if they hope to get the amulet. Only a woman wearing the silver gauntlet can touch the amulet without harm. If the PCs do not react fast enough, then continue with the boxed text below. If they react quickly enough then go to resolution number two.

Suddenly the tendrils freeze as a wave of cold darkness flows over you paralyzing you for a second. Out of the darkness of the cave a ghostlike image appears where the amulet once was. It streaks out of the cave, and you quickly follow.

The skies above you darken to an impenetrable inky blackness. Here and there wisps of clouds hang, like ornaments on a velvet dress. Flashes of light streak across the sky between the clouds, and thunder rocks the land.

Suspended how far away it is impossible to tell, is the ghostlike image.

"Free!" a voice shouts in your mind. You know it is the image mentally speaking. "At last I am free! I am free to seek vengeance on you, Selune, and your pitiable followers. Even Sharess shall feel my wrath! I shall destroy you both and those foolish mortals who follow your ways. I, Jessar, shall bring my wrath down on the city of Ravens Bluff. After I have made it mine and destroyed the goodness, I shall then seek those who oppose me. I will not be stopped until all my enemies are dead. Hahahahahahahahahahaha!"

Somehow you can now see the figure clearly in the darkness and recognize that it is the body of Jenna Darkstar, with the amulet about her neck.

Jessar floats above you with a smile upon her face.

At this point the PCs can try something, even though it will have no effect. Anyone who attempts to fly up to her will immediately start to gasp for air (unless they can survive in a void) as soon as they get within 20' of her. She can throw two void bolts (impact and suffocation) a round that take away half of the PCs' current hit points and stun them for 1d6 rounds if they fail a saving throw vs. spell. If they make their save then they take one-quarter of their current hit points and are only stunned for 1d3 rounds. This is the actual god and not an Avatar, so the PCs will not be able to kill her. Do not kill the PCs here either. She will just toy

with them for one or two rounds before she continues her speech below. Then go to resolution one from there.

"Go back to your city and tell everyone to worship me or be destroyed. Even now my followers are gathering. And in time they shall come to the city. We shall grow in number and in strength, and take what we want. I shall feed upon your spirits until all of you in the pitiable city of the ravens are mine. Go foolish mortals. Go and proclaim my coming!"

With that, she streaks toward the heavens and out of sight.

Alas, you have failed and must return to the city to warn the temple of the danger. With saddened hearts you break the rune stick and return to the tower of Tamaren. After telling him of the bad news, you return to the temple with a successful teleport and relay the grim tidings to the priests.

The PCs cannot harm Jessar in this tournament. She will return in future events.

Ending Three--safe return

If the PCs find the correct resting place on the first try

You search the cave and find the amulet on a rocky ledge. All seems safe and quiet, yet you can feel a great evil around you. The air around the amulet is cold and thin making breathing uncomfortable. You can only think that the destruction of this relic would be the best thing to do.

Remember that only a woman may grab the amulet and she must be wearing the silver gauntlet. A man will be utterly destroyed if he touches it, and only a god can bring him back. His body would wither and turn to dust in an instant, with no chance to be raised or resurrected. Go to resolution number two from here.

Resolution-One (If Jessar is set free)

You finally get back to the Temple of Selune and are escorted to Armen Moonsilver.

"I am sorry you could not stop Jessar. Yes, I heard her voice just as you did. If there is anything you can tell me about Jessar, then I would be grateful."

Allow the PCs to roleplay by discussing the adventure and speculating on the future and Jessar. There are several priests in the room, who will heal the PCs.

Armen will want to know what happened and if they know what body she possessed. He will also be interested about anything they can tell him of Jenna Darkstar. (some PCs know of Jenna) He will also ask the PCs if their services will be available in the future. They hope to destroy her followers before they gain too much strength. They will also be making another attempt at the amulet once they find her again. Make sure the magical silver gauntlet is returned and the potion, if not used.

If any PCs died during the adventure, the temple will cast *raise dead* or *resurrection* spells at a 20,000 gold piece discount for *raise dead* and a 40,000 gold piece discount for *resurrection*.

