

Starry Eyes

A 1-Round AD&D Living City Tournament

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Traveling Tormish bring word to Ravens Bluff that the village of Maerstar is in need of adventurers. Someone, or something, has been slaying the village's prized riding horses. They have been unable to spot the foe, let alone defeat it. A long journey like this one is bound to bring great adventure, and unknown danger.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It's a good idea to ask each player to put out a name tag with the player's name at the bottom, and the character's name, race, and sex 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 describe their characters for one another 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.

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

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

Two tiers are available for high-level PCs looking for a challenge. Tier 5 is designed for powerful PCs of at least 7th level, and must be requested. Tier 6 is designed for the truly powerful heroes of Ravens Bluff, and is only to be played by unanimous consent of the players. At this tier, the module can be considered a "high-tier module" for those PCs limited in their play

of regular campaign Living City events. Except in Scene 16, use the stats from Tier 5.

DM's Background

In the village of Maerstar, horses are slowly disappearing. In different ways, horses are being allowed to escape, only to be found later dead and partially eaten. Despite the varying nature of the disappearances, they are all being caused by a single rogue black unicorn.

The black unicorn escaped from a secret forest laboratory where a Red Wizard of Thay and a priest of Cyric are working to create these wicked creatures. The actions of these powerful foes have attracted the attention of some powerful Tormtar.

They have also attracted the attention of Lurue, the Unicorn Queen, as several of her servants have been captured and killed by the Red Wizard working toward his evil ends.

Adventure Summary

Three postings catch the attention of the PCs. A play announcement and a lost dog don't lead to adventure, but the village of Maerstar is seeking heroes to stop an unknown threat that is killing their fine riding horses.

It's a long way to Maerstar. The PCs stop in Sarbreenar, and may help the local militia to train. In High Haspur, the PCs have a chance to help a youth of the gnomish ruling family, and to watch the new play *Starry Eyes*. Before reaching Maerstar, the party meets a group of youths from Rashemen, with a guide who is not what he seems.

The villagers of Maerstar are very upset about the unknown threat, and cannot agree on how to deal with it. Yet another horse will disappear the night the PCs arrive.

Clues from the villagers lead to a humanoid camp north of the village. These humanoids have no connection to the disappearing horses, but have captured a tressym that knows about the disappearance of several unicorns. Clues at the horse ranches lead the party to an area of the forest north of town, where the black unicorn responsible for all of the horse disappearances can be found.

Further into the woods, powerful heroes can track down the Red Wizard ultimately responsible for the creation of the black unicorn, and put a stop to his sinister plans.

Upon their return to Ravens Bluff, the heroes meet a human follower of Lurue who has come to investigate

the disappearances. They can also follow clues from the tressym and rescue the lost dog.

Introduction

It's a beautiful summer in Ravens Bluff. You rise to greet the morning, or afternoon as the case may be, and find not one urgent note waiting for you. It looks like a perfect day for a bit of relaxation. The rain of the past week has finally stopped. The sun shines warmly as you step outside; there is not a cloud in the sky, and a cooling breeze blows in from the sea.

Yes, it's a perfect day to relax, but the adventuring bug strikes again. Isn't there some great evil that needs to be vanquished? Someone who needs to be rescued? Even a street urchin in trouble? As you ponder such matters, the pounding of a hammer attracts your attention. A young lad is nailing an announcement to a pole, where other messages are already posted.

Pass out **Players' Handout 1**. The players may begin together, or separately, as they desire. It's whatever time of day their PCs would normally get up. The lad, James, was just paid several silver coins by an acolyte of the temple of Torm to post the notice, and he does not know anything about it.

Note: It's summer, the 11th day of Flamerule, the third day of the new moon. The weather is sunny, dry, and hot for the duration of the module, unless a druid cares to change it.

Scene 1: "Where did my little dog go?"

Following the lead of the post about a missing dog, you travel to 31 Moorland Ride, finding a cozy home across the street from the Tabernacle of Mirth. A knock at the door is answered by a lad of 13 years.

This is Alan, who posted the notice about his missing dog. He will be very excited to see adventurers, since he believes adventurers can do anything, especially find his dog. He will be disappointed to see that they don't already have his dog, but will tell the PCs anything he thinks might help them find it. He knows the following:

- My dog's name is Rex.
- He's a four-year-old Doberman pinscher.
- He's all black.

- About the only distinguishing mark he has is a notch in his left ear. He got it in a fight when he was a puppy.
- Rex is big, strong, and loyal, but likes to chase animals like birds and especially cats.
- We were in the woods just north of town when he smelled or heard something. He broke free, and ran deep into the woods.
- He was barking loudly, like when he's trying to scare a cat. But I didn't see any cats in the woods there, only squirrels. Rex doesn't like to chase squirrels that much.
- I looked, but didn't find him. All I found was a feather that I stepped on. It was getting dark, so I had to go home.
- Reward? I don't have lots of money, only a few silver coins. Or I have a bag of marbles that I don't use anymore.

Alan will get the feather if the PCs ask to see it. It's a fine orange feather that fades to red at its edges. The color and length of the feather is not recognizable as that of any native bird.

Alan will be happy to tell the PCs where he lost his dog, but no tracks can be found, given the time elapsed and the recent rain.

Scene 2: Coming Attractions

The Old Empyre Theatre is currently closed. A large painted sign near the main entrance advertises the next show to be staged, Starry Eyes. The sign contains the same information as the notice you just saw.

A lone figure stands outside the Theatre, sweeping the grounds. He looks up as you approach.

Aton, the groundskeeper, can confirm that Godebo Lumpfish, the owner of the theater, is inside, in the back office. If the PCs mention that they are shareholders, or that they have questions about the upcoming show, Aton will head inside to notify the owner.

The groundskeeper returns, motioning for you to follow him inside. You go backstage to a small office. Amid a clutter of junk collected over the course of several hundred plays, you find a desk at which sits a colorfully dressed gnome. "Oh, good day to you!" he says, pushing aside the ledger he was looking at.

Godebo Lumpfish will greet any shareholders (shares acquired in the module *Court of Thieves*)

personally, and introduce himself to anyone else. He will inquire about the reason for the PCs' visit, asking any shareholders if they are here to pick up their free tickets to *Starry Eyes*.

Godebo will cheerfully tell the PCs what he knows about the new play:

- It's written by, and stars, Leland Landon, an up-and-coming performer.
- *Starry Eyes* is his first play to be performed widely.
- It's a one-man performance, with countless other "performers" represented by his ventriloquism.
- All I know about the plot is that it follows the life of a man who always follows his dreams, no matter what anyone else says.
- It's a fresh, inventive style. It earned high praise from Lilika Ausbein, head of the Greyson Institute in Procampur.
- The play will be here for an extended run in two tendays. It should be playing in High Haspur right now.
- Tell your friends! Tell your enemies! Tell everyone, it's going to be a wonderful show!

Unfortunately, there's no adventure to be found at the Theatre today.

Scene 3: A Mission for Maerstar

As you approach the Halls of Loyal Service, you spy a young acolyte replacing stones in the walkway to the temple. He rises, and greets you. "Good day, sirs. How may the temple assist you?"

Tarn, a novice Holy Champion, will greet any followers of Torm by name. When asked about Leon Steelhand, the acolyte will head inside, only to return empty-handed:

"Vigilant Steelhand is engaged in devotions, and has left word for all visitors to return following dusk prayers."

At dusk, all the PCs can gather at the Halls of Loyal Service.

Several adventurers have gathered around a small table in an office in the rear of the temple. One unfamiliar face is present, a middle-aged man with graying hair and a weathered face. He wears full

plate armor with the symbol of Torm prominent, and has a fine broad sword at his side.

"I would like to thank you all for answering my call for assistance. I am Vigilant Leon Steelhand, of the temple of Torm at Tantras. I am one of a band of Tormish seeking to carry out an important mission. We were ambushed in the forest by giants, who slew our companion, Vanguardier Halan Randar, a Holy Champion. We traveled to Ravens Bluff to have him restored to life at this temple.

"We passed through Maerstar on the way here, and learned that something has been slaying their prized horses. The people of the village asked us to investigate, but we could not abandon our quest. We told them that we would spread word of their need. And you have responded.

"Alas, there is little I can tell you about the situation there. Some of the villagers blame a beast, while others blame the ogres and giants in the area. If you wish to help, then you must journey to Maerstar. Follow the High Trail to High Haspur, and then take Helve's Trail to Maerstar. On horseback, it is a journey that will take most of a tenday."

Leon Steelhand, hm Pal11 of Torm: A devout warrior for Torm, he is thoughtful, diplomatic, and courteous. He is a fine warrior, and wields a holy sword.

Some other details Leon can provide include:

- The ambush occurred about a day's ride north of Maerstar, within the Brynwood.
- Ravens Bluff was the location of the nearest temple of Torm capable of raising Vanguardier Randar.
- Other members of our group are Adriaen, an invoker, and Jena, a Sword of Torm.
- I believe some of the wealthier horse ranchers mentioned a reward of several hundred gold pieces. The reward was unimportant to me.
- We did not encounter any serious dangers as we traveled from Maerstar to Ravens Bluff.
- I cannot offer any reward myself. (If the party is low-level or needy:) However, you will need provisions to make the journey to Maerstar. (Writes out a document) Hamden Rhone is a horse dealer and operates a general store. Present him this document, and he will provide what you need. I will cover the expenses, but I ask that you donate the horses to the temple of Torm after you return.

If the party is of average power (playing at the normal tiers), Leon will not be willing to discuss the details of the mission his group is on, mentioning only

a great foe. He thinks this foe would destroy the PCs, and he refuses to give the PCs any information that could lead them to their doom. They are safer not knowing.

If the party is powerful enough for Tier 5 or 6, he will discuss his mission:

“We traveled to the vicinity of Maerstar to destroy a base operated by a Sister of Cyric loyal to Thay. She was working with a Red Wizard of great power, along with several allies from the military of Thay. Rumor has it that they were working foul magic for the benefit of the armies of Thay. We were close to rooting them out when Vanguardier Randar was slain in that ambush.

“Even in Tantras, I have heard tales of some of your great deeds. You might be powerful enough to destroy these enemies. Are you willing to strike a blow against evil foes?”

If the PCs agree, he will detail what his group has uncovered. Note that if the party is willing to face these foes, they will automatically be playing at Tier 5, or Tier 6 if they so choose.

- Dragor Bloodfang is the Red Wizard. He served the Thay military in the past, and is loyal to Zulkir Aznar Thrul, but quite powerful in his own right.
- Gratha the Black is a powerful strifeleader who has risen quickly through the ranks of her evil church, often by killing those above her.
- We know they have several other powerful allies.
- We have never determined just what they are doing. Our divination spells have failed to uncover the truth. We know only that it involves great corruption.
- We have narrowed the location of their hidden base to somewhere north-northeast of Maerstar, deep within the Brynwood.

If the party wishes to see the other members of his group, Leon will oblige. Halan is resting after surviving the *raise dead* spell, and the other two are praying over him. They will confirm anything Leon said, but will ask to be left alone to rest.

Scene 4: On the Road to Sarbreenar

The distance to Sarbreenar is approximately 40 miles, the last 20 miles on a trail through low mountains. On horseback, this leg of the journey will take about 3½ days.

See Table 74: Terrain Costs for Overland Movement, p. 125 in the yellow-cover DMG, for more information on overland movement rates.

Scene 5: Visiting Sarbreenar

You approach the village of Sarbreenar near midday. During the war, the village suffered greatly, being attacked and nearly annihilated by the humanoid armies. In marked contrast to Ravens Bluff, Sarbreenar still bears great scars from those battles. The poor village has been much slower to rebuild.

In a field just outside the town walls, you see a group of two dozen men and women, farmers and townsfolk by their dress. They are training with spears and pikes, following the orders of a middle-aged man dressed in finer clothes. As you approach, he calls for the peasants to take a break.

Johann Travailler, hm F4: Retired from adventuring 20 years ago, Johann returned to his native Sarbreenar to run his father’s general store. He coordinates the village defense for Sarbreenar. He is patient but demanding in this role. Johann is a serious and even-tempered man, with the death of many friends in the recent war weighing heavily on him.