Resolution-Two (If the Amulet is returned to the temple)

You quickly make your way back to the Temple of Selune and are hurried to the main chapel where several priests are in a circle around the altar. You are instructed to place the silver gauntlet and the relic on the altar and then step behind the priests. The priests begin to chant in an arcane language as Armen Moonsilver begins casting a spell. A silver glow begins to surround Armen as the chant increases in rhythm. All of a sudden one of the male priests rushes forward as a black aura surrounds him. He quickly touches the Amulet and it disappears before your eyes. The man screams out in pain as Armen is thrown back from the blast of the silver and black auras coming together. Before the traitorous spy dies he speaks his last words,

"Jessar shall live and destroy you all". In the blink of your eye his body quickly begins to shrivel and turn to dust. You and the priests are stunned by the sudden developments as the chaos begins to clear. A few of the priests attend to Armen, who was not badly hurt as others check the altar. The only thing that was left was the silver gauntlet.

Armen approaches you with sadness in his eyes. "I regret we did not know of the traitor's presence. You did all that you could have and we greatly appreciate what you have done for us. I ask just one more favor of you. I know that she will be free again but that does not mean we are defeated. She will need time to gather her strength and followers. All that I ask is that you help us when we find where her forces hide and where she has gone. We plan to destroy the amulet this time, and no traitor will stop us!" Armen stares you in the eyes for a moment and then excuses himself.

The priests heal you of your wounds and thank you again for your help. Tired from the events of the day you slowly make your way home and wonder what plans this god may have for the future.

THE END

Experience Point Summary

Experience is calculated as follows for Living City events.

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

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

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

Encounter 2: Asking questions of the wizard--	50 xp
Encounter 4: Defeating the giants--	200 xp
Encounter 5: Healing Baloo and helping him get home--	100 xp
Encounter 6: Defeating the flying creatures--	100 xp
Encounter 7: Picking the right place on the first try--	200 xp
Griffon Peak: Not hurting the baby rocs--	100 xp
Cavern of the Howling Wind: Defeating the orcs--	100 xp
Caverns of Darkness:	

Defeating the Talos followers-- 100 xp

Thunder Peak:

Defeating the red dragon-- 500 xp

--or--

Having the wisdom to run away-- 200 xp

Note that the PCs can only get experience points from two of the four areas)

Total Experience for Objectives: 950 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,450 xp

For Tier 2: 2,900 xp

For Tier 3: 4,350 xp

For Tier 4: 5,800 xp

For Tier 5: 7,250 xp

Treasure Summary

If it is not on this list, they cannot have it.

Please note that it is **possible** for any group of PCs to gain the harp, bear cub, *ioun stone*, drinking mugs (two certificates here in case the PCs want to break up the set), *staff-mace*, and figurines. They can only gain treasure from two of places where the amulet might rest. Thus, **no group can gain all the treasure certificates**. Note that only three of these items are magical. The rest have monetary value. This allows different groups who play the adventure to come up with different items. *Also note no good dragon pieces will be available to make armor, but some will be available for spell components.*

Introduction:

- 500 gp moonstone for each PC

Encounter 4:

- Five emeralds worth 200gp each
- Elven Harp of Elranu: Crafted of preserved mahogany, this elven harp has carvings of unicorns along its edges. The etchings are incredibly detailed, and tiny white sapphires are set in the unicorns' eyes. Strands of holy are intertwined among the unicorns, these are painted a deep forest green. The holy berries are small rubies. The signature of the craftsman appears beneath one of the unicorns--Elranu Graywind. This rare, one-of-a-kind, musical instrument is valued at 5,000 gold pieces.

Encounter 6:

- Jade Figures of Mangee: Expertly carved figurines made of jade were found in a high cave in the adventure Night of the Lunar Eclipse. They are playing pieces of a game called Mangee. They are part of a larger set that is played on a ten-sided board. The origins of this game can be traced to the Shou Lung Empire far to the east. There are a total of twenty-five pieces and one board to a complete set of Mangee.

Each of these figurines radiates an *alteration/enchantment/conjuration* magic. No divination will reveal how these figures work until the complete set is obtained and put together. If you decide to part with any of them, mark off the space below.