“Greetings, adventurers. I am Johann Travailler, one of a very few trained warriors still in Sarbreenar. Do you have time to talk?”

If the party is amenable, Johann will ask the party to help him train the townsfolk. He will explain his motivation:

“I was here three years ago when the humanoid army attacked our village. The attack came as a great surprise. With those creatures’ great strength, our fortifications fell and they broke through our walls, almost without effort. Ogres, trolls, orcs, gnolls, and worse were everywhere, attacking us, destroying our homes. I fought, but all I could do was buy time so a few could escape. I was barely able to flee myself.

“That army was finally defeated, but stragglers are still out there. I have devoted as much free time as possible to helping our village prepare for the next attack. I know there will be another attack, and I can only hope we’ll be ready. Will you aid me?”

There are several ways in which the PCs can help. They can help train the townsfolk, or train with them if the party is very low level. They can talk about fighting monsters, describing their tactics and weaknesses.

While the townsfolk will appreciate tales of dragon-slaying, Johann will steer the PCs to more relevant monsters like trolls and ogres. PCs can also point out ways to strengthen the town's defenses. Helping to repair the village's walls or building a watch tower would be very much appreciated. The party can volunteer to return after the adventure.

If the PCs help the townsfolk, they will be rewarded with a delicious lunch, as much as they can eat.

Scene 6: On the Trail to High Haspur

It is approximately 16 miles to High Haspur, on a trail through low mountains. This leg of the journey will take about 2 days.

Scene 7: In High Haspur

You approach High Haspur, a beautiful alpine village situated on defensible bluffs. The village appears prosperous, and many townsfolk go about their daily routine, paying little attention to your arrival.

*Near the center of the village is the famed Elf in Armor Inn, probably the best inn between Ravens Bluff and Procampur. A sign outside the inn says that the play *Starry Eyes* is playing here tonight!*

It will likely be midday when the PCs arrive, so they may or may not choose to wait for the evening's performance. If the PCs skip the performance, go to Scene 9 once they're finished here in High Haspur.

The village has a blacksmith, several stores, and other things that might be found in a village. Most items from the *Player's Handbook* can be bought for 10% above their normal price.

If the party enters the inn during the day, they find two people there: a gruff dwarf drinking ale, and a young gnome muttering to himself as he sketches.

Durgh Rocksplitter, dm F(varies): A warrior and tradesman from a clan in the nearby mountains, he came to High Haspur to discuss trade agreements. He's completed the talks, but he's unhappily stuck here while his armor is being repaired.

Durgh knows a little about the Morninglights. For a drink, he will mention that the Morninglight family does a lot of things in threes.

Durgh also likes throwing daggers, and can be seen fingering several good-quality throwing daggers. He will gladly challenge any PCs to a throwing contest, using the target on the wall and betting on the results. He will wager money, but also will wager a *beljuril* he has. He wants either 6,000 gp or any magical weapon wagered against it. Note that the PCs must use the same throwing daggers as Durgh does; they can't use their own magical daggers!

The target consists of four areas:

- Outer circle, AC 5, worth 1 point
- Middle circle, AC 2, worth 2 points
- Inner circle, AC -2, worth 4 points
- Bulls-eye, AC -6, worth 7 points.

Durgh's skill varies with the tier:

- Tier 1: 2nd level fighter, 18/01 Strength, 18 THACO
- Tier 2: 4th level fighter, 18/51 Strength, 16 Dexterity, 14 THACO
- Tier 3: 6th level fighter, 18/81 Strength, 17 Dexterity, 11 THACO
- Tier 4: 9th level fighter, 18/00 Strength, 17 Dexterity, 7 THACO
- Tier 5: 12th level fighter, 18/00 Strength, 17 Dexterity, specialized, 3 THACO

Fineon Morninglight, gm T3: A young member of the ruling Morninglight clan, he still needs to prove himself in the eyes of his family. He needs to solve a mechanical puzzle. If asked what he's working on, he will say:

"It's this coming-of-age challenge from my family. In order to show them I'm ready to take my place in the family's work, I have to reach a sealed underground chamber. To do this, I have to solve a number of challenges with only my mind and my mechanical skills. I'm almost there, but they saved the most devious puzzles for last! There's even a written puzzle in the common tongue, and while I guess I need to really know the language, they knew it wasn't my strong suit Will you help me?"

The Morninglight family is the ruler of High Haspur, which a PC can learn with a check against Local History at half, or by asking anyone else. Fineon does not want to reveal that piece of information. He will talk instead about the family's work with mechanical devices and inventions.

PCs might consider Fineon's request to be cheating. If they raise the issue, Fineon will say, truthfully:

“Oh, no, it's not cheating! My family values ingenuity and unusual solutions to usual problems. My father created a mechanical device to steal the notes of the person who created his challenge, and solved his challenge in record time. My cousin Bella reached the final portcullis and created a device to lift it, rather than figure out the puzzle. And my uncle Gideon traded a mechanical device of his creation for the help of a traveling priest of Gond.”

If the PCs agree to help Fineon, he will lead them underground through a secret passage in the broom closet.

The young gnome leads you underground, into a passage blocked by a large iron wall. He quickly manipulates a few levers, and the wall moves aside. You follow him into a dead-end passage blocked by what Fineon tells you are four iron walls.

There are four panels, two on the left wall and two on the right wall. Among them, there are 10 holes; through the holes, you can barely see gearwork. There are 10 long shafts resting on the ground. At one end of each is a gear of a different size, and at the other end is a number, 0 to 9.

There are also hand cranks on each of the panels. Fineon thinks that they will lift the walls when the proper gears are inserted.

The puzzle involves inserting the ten shafts into the ten holes to complete the gearwork; then Fineon will be able to turn the four cranks and lift the four walls. When the proper shafts are inserted in the two or three holes on a panel, that panel's crank will work.

While the easiest way to solve this is to just solve the puzzles, you may allow other creative techniques to work. The iron walls cannot be lifted, but, for example, polymorphing into a form that can get through the holes and looking to see which gear fits best might work.

Pass out **Players' Handout 2. DM's Aid 1** lists the solutions, as well as hints that you should give out when someone who meets the criteria listed looks at the panel. These hints are designed to duplicate the insight that a high-Intelligence PC will bring to the table, even if the player is horrible at solving puzzles.

Scene 8: Starry Eyes

As evening approaches, several young folk work to clear the stage and set up blank canvases that cover the rear of the stage.

Townsfolk file in, getting dinner and drinks. The volume of noise in the Elf in Armor Inn rises as the townsfolk talk about the day's events. After most people have finished their meals, and twilight has faded to darkness, the lights in the inn are dimmed, and a lone figure walks out on stage.

Starry Eyes is a tale of a young man. He begins in a small but prosperous town, speaking offstage to a man who is his father. Voices respond from offstage as illusionary scenery appears in the background. It seems that the father wants the young man to take over a merchant house, but the young man wants to follow his own dreams. He doesn't know exactly what he wants to do, but he ignores the many voices who insist that he do what they want.

The story continues in many different locales. Often, the man has little other than the clothes on his back, but he continues to “chase the Unicorn,” as he puts it. In each place, he meets people, unseen but heard from offstage, who have plans for him. They promise an easy life if only he will settle down, take some responsibility, or enter into a long-term commitment. Yet he continues to go his own way, and it all works out in the end. He finds happiness following his dreams.

The play ends to much applause. The people are thrilled by the positive, uplifting message. A hat is passed around, and townsfolk toss in copper and silver coins.

Most people will leave after the performance, to return home. It is quite late, after 10:00. However, Leland Landon will come out and mingle with the crowd. He can explain some aspects of the play:

- I am the only performer. I use a necklace that gives me an extended period of magical *ventriloquism* and I act out the other voices.
- Another magic item casts the simple illusions that I use for the backdrop.
- In a poor village like this, I don't charge for my performance. I hope that those who enjoyed the play will throw in a few coins, whatever they can afford. It's worth it to me just to tell my tale.
- Yes, this story is based on my personal experiences. I hope that others will be inspired to chase the Unicorn.

If the PCs are willing to talk, Leland (a follower of Lurue) will ask them about their dreams, asking questions such as:

- What is your grandest dream?
- Do you have a dream that others would call “impossible”?
- Have others stopped you from following your dreams?
- Are you chasing the Unicorn right now? Why not?
- Haven’t you ever felt drawn to travel wherever you desire?
- Do you take up challenges and dares just for the thrill?
- When is the last time you laughed?
- What is the last gift you made? Why did you make it?
- How do you fight evil?
- Do you praise your friends, and comfort them when they are troubled?

Throughout the conversation, Leland will encourage the PCs to follow their dreams, no matter how improbable. He will comfort them for any setbacks they have experienced, and praise them for working to meet their dreams.

Scene 9: On the Road to Maerstar

It is about 42 miles to Maerstar, the first 14 miles on a trail through low mountains. It will take about 2 days to get out of the mountains, and another day to reach Maerstar.

Scene 10: Dajemma

This encounter occurs on the third day of travel to Maerstar.

From the south, you see an unusual group of travelers approaching. Six youths in unfamiliar garb are following a man in green and brown who wears a holy symbol of Mielikki. Seeing your group, they come toward you.

They approach in a non-threatening manner. Only one of the strange young men speaks the Common Tongue, and he speaks it with a heavy accent. He will introduce himself as Rajan, and talk about his group.

- We are from Rashemen.

- We our on our dajemma—a coming of age journey. All boys of Rashemen do a dajemma to become men.
- We are to see all of the Vast, and learn. That is our goal. We will return when we have completed our journey.
- The foreigner is traveling with us to take us around Maerstar. We cannot go there now. We drank too much there and the people there did not like the damage we did to the tavern.
- We have just left Procampur. The people there did not like us at all when we tried to go through their inner gates, and we were chased out.

In Procampur, the youths also got drunk and rowdy. They tried to enter one of the districts where foreigners are not allowed to pass freely, and became violent when the Star Guard tried to politely, but firmly, keep them out.

The youths will be interested in trading. They are most interested in alcohol, weapons, and books (eventually for the Witches of Rashemen). Alternately, they will wager based on the results of a wrestling match. Consider each youth to have 3 slots in wrestling specialization: +3 to hit and to damage, +3 chart bonus. The youths have two wheels of *sjorl* (a heavy, smoky cheese) and a small cask of *jhuild* (firewine) to trade.

The man with the youths will stand back and let them talk. If the PCs want to talk to him, he will speak, but only in terse phrases.

- I am Narl, a ranger in the service of Mielikki. (He is very familiar with the details of being a ranger of Mielikki, if anyone talks specifics.)
- These youths needed a guide, and I was happy to oblige them.
- I met them when I was buying supplies in Procampur. They made quite a scene in that city, and barely escaped.
- (If questioned about the spells on him) I feared that some of the corrupt, evil guard of Procampur were following us, for who knows what evil purposes.

Narl witnessed the scene the Rashemen youths caused, but if asked to explain it, he makes the Star Guard sound corrupt and confrontational. He suspects the PCs are from Ravens Bluff, and he knows some adventurers from that city think very poorly of Procampur and the Star Guard. Thus, he hopes to get the PCs to empathize with his “plight”.

Narl is actually a servant of Cyric and the city of Thay (the enemies of Rashemen), and he hopes to lead

these youths into an ambush (Scene 13). He knows the location of the ogres/giants, and knows they are protecting a powerful Red Wizard in the woods, but he does not know where the Red Wizard is.

Narl has the spells *undetectable alignment*, *misdirection*, and *non-detection* cast on himself. The *misdirection* takes precedent over the *non-detection* when both would apply. Note that *non-detection* requires Narl to make a saving throw (remember his +4 magical defense adjustment).

If the PCs discover Narl's true nature, they can do several things.

- They could quietly tell the youths without alerting Narl. In this case, they will depart together, but that night the youths will overbear and wrestle Narl into submission.
- If they just accuse Narl, he will try to defend himself (verbally), lying all the time, but will fight if need be. If there is no fight, he will leave the youths "to their own fate".
- They can attack him, of course. If alerted to his true nature, the youths will try to wrestle him down unless otherwise instructed.

Rashemen youth (6), hm F3: AL CG; AC 6; MV 12; hp 32; THAC0 17; #AT 1; Dmg 1-6+3 (short sword); SA wrestling specialist (3 slots); SD nil; Str 18/12, Dex 18, Con 18, Int 12, Wis 8, Cha 10; MR nil; SZ M; ML 18.

Save vs. Spells: 16

Tier 1

Narl, hem F5/W5: AL CE; AC 2; MV 12; hp 24; THAC0 16 and 18; #AT 3/2 and 1; Dmg 1-8+1 (long sword) and 1-6+1 (short sword); SA spells; SD spells, armor precast (13 points), *non-detection*, *misdirection*, *undetectable alignment*; Str 16, Dex 18, Con 13, Int 18, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 11

Save vs. Spells: 12 (+4 magical defense adjustment, +4 defensive adjustment)

Spells: 1st Level - *magic missile* x2, *shocking grasp*, *shield*; 2nd Level - *misdirection*, *undetectable alignment*; 3rd level - *non-detection*.

Role-playing: A quiet but secretly scheming man.

Tier 2

Narl, hem F6/W7: AL CE; AC 2; MV 12; hp 34; THAC0 14 and 16; #AT 3/2 and 1; Dmg 1-8+1 (long sword) and 1-6+1 (short sword); SA spells; SD spells, armor precast (15 points), *non-detection*, *misdirection*, *undetectable alignment*; Str 17, Dex 18, Con 13, Int 18, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 11

Save vs. Spells: 10 (+4 magical defense adjustment, +4 defensive adjustment)

Spells: 1st Level - *magic missile* x2, *shocking grasp*, *shield*; 2nd Level - *web*, *misdirection*, *undetectable alignment*; 3rd level - *dispel magic*, *non-detection*; 4th level - *wall of ice*.

Role-playing: A quiet but secretly scheming man.

Tier 3

Narl, hem F8/W9: AL CE; AC 2; MV 12; hp 54; THAC0 12 and 14; #AT 3/2 and 1; Dmg 1-8+1 (long sword) and 1-6+1 (short sword); SA spells; SD spells, armor precast (17 points), *non-detection*, *misdirection*, *undetectable alignment*; Str 17, Dex 18, Con 18, Int 18, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 10

Save vs. Spells: 10 (+4 magical defense adjustment, +4 defensive adjustment)

Spells: 1st Level - *magic missile* x2, *shocking grasp*, *shield*; 2nd Level - *web*, *misdirection*, *undetectable alignment*; 3rd level - *dispel magic*, *non-detection*, *lightning bolt*; 4th level - *wall of ice*, *stoneskin*; 5th level - *chaos*.

Role-playing: A quiet but secretly scheming man.

Tier 4

Narl, hem F10/W11: AL CE; AC 2; MV 12; hp 71; THAC0 10 and 12; #AT 3/2 and 1; Dmg 1-8+1 (long sword) and 1-6+1 (short sword); SA spells; SD spells, armor precast (19 points), *non-detection*, *misdirection*, *undetectable alignment*; Str 17, Dex 18, Con 18, Int 18, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 8

Save vs. Spells: 8 (+4 magical defense adjustment, +4 defensive adjustment)

Spells: 1st Level - *magic missile* x2, *shocking grasp*, *shield*; 2nd Level - *web*, *Agannazar's scorcher*, *misdirection*, *undetectable alignment*; 3rd level - *flame arrow*, *dispel magic*, *non-detection*, *lightning bolt*; 4th level - *wall of ice*, *thunder lance*, *stoneskin*; 5th level - *chaos*, *demi-shadow monsters*, *ironguard*.

Role-playing: A quiet but secretly scheming man.

Tier 5

Narl, hem F14/W14: AL CE; AC 2; MV 12; hp 101; THAC0 10 and 12; #AT 2 and 1; Dmg 1-8+6 (long sword) and 1-6+6 (short sword); SA spells; SD spells, armor precast (19 points), *non-detection*, *misdirection*, *undetectable alignment*; Str 18/00, Dex 18, Con 18, Int 18, Wis 18, Cha 11; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 5

Save vs. Spells: 8 (+4 magical defense adjustment, +4 defensive adjustment)

Spells: 1st Level - *magic missile* x3, *shocking grasp*, *shield*; 2nd Level - *web*, *Agannazar's scorcher*, *Melf's acid arrow*, ~~*misdirection*~~, ~~*undetectable alignment*~~; 3rd level - *flame arrow* x2, *dispel magic*, ~~*non-detection*~~, *lightning bolt*; 4th level - *wall of ice*, *thunder lance*, *stoneskin*, *Evard's black tentacles*; 5th level - *chaos*, *demi-shadow monsters*, *ironguard*, *feeblemind*; 6th Level - *disintegrate*, *flesh to stone*; 7th Level - *prismatic spray*.

Role-playing: A quiet but secretly scheming man.

Scene 11: 100,000 Fireflies

If the PCs stayed in High Haspur to watch *Starry Eyes*, they will arrive in Maerstar in the evening, so run this encounter now. If not, it may be midday, so fit this encounter in, with a few modifications, on some evening.

It is twilight as you reach Maerstar. It is a most beautiful evening, warm, with a slight breeze. Fireflies blink in and out, and the steady drone of summer insects can be heard in the background.

You pass one of the outlying farms, and see two children, a boy of about 6 years and a girl of about 4 years, running around catching fireflies and putting them in a jar.

The boy is named Stephin, and the girl is named Susan. They are siblings from "that farm" (point to the one the party is passing).

If the party wants to talk to them, Stephin will step up and monopolize the conversation. Only by taking her aside will the party be able to talk to Susan.

Information that Stephin will tell the PCs includes:

- It was my idea to collect fireflies. (It wasn't.) I'm going to collect 100,000 fireflies!
- I'm going to put them in our room, and it will be so light, that I won't get tired, and I won't have to go to bed!
- When it gets dark, then I get tired, and I don't want to get tired!

Stephin will gladly accept with great wonderment any light source, such as a *continual light* stone.

Susan will gently shake her head when Stephin calls collecting fireflies his idea. If someone, particularly a kindly and quiet PC, takes her aside, she will reveal the reason she wants to collect fireflies:

"I was outside, and I saw this pretty horsey, a horsey that was white and had a beard and a horn, and it was so pretty, and its eyes sparkled, just like the sparkly fireflies, and I want to remember the pretty eyes, and so I want to keep the fireflies."

Susan saw the unicorn four days ago, near twilight, in a meadow to the south. She can tell them where the meadow is.

Scene 12: Town Meeting

As you approach the village's largest building, a two-story inn, you hear loud voices in heated discussion. It seems all is not well at the Well Traveler.

Upon entering, you see a good number of the men of the village. Most are focusing on the three older men seated on a raised platform at the rear of the room. The voices stop as the townsfolk turn to you, several eyeing you suspiciously.

The party has entered a heated discussion about the continuing problem of missing horses. Many of the ranchers are suspicious of anyone who is not well-known, while others hope that travelers might be adventurers willing to aid them. If the PCs do not step forward, one of the village elders will ask their business.

Once the PCs state their intention to help the village of Maerstar, the reactions of the townsfolk will improve. The talking and arguing will begin anew, louder than before.

One of the men on the raised platform, a better-dressed man in his fifties with a slight paunch, speaks above the crowd, managing to make his plea for quiet heard. As the crowd quiets, he speaks to you. "We're all at one another's throats over our disappearing horses. Maerstar is known for its horses, and if these horse mutilations continue, the livelihood of our entire village is threatened. At first it was just one missing horse, then another, then before we knew it, almost every rancher had lost at least one. No one has seen who, or what, is doing it. And if we don't find out soon, I don't know what'll happen. So, we spread the word that we were seeking adventurers who could find and face an unknown danger."

The mayor, Hans Marduke, and the others will try to answer the party's questions as best they can. Some things they know:

- The first missing horse was reported three months ago. It was treated as a horse that got loose, until a

week later, when a horse carcass was found outside town.

- Seven horses have disappeared, and each of the four ranching families has lost at least one. The most recent disappeared two nights ago, and we haven't found the body yet.
- The bodies have been mutilated, flesh ripped through, gouged, portions of the body eaten. It's been horrifying.
- We've been securing our gates, setting watches, but we haven't seen what's responsible. (One of the ranchers, Phinius Hale, will mention having "that no-good lad," James, watching his lands.)

A lot of townsfolk have their own ideas on just what is responsible for the problems.

One of the ranchers to the north of the village knows there is a settlement of ogres and who knows what else. They're just the kind of creatures who would kill horses for fun and food.

A few blame "foreigners" who passed through a while ago, thinking they might represent ranchers in other, rival horse-breeding towns.

One drunk peasant says he heard the horses were being run through, like with a lance, and so he blames evil knights from Ravens Bluff, or maybe corrupt cavalymen from Procampur.

Another rancher figures it's griffins, since they're big creatures that eat horses.

If the party asks about a reward, Hans will offer what he can:

"Maerstar isn't a place of legendary riches, like some of the cities travelers hail from. We're all decent folk, hard-working, without much wealth to show for it. But I have some saved away, from my days as a successful merchant. I can offer 500 gold coins, and perhaps some of the ranchers can offer you a horse, if any are left after this is all over."

The PCs are welcome to rooms in the Well Traveler for as long as they are investigating. It is probably dark, so the townsfolk will suggest some good ale, hot food, and a good night's sleep.

If the PCs want to investigate the rumored ogre settlement, go to Scene 13. For looking over the ranches, go to Scene 14.

Scene 13: Ambush!

If Narl is still leading the Rashemen youths from Scene 10, he will lead them into this ambush. One of the youths injured himself, so his group will be traveling

slower than the PCs. They will arrive around evening on the second day after the PCs arrive in Maerstar. If the monsters are still here, they will ambush and slay the youths, with the help of Narl. If the PCs arrive at the same time, they might stumble into the middle of a battle.

If Narl was exposed, the youths will not travel into the ambush.

The sunny weather continues as you again take to the road. Today, you are following leads that point to some manner of creature making its lair in the woods north of Maerstar.

After journeying for most of the day, you see a faint trail of smoke coming from ahead. It looks like something is camping up there.

Allow the PCs to make any preparations they wish before proceeding. The enemies won't be easily seen, as they are hiding under camouflaged tarps.

There appears to be a clearing ahead. The campfire is burning there, but nothing is cooking. Mats of evil-smelling furs make up the beds of whatever creatures lair here. The camp shows signs of recent activity, but you see no one.

The humanoids are crouching in a natural depression at the other end of the clearing, concealed by the hollow, overhanging branches, and tarps covered with grass, branches, and the like. As soon as PCs enter the clearing, the humanoids spring the ambush. Note that they begin with 75% concealment, for a -3 to the PCs' missile to hit rolls and +3 to the enemies' saving throws.

Tier 1

Orcs (6): Int Average; AL LE; AC 6; MV 9; HD 1; hp 6; THAC0 19; #AT 2 or 1; Dmg 1-6 (short bow) or 1-8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 11.

Save vs. Paralysis: 14

Save vs. Spells: 17

Tier 2

Ogrillons (6): Int Low; AL CE; AC 6; MV 12; HD 2+4; hp 16; THAC0 18 or 19; #AT 1 or 2; Dmg 1-6+3 (throwing axe) or 2-7 (fists); SA nil; SD nil; MR nil; SZ M; ML 10.

Save vs. Paralysis: 13

Save vs. Spells: 16

Tier 3

Ogres (6): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 26; THAC0 14; #AT 1 or 1; Dmg 1-6+6 (throwing axe) or 1-10+6 (halberd); SA nil; SD nil; MR nil; SZ L; ML 11.