Dragon--500 gp, Lion--500 gp, Eagle--500 gp, Monkey--500 gp, Bear--500 gp

- *Ioun stone*: This magical pink rhomboid provides a +1 bonus to Constitution-based proficiency checks when it is used, granting its owner improved health and endurance.
- *Staff-mace*: This fine priestly weapon looks like a nonmagical wooden staff. However, by **loudly** speaking the command words--*Challenge me now, Oh ye fickle, flighty fates*--it will randomly take one of these forms:

Roll	Type	Effect
01-33	quarterstaff	iron shod <i>quarterstaff</i> +3
34-67	great mace	iron <i>footman's mace</i> +1
68-00	mace	iron <i>horseman's mace</i> +2

- Emerald-studded Dwarven drinking mug: This incredibly-detailed mug is inscribed with two toasts, tooled in dwarven runes: "Drink to adventure, drink to health, drink to my brother, and drink to my wealth!" "May the road be short, may your way be comfortable, and may you never find blisters on your feet!" Also tooled into the mithril and gold mug are visages of dwarves celebrating and toasting each other. The dwarves eyes are various shades of exquisite emeralds. The mug also contains a secret compartment in the bottom that can hold powder, a key, or some other small item. The mug is valued at 3,000 gp.
- Sapphire-studded Dwarven drinking mug: This incredibly-detailed mug is inscribed with two toasts, tooled in dwarven runes: "May your adventures be glorious, your tales bold and true, your battles victorious, your gems always blue!" "May you always keep your wit as sharp as your axe blade!" Also tooled into the mithril and gold mug are visages of dwarves celebrating and toasting each other. The dwarves eyes are various shades of exquisite sapphires. The mug also contains a secret compartment in the bottom that

can hold powder, a key, or some other small item. The mug is valued at 3,000 gp.

Griffon Peak:

- Gold and emerald ring of Argrad: This thick band of gold has five heart-shaped emeralds evenly spaced around it. Inside is the jeweler's mark: Argrad Stonefist. It is a fine piece of jewelry, valued at 1,500 gp.
- Ruby rose: This incredibly lifelike rose was carved from a single large ruby. It is two inches in diameter and set on a golden pin. It sparkles merrily in the light, looking like liquid fire. It is valued at 5,000 gp.

Thunder Peak:

- 7,000 silver pieces
- Heavy leather boots: These finely made deerhide boots have woodland scenes tooled into them, with many animals hiding within the forest. They are water resistant and very soft. The inside is lined in fox fur and is very warm and comfortable. The boots are dotted with emeralds in a diamond pattern at the front of the calves. They are valued at 4,700 gp.

Caves of Darkness:

- Storm cloak: This superbly made cloak is of the finest midnight-blue silk and is stitched with the pattern of a storm at night. Embroidered flashes of lightning and dark clouds are overhead, and embroidered silver thread representing blowing rain falls to the ground. A single bolt of gold-thread lightning splits a velvet tree in two. The bottom of the cloak appears tattered in the shape of flames. The cloak has a red wool lining with small lightning bolts stitched in gold all along the inside. It is valued at 1,500 gp, and has a faint but unidentifiable magical aura.
- *Morning star* +3: The haft of this weapon is hardened oak, into which is carved miniature chimeras, griffons, and hippogriffs. The head of the weapon is a spike-covered griffon's head fashioned of an iron and silver mixture that has been magically hardened.

Cavern of the Howling Wind:

- Star sapphire worth 5,000 gp
- Crystal hourglass: This fine hourglass is made of pale rose crystal and encased in cherry wood. On one end there is a carving of a winter scene where snow and ice cover a log home deep within a forest. On the other end is a scene of the same place covered in flames that is burning out of control. The hourglass is inlaid with many rubies

and diamonds along its sides. The crystal is etched with scenes of winter on one globe, and fire along the other. The hourglass is very accurate at counting the passage of time. It is valued at 4,000 gp.

Fame Award:

Each person will receive one point of fame in either Temple or General.

Potion of female form

(At the end of the adventure, if a PC used the female form potion roll percentile. On 1-10, the effects are permanent. In this case, hand out the appropriate certificate.)

Upon drinking this potion the imbiber is turned into a woman for a twenty four hour period. Unknown to anyone the potion had a permanent effect on you and it can only be removed by a *wish* spell.

When this transformation is removed have the Judge sign here:

Player Handout #1

MAP 1 Mountains All Around
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