Save vs. Paralysis: 11

Save vs. Spells: 14

Ogre Shaman, P3: Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 23; THAC0 14; #AT 1 or 1; Dmg 2-5+6 (throwing hammer) or 1-6+6 (club); SA spells; SD spells; MR nil; SZ L; ML 12.

Save vs. Paralysis: 10

Save vs. Spells: 14

Spells: 1st level - *bless, cure light wounds*; 2nd level - *chant*.

Tier 4

Hill Giants (3): Int Low; AL CE; AC 3; MV 12; HD 12+1; hp 76; THAC0 9; #AT 1 or 1; Dmg 2-16 (thrown boulder) or 2-12+7 (oversized club); SA hurl boulders; SD nil; MR nil; SZ H; ML 13.

Save vs. Paralysis: 5

Save vs. Spells: 8

Ogres (3): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 33; THAC0 14; #AT 1 or 1; Dmg 1-6+6 (throwing axe) or 1-10+6 (halberd); SA nil; SD nil; MR nil; SZ L; ML 12.

Save vs. Paralysis: 11

Save vs. Spells: 14

Ogre Shaman, P6: Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 31; THAC0 14; #AT 1 or 1; Dmg 2-5+6 (throwing hammer) or 1-6+6 (club); SA spells; SD spells; MR nil; SZ L; ML 12.

Save vs. Paralysis: 9

Save vs. Spells: 14

Spells: 1st level - *bless, cure light wounds* x2; 2nd level - *chant, resist fire, withdraw*; 3rd level - *prayer, dispel magic*.

Tier 5

Cyclops (6): Int Low; AL CE; AC 2; MV 15; HD 13; hp 96; THAC0 7; #AT 1 or 1; Dmg 4-40 (thrown boulder) or 6-36 (oversized club); SA hurl boulders; SD nil; MR nil; SZ H; ML 16.

Save vs. Paralysis: 5

Save vs. Spells: 8

Cyclops Shaman, P6: Int Low; AL CE; AC 2; MV 15; HD 13; hp 96; THAC0 7; #AT 1 or 1; Dmg 4-40

(thrown boulder) or 6-36 (oversized club); SA hurl boulders, spells; SD spells; MR nil; SZ H; ML 16.

Save vs. Paralysis: 5

Save vs. Spells: 8

Spells: 1st level - *bless, cure light wounds* x2; 2nd level - *chant, resist fire, withdraw*; 3rd level - *prayer, dispel magic*.

After the Battle

After the battle is over, the PCs can investigate. Amidst the monsters' belongings are 32 gp, 43 sp, and 122 cp. Most of the gold coins are of Thayan origin. They can also find a cage a bit deeper in the woods.

You hear a small voice from the woods. It speaks in a melodious language. (PCs that speak Elvish understand the following: "Is it okay, are they gone? Can you save me? You're not going to eat me, are you?")

You approach to find a small, rusted cage suspended from a tree by a rotting rope. A beautiful cat with orange-red wings is trapped inside!

The tressym can speak the common tongue, but prefers to speak in Elven. He will ask the party to free him. The rusty cage is padlocked. The key can be found in camp, or the lock can be picked (at +20% to the roll) or the bars bent (double normal chance).

Information the tressym knows:

- I am Murphyl Quivertwitch. You've never seen a tressym before?
- I normally flutter around the Highbank Forest, a place that's so peaceful and full of life
- I left when the Queen of the Talking Beasts sent me visions of unicorns being harmed in this place.
- I've been flying for a long time, following the human road, since it's probably safer than going through the mountains. I hear there's manticores there! Manticores would want to eat me!
- But no sooner did I enter these woods when those smelly, vile, ugly creatures snared me in a net! Then they put me in this cage and argued for a long time in their coarse tongue, and I'm glad they forgot about me! I didn't want to be dinner on their fire!
- The Queen of the Talking Beasts? That is Lurue, whom I serve.
- I don't think these creatures have had anything to do with the unicorns. I've seen no signs of those beautiful creatures here, and I'm glad, since I don't want to think what they would have done!

As a reward, the tressym will offer one of his feathers to the PCs, explaining it would make an exceptional quill.

If the PCs saw the feather Alan found near where his dog disappeared, and compare it to the tressym's feathers, they will note the similarity. If the PCs ask about Alan's dog Rex, Murphyl will mention his encounter with him.

"I was following the road, and came near that dangerous city, Ravens Bluff. I was north of the city, resting in some trees, when this big ugly dog started barking at me! And here I was, not bothering him at all, so I decided that if he's going to bark at me anyway, I'd give him a reason to bark! So I flew off, and he chased me, and he tried to catch me, but I'm too fast. And before I knew it, I was right near where Beatrice lived, so I decided to fly straight up and leave the dog there!"

"You don't know Beatrice? She's a nice old faerie dragon, a bit senile. She can be found north of the city. Just look for a beautiful grove of flowers, but don't disturb them!"

Scene 14: Investigation

There is a ranger in town, if the PCs need to hire someone who can track. Corina has a tracking proficiency of 19. She wishes 100 gp of the party's reward for her services, but will take nothing if they come up empty-handed.

Corina, hf R3: AL CG; AC 4 (leather, Dexterity); MV 12; hp 38; THAC0 17 and 17; #AT 1 and 1; Dmg 1-8+3 (long sword) and 1-6+3 (short sword); SA punching specialist; SD nil; Str 18/18, Dex 18, Con 18, Int 13, Wis 18, Cha 12; MR nil; SZ M; ML 18.

Save vs. Spells: 16 (+4 magical defense adjustment, +4 defensive adjustment)

Nastari Ranch (Northwest of Maerstar)

- Owner: Fenris Nastari, a rugged man of few words and direct manners.
- Lost horse: 7 tendays ago (2nd horse lost). Stolen in the night.
- Opinion on cause: Griffins. When his first horse was lost, his gate wasn't open, so he figures something swooped down to grab the horse.
- Lost horse: Two nights ago (7th horse lost). Stolen in the night.
- The gate was open this time.

- His son Gal was watching, but didn't notice anything until one of the horses bolted.
- The body of the more recent horse lost hasn't been found.

Due to the recent horse loss, tracks may still be visible. There are two sets of tracks, one shod horse going to and from the gate, and the horse's unshod tracks. (If anyone checks with the rancher, he can tell them the missing horse was unshod.)

The horse's tracks can be followed with two *tracking* checks at -3. They lead to a low-lying spot in the plains to the west where the dead horse lies, beaten down and with its flesh ripped off by powerful jaws.

The black unicorn's tracks can be followed with two *tracking* checks at -3. They lead to the same place.

The black unicorn's tracks can be followed from the site of the horse's resting place with three *tracking* checks at -3. They lead northeast into the woods north of Maerstar, and disappear at a stream. The black unicorn used the stream and his knowledge of the area, plus the magical horseshoes he wears, to leave no discernible trail. Only a ranger under the effects of a *natural attunement* spell can trace the black unicorn; six checks at -9 will lead to the Hale ranch.

Hale Ranch (Northeast of Maerstar)

- Owner: Phinius Hale, a grumpy man who enjoys complaining to no one in particular.
- Lost horse: 5½ tendays ago (3rd horse lost). Disappeared in the night.
- The gate wasn't open. He has no idea how the horse was stolen, but he suspects humans. Perhaps bored noble youths from Procampur, or something like that.
- Lost horse: 22 days ago (5th horse lost). Disappeared into the night, just like before.
- The night the PCs arrive, an eighth horse goes missing, from this place.
- Hale has a "no-good lad," James, watching his lands. Hale is too old to stay up all night.
- On the night the PCs arrive, James also goes missing (at 4:00 AM). Phinius is used to this and is not worried at first.
- There is a mark scored into the wood beneath the latch, as if something sharp was scraped across it in an upward direction (the latch raises upward).

At 3:00 AM the night the PCs arrive, the black unicorn lifts the latch of the pen with his horn, and one horse escapes. The gate swings closed and latches. At 4:00 AM, James, who had fallen asleep in the hay of the barn, realizes that one of the horses is missing. He

takes a lantern and searches for it. The black unicorn surprises and gores James at 4:30 AM, and leaves him to die. The black unicorn slays and begins to eat the horse at 5:00 AM. He then returns to the woods. Dawn is about 6:00 AM today.

If the PCs arrive in the morning, they can follow the several sets of tracks. The boy's tracks leads to the area where he lies. He is mortally wounded, and will die around 9:00 AM. The horse's tracks (unshod hooves) lead to the area where it lies, dead. The black unicorn's tracks (shod hooves) lead to the boy, then to the horse, then to the woods.

James (or his spirit) will confirm that he was attacked by a black creature, looking a lot like those legendary unicorns he's heard of.

Jeran Ranch (East of Maerstar)

- Owner: Teresa Jeran, a strong-willed and determined widow who wants only to continue the family ranch.
- Lost horse: 5 tendays ago (4th horse lost). Jumped out in the night.
- Opinion on cause: Ogres. She heard a tremendous crack, and found one of the fence rails bashed in. She figures a creature like an ogre would be strong enough to do that. She ran out with a lantern, but didn't see anything. She was able to keep all her horses but one from escaping.
- Lost horse: 14 days ago (6th horse lost). Jumped out in the night.
- It was the same thing -- a rail was bashed in.
- Both rails were replaced. The broken rails have been used as firewood.
- Both horses were later found dead.

In both instances, the black unicorn bashed in the rail with his rear hooves. Unfortunately, there are no real clues here, as it has been too long since the last disappearance.

Tanis Ranch (South of Maerstar)

- Owner: Sturn Tanis, a jovial man of great girth.
- He lost only one horse, nearly three months ago -- the first horse lost.
- He thought it was just a horse that got loose, and rode out looking for it.
- It took a week to find it, dead and mutilated.
- He has since had his many children watching the ranch at night, and has not suffered another loss of a horse.

There are no clues here to find, but this ranch is close to the meadow where Susan saw a unicorn. If the PCs investigate this site, read on:

The meadow is beautiful, but you pick up the scent of decay at the other edge. Flies buzz around the body of what might once have been a beautiful white horse. The body has several deep stab-wounds, and much of the flesh appears to have been ripped off, as if by teeth.

Closer investigation will show that this creature is a female unicorn. Its horn has been cut off, and a slit has been made in its neck near the jugular vein. A *healing* check at -8 can confirm that this happened after the unicorn's death. (One of the Red Wizard's allies made the cut with his dagger.)

Investigation of the body will also turn up a few strands of exceptionally fine, silky black hair near some of the bite marks. It is finer than the hair of the horses of Maerstar, and shorter than mane or tail hair. (It's from the black unicorn's beard.)

The unicorn's spirit can confirm that she was killed by a black unicorn, if a priest casts *speak with dead* AND they understand the language of unicorns.

Scene 15: The Foe Appears!

Following the tracks, you cross the plains northeast of Maerstar. The land becomes more hilly, and copses of trees more frequent.

As the trees come together, becoming a light forest, the ground ahead rises to a small clearing. At the top of the rise, you see a chasm about 10 meters (33 feet) deep and 15 meters (50 feet) across. The clearing continues on the other side.

On the opposite side of the chasm, you see a beautiful, wicked creature. Appearing like a unicorn, but black, the creature has a silky mane, long beard, and burning red eyes. Its long, spiraled horn is beautiful, but it is pointed in your direction as the beast charges you!

Charges you? What about that chasm there?

Get the players' intentions and roll initiative. Remember that charging grants +2 to hit. If anyone tries to disbelieve, the black unicorn will home in on that PC, getting an additional +4 to hit and negating Dexterity adjustments to armor class. (The black unicorn is using its magical horseshoes to cross the chasm.)

Tier 1

At this tier, the party may be exceptionally weak, such that a creature like a black unicorn, with four attacks, might be too much for them to handle. If the party needs the help, have Corina, the ranger, help them. If she is not with the party already, she has tracked the black unicorn herself, and moves against it in the first round of combat.

Black Unicorn: Int High; AL CE; AC 3; MV 24; HD 4+4; hp 17; THAC0 15; #AT 4; Dmg 1-6/1-6/1-4/1-12 (hoof/hoof/bite/horn); SA charge for 3-36 damage, *cause light wounds* 3/day; SD *teleport without error* 1/day; MR nil; SZ M; ML 10.

Save vs. Paralysis: 11

Save vs. Spells: 14

Magic item: *horseshoes of a zephyr*

Corina, hf R3: AL CG; AC 4 (leather, Dexterity); MV 12; hp 32; THAC0 17 and 17; #AT 1 and 1; Dmg 1-8+3 (long sword) and 1-6+3 (short sword); SA punching specialist; SD nil; Str 18/18, Dex 18, Con 18, Int 13, Wis 18, Cha 12; MR nil; SZ M; ML 18.

Save vs. Spells: 16 (+4 magical defense adjustment, +4 defensive adjustment)

Tier 2

At this tier and beyond, the black unicorn is joined by a priestess of Cyric who has petitioned to ride this black unicorn. She is hiding in the tree line (75% concealment, -3 to opponents' missile attacks, +3 to saving throws vs. physical spells), and will cast her first spell as the black unicorn charges.

Black Unicorn: Int High; AL CE; AC 3; MV 24; HD 4+4; hp 27; THAC0 15; #AT 4; Dmg 1-6/1-6/1-4/1-12 (hoof/hoof/bite/horn); SA charge for 3-36 damage, *cause light wounds* 3/day; SD *teleport without error* 1/day; MR nil; SZ M; ML 10.

Save vs. Paralysis: 11

Save vs. Spells: 14

Magic item: *horseshoes of a zephyr*

Alanna, hf P6 of Cyric: AL CE; AC 1 (chain mail, Dexterity); MV 9; hp 44; THAC0 18; #AT 1; Dmg 2-7 (mace); SA spells, turn paladins as a 3rd level cleric; SD spells, *protection from fire* active (72 points); Str 14, Dex 18, Con 18, Int 12, Wis 18, Cha 12; MR nil; SZ M; ML 14.

Save vs. Paralyzation: 9

Save vs. Spells: 14 (+4 magical defense adjustment, +4 defensive adjustment)

Spells: 1st level - *cure light wounds* x3, *command, light*; 2nd level - *aid, heat metal, withdraw, black talon, silence 15' radius*; 3rd level - *prayer, dispel magic, ~~protection from fire~~*.

Alerted by the black unicorn's keen senses, Alanna cast *protection from fire* before the PCs arrived. She casts *prayer* first, followed by appropriate spells (*heat metal, dispel magic, silence 15' radius*). Before entering physical combat, she casts *black talon*.

Tier 3

Black Unicorn: Int High; AL CE; AC 3; MV 24; HD 4+4; hp 33; THAC0 15; #AT 4; Dmg 1-6/1-6/1-4/1-12 (hoof/hoof/bite/horn); SA charge for 3-36 damage, *cause light wounds* 3/day; SD *teleport without error* 1/day; MR nil; SZ M; ML 10.

Save vs. Paralysis: 11

Save vs. Spells: 14

Magic item: *horseshoes of a zephyr*

Alanna, hf F7/P(Sp)8 of Cyric: AL CE; AC -3 (full plate armor, Dexterity); MV 9; hp 84; THAC0 13 and 15; #AT 3/2 and 1; Dmg 1-8+1 (long sword) and 1-3+1 (belaying pin); SA spells, turn paladins as a 5th level cleric, blindfighting proficiency; SD spells, immune to *fear* and emotion-affecting spells, *protection from fire* active (96 points), *protection from lightning* active (80 points); Str 17, Dex 18, Con 18, Int 13, Wis 18, Cha 13; MR nil; SZ M; ML 14.

Save vs. Paralyzation: 7

Save vs. Spells: 12 (+4 magical defense adjustment, +4 defensive adjustment, +1 versus illusion/phantasm spells)

Spells: 1st level - *cure light wounds* x3, *command, faerie fire*; 2nd level - *aid, heat metal, withdraw, moment, silence 15' radius*; 3rd level - *prayer, dispel magic, ~~protection from fire~~, choose future*; 4th level - *~~protection from lightning~~, free action, cure serious wounds*.

Granted Powers: cast *black talon* 1/day, cast *dark aura* or *skull of secrets* 1/day. She has summoned her aerial servant for this month.

Alerted by the black unicorn's keen senses, Alanna cast *protection from fire* and *protection from lightning* before the PCs arrived. She will cast *free action* before revealing herself, then *dark aura*, followed by appropriate spells (*heat metal, dispel magic, silence 15' radius*). Before entering physical combat, she casts *black talon*.

Tier 4

Black Unicorn: Int High; AL CE; AC 3; MV 24; HD 4+4; hp 36; THAC0 15; #AT 4; Dmg 1-6/1-6/1-4/1-12 (hoof/hoof/bite/horn); SA charge for 3-36 damage, *cause light wounds* 3/day; SD *teleport without error* 1/day; MR nil; SZ M; ML 12.

Save vs. Paralysis: 11

Save vs. Spells: 14

Magic item: *horseshoes of a zephyr*

Alanna, hf F7/P(Sp)10 of Cyric: AL CE; AC -3 (full plate armor, Dexterity); MV 9; hp 104; THAC0 13 and 15; #AT 3/2 and 1; Dmg 1-8+3 (long sword) and 1-3+3 (belaying pin); SA spells, turn paladins as a 7th level cleric, blindfighting proficiency; SD spells, can save to see an invisible creature, immune to *fear* and emotion-affecting spells, *protection from fire* active (120 points), *protection from lightning* active (100 points); Str 18/09, Dex 18, Con 18, Int 13, Wis 18, Cha 13; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 6

Save vs. Spells: 11 (+4 magical defense adjustment, +4 defensive adjustment, +1 versus illusion/phantasm spells)

Spells: 1st level - *cure light wounds* x3, *command*, *faerie fire*, *protection from good*; 2nd level - *aid*, *heat metal*, *withdraw*, *moment*, *silence 15' radius*, *resist cold*; 3rd level - *prayer*, *dispel magic*, ~~*protection from fire*~~, *choose future*; 4th level - ~~*protection from lightning*~~, *free action*, *cure serious wounds* x2; 5th level - *flame strike*, *slay living*.

Granted Powers: cast *black talon* 1/day, cast *dark aura* or *skull of secrets* 1/day, summon an aerial servant 1/month, cast *phantasmal killer* 1/day.

Alerted by the black unicorn's keen senses, Alanna cast *protection from fire* and *protection from lightning* before the PCs arrived. Her first action will be to summon an aerial servant, which will attack the PCs. She will cast *free action* before revealing herself, then make her presence known with *flame strike*. She will then throw *dark aura*, followed by appropriate spells (*heat metal*, *dispel magic*, *silence 15' radius*). Before entering physical combat, she casts *black talon*.

Aerial Servant: Int Semi-; AL N; AC 3; MV Fl 24; HD 16; hp 96; THAC0 5; #AT 1; Dmg 8-32 (strangle); SA damage continues until break free (if have more hp than the aerial servant, or a percent chance equal to percentile strength); SD +1 or better weapon to hit; MR nil; SZ L; ML 14.

Save vs. Paralysis: 4

Save vs. Spells: 7

Tier 5

Black Unicorn: Int High; AL CE; AC 3; MV 24; HD 4+4; hp 36; THAC0 15; #AT 4; Dmg 1-6/1-6/1-4/1-12 (hoof/hoof/bite/horn); SA charge for 3-36 damage, *cause light wounds* 3/day; SD *teleport without error* 1/day; MR nil; SZ M; ML 12.

Save vs. Paralysis: 11

Save vs. Spells: 14

Magic item: *horseshoes of a zephyr*

Alanna, hf F13/P(Sp)17 of Cyric: AL CE; AC -3 (full plate armor, Dexterity); MV 9; hp 134; THAC0 5 and 6; #AT 2 and 1; Dmg 1-8+6 (long sword) and 1-3+6 (belaying pin); SA spells, turn paladins as a 14th level cleric, blindfighting proficiency; SD spells, can save to see an invisible or improved invisible creature, immune to *fear* and emotion-affecting spells, *protection from fire* active (204 points), *protection from lightning* active (170 points); Str 18/00, Dex 19, Con 18, Int 17, Wis 18, Cha 16; MR nil; SZ M; ML 18.

Save vs. Paralyzation: 4

Save vs. Spells: 8 (+4 magical defense adjustment, +4 defensive adjustment, +1 versus illusion/phantasm spells)

Spells: 1st level - *cure light wounds* x5, *command*, *faerie fire*, *protection from good*, *detect magic*; 2nd level - *aid*, *heat metal*, *withdraw* x2, *moment* x2, *silence 15' radius* x2, *resist cold*; 3rd level - *prayer*, *dispel magic* x3, ~~*protection from fire*~~, *flame walk*, *choose future* x2; 4th level - ~~*protection from lightning*~~, *free action* x2, *cure serious wounds* x4, *poison*; 5th level - *flame strike*, *slay living* x2, *repeat action*, *cure critical wounds*; 6th level - *harm*, *blade barrier*, *reverse time*; 7th level - *creeping doom*, *unholy word*.

Granted Powers: cast *black talon* 1/day, cast *dark aura* or *skull of secrets* 1/day, summon an aerial servant 1/month, cast *phantasmal killer* 1/day; inflict madness by touch.

Alerted by the black unicorn's keen senses, Alanna cast *protection from fire* and *protection from lightning* before the PCs arrived. Her first action will be to summon an aerial servant, which will attack the PCs. She will cast *free action* if not yet detected, then make her presence known with *creeping doom*, *unholy word*, and *blade barrier*. If in physical combat, she casts *choose future* before casting *harm*.

Aerial Servant: Int Semi-; AL N; AC 3; MV Fl 24; HD 16; hp 96; THAC0 5; #AT 1; Dmg 8-32 (strangle); SA damage continues until break free (if have more hp

than the aerial servant, or a percent chance equal to percentile strength); SD +1 or better weapon to hit; MR nil; SZ L; ML 14.

Save vs. Paralysis: 4

Save vs. Spells: 7

Wrap-up

After the combat, the PCs can search the foes. They can take the black unicorn's horn if they desire, and its horseshoes can be removed (they detect as magical). Alanna, if present, has 400 times (tier squared) g.p. value in diamonds, rubies, platinum coins, and black pearl necklaces.

Scene 16: Warm Thanks

The mayor and ranchers of Maerstar are ecstatic at learning of your success. Word of your destruction of the black unicorn has spread rapidly since your return, and many in the town ask to hear the tale of your victory. The owner of the Well Traveler announces that he will host a party in your honor, with all the food and drink the whole village can eat!

Workers from each of the ranches bring fine-quality riding horses as rewards for you. One horse in particular stands out. He is a sleek, muscular stallion, in peak health, and with a proud but gentle demeanor. Before the party starts, the mayor presents you with the promised reward.

The party lasts well into the night. Your rooms are free tonight, but it doesn't look like you'll get much sleep!

Proceed to Scene 19 if the party is not going after the Red Wizard, and to Scene 17 if they are.

Scene 17: The Roots of the Trouble

Following the directions given to you by Vigilant Steelhand, you proceed further into the woods north of Maerstar. The woods get thicker, and it looks like no one has been here in quite some time.

The party has a general idea where to go. Let any reasonable plan lead them to where the enemies are located. Wise parties will want to scout ahead, and as long as they remain very careful, let them succeed. Otherwise, they are detected by the magical powers of their enemies. Wise parties will also want to cast some spells before engaging these enemies.

You push through into a large clearing, dominated by a gently sloping rock outcropping. In the distance, you see a small but sturdy building that looks like it has a stable attached. Of more pressing concern is the group of six people waiting for you. A Red Wizard of Thay, by his dress, and a Strifeleader, by her prominent holy symbol of Cyric, are at back, behind the rocks. Four humans of military bearing and wearing full plate armor stand at ready, drawing swords.

Roll for initiative. No one should be surprised.

Tier 5

Dragor Bloodfang, hm F8/W16: AL LE; AC -3 (*sash of multiple protection*, Dexterity); MV 12; hp 88; THAC0 10 and 12; #AT 3/2 and 1; Dmg 1-8+6 (long sword) and 1-6+6 (short sword); SA spells, blindfighting proficiency; SD spells, *shield* precast, *stoneskin* precast (11 hits), *contingency (ironguard)* activated when another's metal weapon comes within 5 cm of him, *strength* precast, *fly* precast, *detect invisibility* precast, can save to see invisible or improved invisible enemies; Str 18/00 (was 18/49), Dex 18, Con 18, Int 18, Wis 18, Cha 16; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 6

Save vs. Spells: 2 (+4 magical defense adjustment, +4 defensive adjustment)

Magic Items: *sash of multiple protection*, *chrysoberyl of conjuration*, *aquamarine of alteration*.

Spells: 1st level - *magic missile* x2, *shield*, *enlarge* x2; 2nd level - *Agannazar's scorcher*, *strength*, *Melf's acid arrow*, *detect invisibility*, *mirror image*; 3rd level - *dispel magic*, *fly*, *lightning bolt*, *flame arrow*, *Melf's minute meteors*; 4th level - *fumble*, *stoneskin*, *Evard's black tentacles*, *wall of ice*, *fire shield*; 5th level - *cone of cold* x2, *chaos*, *demi-shadow monsters*, *wall of force*; 6th level - *chain lightning*, *disintegrate*, *globe of invulnerability (mobile)*; 7th level - *Bigby's forceful hand*, *power word stun*; 8th level - *Abi-Dalzim's horrid wilting*.

Gratha the Black, hf P(Sp)13 of Cyric: AL CE; AC -3 (full plate mail, Dexterity); MV 9; hp 81; THAC0 11; #AT 1; Dmg 1-8+2 (long sword); SA spells, turn paladins as a 10th level cleric; SD spells, can save to see an invisible or improved invisible creature, immune to *fear* and emotion-affecting spells, *protection from fire* active (156 points), *protection from lightning* active (130 points), *stoneskin* precast by

Dragor (11 hits); Str 18, Dex 18, Con 18, Int 13, Wis 18, Cha 13; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 5

Save vs. Spells: 10 (+4 magical defense adjustment, +4 defensive adjustment, +1 versus illusion/phantasm spells)

Spells: 1st level - *cure light wounds* x4, *command*, *faerie fire*, *protection from good*, *detect magic*; 2nd level - *aid*, *heat metal*, *withdraw* x2, *moment*, *silence 15' radius* x2, *resist cold*; 3rd level - *prayer*, *dispel magic* x3, ~~*protection from fire*~~, *flame walk*, *choose future*; 4th level - ~~*protection from lightning*~~, *free action* x2, *cure serious wounds* x2; 5th level - *flame strike*, *slay living*; 6th level - *conjure animals*, *blade barrier*.

Granted Powers: cast *black talon* 1/day, cast *dark aura* or *skull of secrets* 1/day, summon an aerial servant 1/month, cast *phantasmal killer* 1/day.

Captain Feranor Giles, hm F13: AL LE; AC -3 (full plate armor, Dexterity); MV 9; hp 132; THAC0 2 and 5; #AT 5/2 and 1; Dmg 1-8+10 (long sword, Strength, specialization, *bands of Florentine fighting*) and 1-6+8 (short sword, Strength, *bands of Florentine fighting*); SA specialization, blindfighting proficiency; SD can save to see invisible or improved invisible enemies, *stoneskin* precast by Dragor (11 hits); Str 18/00, Dex 18, Con 18, Int 13, Wis 11, Cha 14; MR nil; SZ M; ML 18.

Save vs. Paralysis: 5

Save vs. Spells: 8 (+4 defensive adjustment)

Magic Items: *bands of Florentine fighting* (stolen from the Blacktree estate, interestingly enough, and they will be returned to Lord Blacktree's family)

Hamir, Joran, Deana, lieutenants; hm/hf F7: AL LE; AC -3 (full plate armor, Dexterity); MV 9; hp 77; THAC0 9 or 10; #AT 3 or 2; Dmg 1-3+3 (darts) or 1-10+8 (two-handed sword, Strength, specialization); SA specialization, blindfighting proficiency; SD *stoneskin* precast by Dragor (11 hits); Str 18/00, Dex 18, Con 18, Int 11, Wis 11, Cha 14; MR nil; SZ M; ML 18.

Save vs. Paralysis: 10

Save vs. Spells: 13 (+4 defensive adjustment)

Gilleon, task mage; hm W(T)9: AL LE; AC 2 (*armor* spell, Dexterity); MV 12; hp 49; THAC0 18; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells, *armor* precast by Dragor (24 points), *stoneskin* precast by Dragor (11 hits), *shield* precast; Str 12, Dex 18, Con 16, Int 18, Wis 18, Cha 10; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 13

Save vs. Spells: 10 (+4 magical defense adjustment, +4 defensive adjustment, +1 versus alteration magic)

Spells: 1st level - *shield*, *enlarge* x4; 2nd level - ~~*invisibility*~~, *Melf's acid arrow*, *summon swarm*, *glitterdust*; 3rd level - *haste*, *slow* x2, *lightning bolt*; 4th level - ~~*polymorph self*~~, *fumble* x2; 5th level - *animal growth*, *Bigby's interposing hand*.

Gorath has his aerial servant summoned.

Aerial Servant: Int Semi-; AL N; AC 3; MV Fl 24; HD 16; hp 96; THAC0 5; #AT 1; Dmg 8-32 (strangle); SA damage continues until break free (if have more hp than the aerial servant, or a percent chance equal to percentile strength); SD +1 or better weapon to hit; MR nil; SZ L; ML 14.

Save vs. Paralysis: 4

Save vs. Spells: 7

Dragor will summon two giant octopi with a *demishadow monsters* spell.

Giant Octopus (2): Int Animal; AL N(E); AC 7; MV 3, Sw 12; HD 8; hp 56; THAC0 13; #AT 7; Dmg 1-4x6/2-12; SA constriction 2-8 damage per round; SD ink, color change; MR nil; SZ L (12' across); ML never breaks.

Save vs. Paralysis: 10

Save vs. Spells: 13

Gratha will summon a mammoth with her *conjure animals* spell.

Mammoth: Int Semi-; AL N; AC 5; MV 12; HD 13; hp 101; THAC0 7; #AT 5; Dmg 3-18/3-18/2-16/2-16/2-12; SA nil; SD nil; MR nil; SZ H (14' tall); ML never breaks.

Save vs. Paralysis: 5

Save vs. Spells: 8

Running the Tier 5 Combat

Dragor and Gratha used their divination spells yesterday to learn of the threat of the PCs, and their approximate time of arrival. This allows them to be specially prepared to meet them.

Dragor and Gratha are standing on a patch of dirt behind a rock outcropping that gives them 50% cover (-4 to missile attacks, +4 to saves vs. physical damage spells).

Gilleon is *polymorphed* into a pixie, invisible, and hiding in the hollow of a tree. He has 90% cover (-10

to AC vs. missile attacks, +10 to saves vs. physical damage spells). Gilleon's job is to aid the warriors.

The warriors advance to meet the foes and will do whatever they can to prevent the party from reaching the two main spellcasters.

Tier 6

Dragor Bloodfang, hm F13/W18: AL LE; AC -3 (*sash of multiple protection*, Dexterity); MV 12; hp 138; THAC0 5 and 6; #AT 2 and 1; Dmg 1-8+6 (long sword) and 1-6+6 (short sword); SA spells, blindfighting proficiency; SD spells, *shield* precast, *stoneskin* precast (13 hits), *contingency (globe of invulnerability (mobile))* activated when a spell stopped by *globe of invulnerability* would harm him, *chain contingency* precast (see below), *fly* precast, *detect invisibility* precast, can save to see invisible or improved invisible enemies; Str 18/00, Dex 19, Con 18, Int 19, Wis 18, Cha 18; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 1

Save vs. Spells: 2 (+4 magical defense adjustment, +4 defensive adjustment)

Magic Items: *sash of multiple protection*, *chrysoberyl of conjuration*, *aquamarine of alteration*.

Spells: 1st level - *magic missile* x2, ~~*shield*~~, *enlarge* x2; 2nd level - *Agannazar's scorcher*, *Melf's acid arrow* x2 ~~*detect invisibility*~~, *mirror image*; 3rd level - *dispel magic*, ~~*fly*~~, *lightning bolt*, *flame arrow*, *Melf's minute meteors*; 4th level - *fumble*, *stoneskin*, *Evard's black tentacles*, *wall of ice*, *fire shield*; 5th level - *cone of cold* x2, *chaos*, *demi-shadow monsters*, *wall of force*; 6th level - *chain lightning* x2, *disintegrate*; 7th level - *Bigby's forceful hand*, ~~*limited wish*~~ x2; 8th level - *Abi-Dalzim's horrid wilting*, *maze*; 9th level - *Bigby's crushing hand*.

Gratha the Black, hf F15/P(Sp)19 of Cyric: AL CE; AC -3 (full plate armor, Dexterity); MV 9; hp 138; THAC0 3 and 4; #AT 2 and 1; Dmg 1-8+6 (long sword) and 1-3+6 (belaying pin); SA spells, turn paladins as a 16th level cleric, blindfighting proficiency; SD spells, can save to see an invisible or improved invisible creature, immune to *fear* and emotion-affecting spells, *protection from fire* active (228 points), *protection from lightning* active (190 points), *stoneskin* precast by Dragor (13 hits); Str 18/00, Dex 19, Con 18, Int 17, Wis 18, Cha 14; MR nil; SZ M; ML 18.

Save vs. Paralyzation: 2

Save vs. Spells: 7 (+4 magical defense adjustment, +4 defensive adjustment, +1 versus illusion/phantasm spells)

Spells: 1st level - *cure light wounds* x6, *command*, *faerie fire*, *protection from good* x2, *detect magic*; 2nd level - *aid*, *heat metal*, *withdraw* x3, *moment* x2, *silence 15' radius* x3, *resist cold*; 3rd level - *prayer*, *dispel magic* x3, ~~*protection from fire*~~, ~~*call lightning*~~, *choose future* x2, *remove paralysis*; 4th level - ~~*protection from lightning*~~, *free action* x3, *cure serious wounds* x4, *poison*; 5th level - *flame strike*, *slay living* x2, *repeat action*, *cure critical wounds* x2; 6th level - *harm*, *blade barrier*, *heal*, *reverse time*; 7th level - *creeping doom*, *unholy word*.

Granted Powers: cast *black talon* 1/day, cast *dark aura* or *skull of secrets* 1/day, summon an aerial servant 1/month, cast *phantasmal killer* 1/day; inflict madness by touch.

Captain Feranor Giles, hm F17: AL LE; AC -3 (full plate armor, Dex); MV 9; hp 149; THAC0 -2 and 0; #AT 5/2 and 1; Dmg 1-8+10 (long sword, Strength, specialization, *bands of Florentine fighting*) and 1-6+8 (short sword, Strength, *bands of Florentine fighting*); SA specialization, blindfighting proficiency; SD can save to see invisible or improved invisible enemies, *stoneskin* precast by Dragor (13 hits); Str 18/00, Dex 19, Con 19, Int 13, Wis 13, Cha 15; MR nil; SZ M; ML 18.

Save vs. Paralysis: 5

Save vs. Spells: 8 (+4 defensive adjustment)

Magic Items: *bands of Florentine fighting* (stolen from the Blacktree estate, interestingly enough, and they will be returned to Lord Blacktree's family)

Hamir, Joran, Deana, lieutenants; hm/hf F10: AL LE; AC -3 (full plate armor, Dexterity); MV 9; hp 111; THAC0 5 or 7 and 9; #AT 3 or 2 and 1; Dmg 1-3+3 (darts) or 1-8+8 (long sword, Strength, specialization) and 1-6+6 (short sword, Strength); SA specialization, blindfighting proficiency; SD *stoneskin* precast by Dragor (13 hits), can save to see an invisible creature; Str 18/00, Dex 19, Con 18, Int 13, Wis 11, Cha 14; MR nil; SZ M; ML 18.

Save vs. Paralysis: 8

Save vs. Spells: 11 (+4 defensive adjustment)

Gilleon, task mage; hm W(T)10: AL LE; AC 2 (*armor* spell, Dexterity); MV 12; hp 49; THAC0 18; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells, *armor* precast by Dragor (26 points), *stoneskin* precast by Dragor (13 hits), *shield* precast; Str 12, Dex 18, Con 16, Int 18, Wis 18, Cha 10; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 13

Save vs. Spells: 10 (+4 magical defense adjustment, +4 defensive adjustment, +1 versus alteration magic)

Spells: 1st level - *shield, enlarge* x4; 2nd level - ~~*invisibility*~~, *Melf's acid arrow, summon swarm, glitterdust*; 3rd level - *haste, slow* x2, *lightning bolt*; 4th level - ~~*polymorph self*~~, *fumble* x3; 5th level - *animal growth, Bigby's interposing hand, wall of force*.

Danark, task mage; hm W(C)9: AL LE; AC 2 (*armor* spell, *Dexterity*); MV 12; hp 49; THAC0 18; #AT 1; Dmg 1-4 (*dagger*); SA spells; SD spells, *armor* precast by Dragor (26 points), *stoneskin* precast by Dragor (13 hits); Str 12, Dex 18, Con 16, Int 18, Wis 18, Cha 10; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 13

Save vs. Spells: 10 (+4 magical defense adjustment, +4 defensive adjustment, +1 versus conjuration magic)

Spells: 1st level - *grease, burning hands, color spray, detect magic, unseen servant*; 2nd level - ~~*invisibility*~~, *Melf's acid arrow, summon swarm, glitterdust*; 3rd level - *flame arrow* x2, *hold person, dispel magic*; 4th level - *Evard's black tentacles, solid fog, enervation*; 5th level - ~~*conjure air elemental, chaos*~~.

Gorath has his aerial servant summoned.

Aerial Servant: Int Semi; AL N; AC 3; MV Fl 24; HD 16; hp 96; THAC0 5; #AT 1; Dmg 8-32 (*strangle*); SA damage continues until break free (if have more hp than the aerial servant, or a percent chance equal to percentile strength); SD +1 or better weapon to hit; MR nil; SZ L; ML 14.

Save vs. Paralysis: 4

Save vs. Spells: 7

Danark is controlling an air elemental:

Air Elemental: Int Low; AL N; AC 2; MV Fl 36 (A); HD 8; hp 58; THAC0 13; #AT 1; Dmg 2-20; SA +1 to hit, +4 damage in aerial combat, form 40' tall whirlwind for 2-16 damage; SD +2 or better weapon to hit; MR nil; SZ L (8' tall); ML never breaks.

Save vs. Paralysis: 10

Save vs. Spells: 13

Dragor will summon two bulettes with a *demi-shadow monsters* spell.

Bulette (2): Int Animal; AL N; AC -2/4/6; MV 14 (3); HD 9; hp 63; THAC0 11; #AT 3; Dmg 4-48/3-18/3-18;

SA 8' jump; SD nil; MR nil; SZ L (9½' tall, 12' long); ML never breaks.

Save vs. Paralysis: 8

Save vs. Spells: 11

Gratha will summon a mammoth with her *conjure animals* spell.

Mammoth: Int Semi; AL N; AC 5; MV 12; HD 13; hp 101; THAC0 7; #AT 5; Dmg 3-18/3-18/2-16/2-16/2-12; SA nil; SD nil; MR nil; SZ H (14' tall); ML never breaks.

Save vs. Paralysis: 5

Save vs. Spells: 8

Running the 6 Tier Combat

It's highly recommended that you use figures and a battle map for this combat!

Dragor and Gratha used their divination spells yesterday to learn of the threat of the PCs, and their approximate time of arrival. This allows them to be specially prepared to meet them.

As soon as Dragor detects in any way the presence of an enemy within the range of all three of the following spells, his *chain contingency* goes off, with the first effect happening in the first round and the other effects happening in following rounds:

1. *acid storm*, centered on the nearest enemy
2. *Abi-Dalzim's horrid wilting*, centered on the second-closest enemy
3. *Bigby's clenched fist*, punching the furthest enemy

Dragor cast two *limited wishes* this morning:

1. For this day, no spell, effect, or action from any being serving the interests of Zulkir Aznar Thrul will be able to harm any being serving the interests of Zulkir Aznar Thrul. (This is everyone on the enemy side.)
2. For this day, all spells I unleash will be at the maximum possible effect.

Gratha is under the influence of *incense of meditation*. All her spells are at maximum effect, and opponents' saves are at -1. Gratha has precast a *call lightning* spell, using the air elemental as the source of storm.

Dragor and Gratha are standing on a patch of dirt behind a rock outcropping that gives them 50% cover (-4 to missile attacks, +4 to saves vs. physical damage spells).

Danark and Gilleon are *polymorphed* into pixies, invisible, and hiding in the hollows of separate trees. They have 90% cover (-10 AC vs. missile attacks, +10 to saves vs. physical damage spells). Danark's sole job

is to control the air elemental. When it is destroyed, he casts spells. Gilleon's job is to aid the warriors.

The warriors advance to meet the foes and will do whatever they can to prevent the party from reaching the two main spellcasters.

These enemies show no mercy. If they have the opportunity to hit someone who's down at the same time as someone who's up, they take it.

Wrap-up

The foes are carrying in total 243 gp, 86 pp, 12 10 gp onyx gems, 6 100 gp pearls, and 2 1000 gp rubies.

Beyond the fight scene lies the building: a large laboratory and stables. The building itself is covered by the canopy overhead.

The laboratory includes about 3,000 gp worth of equipment for the creation of potions and the combining of reagents. There is also a diary (Players' Handout 3), a chest of 3,000 pp, and the Red Wizard's two traveling spellbooks.

The larger traveling spellbook contains a selection of 1st to 6th level spells, and the PCs may take it and use it. The smaller traveling spellbook contains several spells of 7th, 8th, and 9th level. This spellbook is enchanted with a powerful magical ward, which serves two purposes. It protects its pages from decaying, and it will cause the spellbook to be destroyed if anyone other than Dragor handles it. However, if this ward is dispelled, the spellbook quickly decays. Thus, the PCs cannot benefit from it.

The stables have several horses from various places, including Zakhara and the lands of the Tuigan horde, as well as one male unicorn, chained at the ankles and around its neck. There is a permanent *proof versus teleportation* centered on the stables, and so the unicorn has been unable to escape.

The unicorn, Artemis Pearlhorn, speaks Unicorn, Dryad, and Elvish, and will be extremely grateful for his rescue. He was captured by the Red Wizard, who generated a magical field to prevent him from teleporting to safety. He can offer little but thanks, but will allow some female PCs one ride through the woods. The PC must be female, a maiden, of good alignment, and of pure heart. The PC must be a human, non-drow elf, half-elf, or a non-standard sylvan race. In addition, he will allow all female clergy (clerics, crusaders, specialty priestesses) of Lurue and clergy (clerics, rangers, druids) of Mielikki to ride.

Continuing Onward

During the first night of the full moon (which should be the night after this combat), all PCs will

have a dream, no matter where they're sleeping. Proceed to Scene 18.

Scene 18: Moonlit Tower

As you sleep, you see a vision of a beautiful unicorn, bathed in a silvery nimbus, galloping gracefully in the moonlight. With Maerstar in the distance, she dances towards a crag northwest of the village. In this crag, you see a small, slender tower appear, glowing blue-gray in the moonlight.

You awake, bathed in the light of the full moon. All of your companions stir at the same time.

If the PCs "chase the Unicorn" to the place they saw in their dreams, they can see the strange apparition of the Moonlit Tower. Entering, they find a seven-room tower and a rooftop level, connected by a staircase of floating stone steps without rail or visible means of support.

You climb the floating staircase to the rooftop. Three items are bathed in the moonlight: a golden alicorn, a platinum carving of a unicorn, and a necklace of silver wire. You hear a beautiful female voice in your head: "Thank you for saving my servants from corruption."

The voice speaks in Unicorn, Elvish, or Common, whichever the PC understands. The three items are a reward from Lurue.

Scene 19: The Return

The return to Ravens Bluff will be uneventful. The total length of the trip is just over 8 days. In High Haspur, the PCs can meet Fineon (and see that he's now a proven adult of his family), and can notice that the play *Starry Eyes* has moved on. In Sarbreenar, there have been no attacks, and the village continues to train. The PCs will meet one notable traveler just shy of Ravens Bluff.

Scene 20: A Traveler from the Savage North

If there is time left, have the party meet Alicia somewhere near Ravens Bluff.

While the journey has been long and tiring, it has been successful. Still, you long to get back to

your home, business, or favorite hangout. You figure you will be there this morning.

Finally, you ride up to the southern gates. The two guards at the gate are speaking with a beautiful human woman with silver hair.

This traveler is Alicia Silverhair, a silvermaid of Lurue from Silverymoon. She is chatting with the guards to get some ideas on good inns to visit, and to ask them if they have heard anything about the missing unicorns.

If the PCs are willing to chat, she will happily tell them what has brought her here.

“I was still young when I felt the calling to chase the Unicorn. There was so much I wanted to do, so it was with a sad heart that I left beautiful Silverymoon behind. Yet I am glad I did leave, for if I had not left, I would have missed out on so many beautiful sights, kindly people, and wondrous experiences.

“I wandered for some time, going places on a whim, but two years ago, I learned through Lurue that one of her servants was in grievous danger. And so I have been journeying, trying to learn more about this danger, a danger that has now claimed the lives of four unicorns. I learned that something dreadful was happening in Brynwood. Do you know anything of that land?”

Alicia will be overjoyed to learn that the PCs have defeated a black unicorn, and even more ecstatic to learn of the destruction of the Red Wizard’s plot. She will be dismayed that one unicorn is still unaccounted for. (That unicorn’s fate is not covered here; the actions of Ceraphane were responsible for that.)

Scene 21: A Job Well Done

If the party returns to the temple of Torm, they will discover that the party of Tormish from Tantras have departed. The clergy will take a letter to the temple in Tantras, if the PCs desire, to tell them the results of their mission. The only reward the PCs will have is the knowledge of a job well done.

Scene 22: Little Dog Found!

If the PCs still have time left, and want to look for the missing dog from the beginning of the adventure, you can run this scene. However, it really adds nothing to the adventure, and your players might prefer to skip it. You might prefer to skip it too.

Following Murphyl’s advice, you enter the woods north of Ravens Bluff to search for Alan’s missing dog. There’s no trail to follow, really, but you eventually reach a well-tended bed of wildflowers. The smell is lovely, but the tranquility of the scene is interrupted by a shrill “ANOTHER mutt come to trample my flowers? I’ll make you my dinner!”

Beatrice is a “punk” faerie dragon wyrm, purple in color, with a long tail and a small gold ring in her nose. She is eccentric in her old age, and has a taste for red meat. She tends to be abrupt and crude.

Beatrice is keeping Rex with her, after Rex trampled through her wildflowers. She would like some red meat in exchange for letting the dog go, but she will accept other gifts.

Beatrice flies into the woods, and a brief moment, you hear a crashing sound as a large dog runs out of the woods and almost into you! However, this dog has pink fur, styled in a poodle cut!

This dog is Rex, but Rex has been a victim of Beatrice’s hair styling preferences.

You bring the silly-looking dog back to Ravens Bluff. When you near Alan’s home, Rex barks loudly. Alan rushes out the door in joy, but stops, startled, when he actually sees his dog!

Rex bounds up to Alan and boy and dog have a happy reunion.

So ends *Starry Eyes*.

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. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11 +

Helping the Sarbreenar militia train:	25 xp
Solving the Morninglight puzzle:	50 xp
Sharing dreams with Leland Landon:	50 xp
Uncovering Narl's true nature:	50 xp
Helping Stephin and Susan:	25 xp
Learning that Susan saw a unicorn:	25 xp
Defeating humanoids:	200 xp
Saving Rashemen youth from ambush:	50 xp
Rescuing the tressym:	50 xp
Learning about the location of Alan's dog:	25 xp
Learning about the unicorns being harmed:	25 xp
Preventing James from dying:	50 xp
Uncovering clues about dead horses:	50 xp
Defeating black unicorn* (and priestess):	200 xp
Rescuing Alan's dog:	50 xp
Informing Tormtar about black unicorn**:	50 xp

*reduce to 150 xp if Corina had to help the PCs

**not earned at Tier 5

Total Experience for Objectives:	975 xp
Roleplaying Experience:	0-500 xp

For Tier 2:	2,950 xp
For Tier 3:	4,425 xp
For Tier 4:	5,900 xp

For Tier 5, after multiplying, add 3000 xp for defeating the Red Wizard and his minions.

For Tier 6, after multiplying, add 8,000 xp for defeating the Red Wizard and his minions.

Total Possible Experience:

For Tier 5:	10,375 xp
For Tier 6:	16,850 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

All Tiers

- Beljuril: This fist-sized gem is seawater-green and very hard. Periodically, it blazes with light, briefly giving off enough radiance to read by. GP value: 5000 gp
- (2) wheels of sjorl: This is a 1-kilogram wheel of sjorl, a heavy smoked cheese from Rashemen. It is very nourishing, but an acquired taste. GP value: 10 gp
- Hand cask of jhulid: This is a 12-liter keg of jhulid, also called firewine, a much-prized strong wine produced in Rashemen. GP value: 195 gp
- 32 gp, 43 sp, and 122 cp from humanoids

- Tressym feather quill: This writing implement is an orange-red feather from the tressym Murphyl Quivertwitch. It writes exceptionally well. GP value: 65 gp
- *Horseshoes of a zephyr*: These four magical silver horseshoes are as strong as steel. They do not need to be nailed on; they can be attached to and removed from any horse with a command word. While wearing these magical horseshoes, a horse does not tire for up to twelve hours' continuous riding per day. Furthermore, for up to one hour each adventure, a horse wearing these horseshoes can walk on the air 5 centimeters off the ground, leaving no tracks. This allows the steed to cross water, quicksand, and the like as if on a level paved road. If the ground suddenly drops out from under the horse while it is floating (as in crossing a chasm), the horse falls as it normally would. While stationary, the horse stands on the ground, rather than remaining in the air. Unicorns can also wear these horseshoes. XP value: 1700 GP value: 8500 gp.
- Black unicorn horn: A mounted warrior who has this horn affixed to a lance can use it to inflict 3d12 damage with a charging attack (the same damage as a charging black unicorn). GP value: 800 gp
- 400 times (tier squared) in valuables from Alanna
- 500 gp reward from village of Maerstar
- Fine riding horse for one PC: The village of Maerstar rewarded you with this exceptional riding horse for stopping a threat to their horses. He is a stallion of pure black color. He is more powerful, stronger, and faster than most riding horses, but with a gentle demeanor. He never throws his rider. He can carry 30% more weight than a normal riding horse (234 pounds at full speed, 351 at half speed, 468 at one-third speed). He makes all fear-based saving throws at +2.

Riding Horse: Int Animal; AL N; AC 7; MV 27; HD 3; hp 24; THAC0 17; #AT 2; Dmg 1-3/1-3; SA nil; SD nil; MR nil; SZ L; ML 12.

- Horses for other PCs (not certified; write on log sheet)
- (one per PC) Boon of the Witches of Rashemen: The PC named above saved a group of Rashemen youths from death at the hands of a Thayan enemy. The Witches have granted this PC a boon for dealing with the Thayan threat in the future. This boon may be used against a spell from a Red Wizard or another enemy from Thay to turn a failed saving throw into a successful saving throw, or to give an unmodified saving throw against a

spell that normally does not allow a saving throw. Once used, the boon is used up. It may not be traded, transferred, sold, willed, or given to another PC.

High Tier (additional items for tier 5 and 6 only)

- 243 gp, 86 pp, 12 10 gp onyx gems, 6 100 gp pearls, and 2 1000 gp rubies from the foes
- 3000 gp of laboratory equipment
- Chest of 3000 pp
- *Sash of elemental protection*: When worn by a non-evil person, this stylish sash grants protection from a chosen element: +4 to saving throws and -1 per die of damage. When the PC first puts the sash on each day, he or she chooses the element warding against. The choice cannot be changed until dawn the next day. Choose one of these elemental combinations: fire/heat/steam, water/ice/cold, air/electricity, earth/mineral.

For an evil character, the sash grants protection as above, and also counts as if the wearer were wearing *bracers of defense AC 5*, a *ring of protection +2*, and a *cloak of protection +2*.

This sash cannot be worn with another magical sash. Further, the protections against elements do not function if any other elemental protection items are worn or carried by the wearer (e.g. ring of fire resistance). If a PC owns, uses, or knowingly carries more than one of these sashes, none function. This item is restricted to high-tier adventures and the high-level campaigns. XP value: 7000 GP value: 35000 gp.

- *Chrysoberyl of conjuration*: When a wizard or bard uses this gem while casting a wizard spell (4th level or less) of the conjuration/summoning school, increase by one the number of whatever is conjured or summoned. For example, if 5 monsters would normally be summoned by *monster summoning II*, 6 monsters will appear. This gem may be used once per adventure. If a PC owns, uses, or knowingly carries more than one of these gems, none function for the adventure. This gem does not function if the user has a ring of wizardry or other item to increase the number of spell per day that the user can memorize. Its value as a gem is 500 gp. XP value: 810 GP value: 4050 gp
- *Aquamarine of alteration*: When a wizard or bard uses this gem while casting a wizard spell of the alteration school, the spell will be cast with maximum duration. (Note that instantaneous is still instantaneous, and permanent is still permanent.) This gem may be used once per

adventure. If a PC owns, uses, or knowingly carries more than one of these gems, none function for the adventure. Its value as a gem is 500 gp. This gem does not function if the user has a ring of wizardry or other item to increase the number of spell per day that the user can memorize. XP value: 640 GP value: 3200 gp.

- *Golden alicorn*: This item is a beautiful gold carving in the spiral shape of a unicorn horn. It is not a true alicorn. It is enchanted; when a charge is expended, the user may cast one of the following spells at the 12th level of ability: *animal friendship*, *speak with animals*, *hold animal*, *animal summoning I*, *animal growth* (priest version), or *polymorph self* (only into the form of a natural animal). The holder of a golden alicorn gains a +2 reaction adjustment with all animals and talking beasts. The item cannot be recharged. XP value: 500/charge GP value: 2000 gp plus 1000 gp/charge. It beings with 12 charges.
- *Silver necklace of Lurue*: This simple necklace of silver wire will magically expand to fit around the neck of any natural animal, which must be certified. When worn, the animal gains the following benefits: +10 hp, not to exceed the animal's natural hit points (thus, an animal with 7 hp gains only 7 hp) and natural armor class improved by 2

Furthermore, it establishes a special link between the animal and its caretaker. The animal's caretaker may, once per adventure for up to 10 rounds, establish a link with the animal and sense through this animal's senses. The caretaker must remain absolutely still and focused, and any other action by or damage to the caretaker breaks the link.

If a PC owns, uses, or knowingly carries more than one of these necklaces, none function. The item belongs to the PC owner of the animal as far as counting magical items is considered. XP value: 6000 GP value: 30000 gp.

- *Platinum unicorn statue*: A solid platinum statue of a unicorn, 30 cm tall, this work of art shows remarkable craftsmanship. Every detail of a noble female unicorn is lovingly rendered in the purest platinum. Its value as an art object is 21,000 gp.
- *Spellbook*: This spellbook contains the following spells: *magic missile*, *shield*, *enlarge*, *grease*, *color spray*, *detect magic*, *unseen servant*, *Agannazar's scorcher*, *Melf's acid arrow*, *detect invisibility*, *glitterdust*, *mirror image*, *summon swarm*, *dispel magic*, *fly*, *haste*, *hold person*, *slow*, *lightning bolt*, *flame arrow*, *Melf's minute meteors*, *proof versus teleportation*, *fumble*,

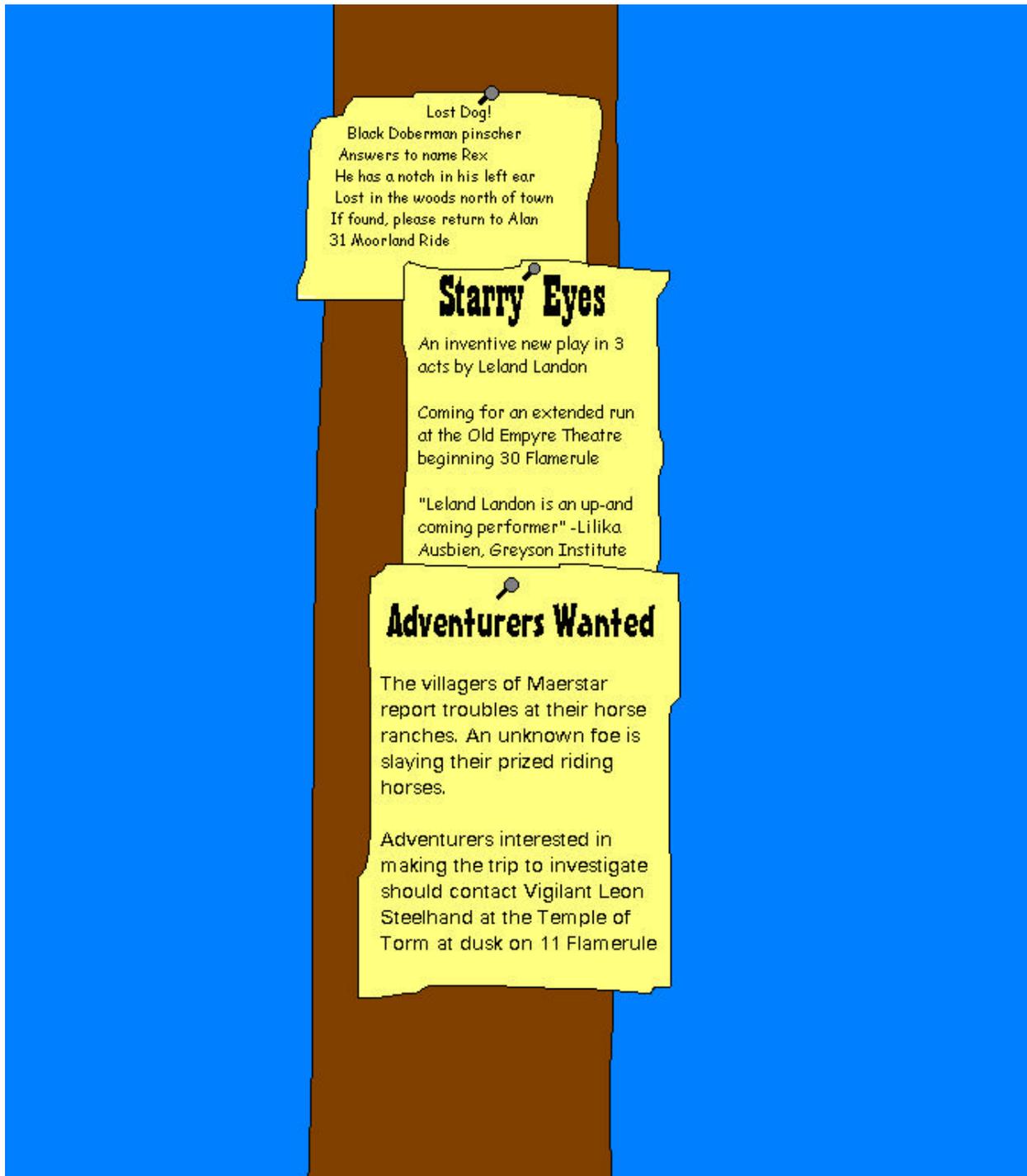
stoneskin, *enervation*, *Evard's black tentacles*, *polymorph self*, *solid fog*, *wall of ice*, *fire shield*, *animal growth*, *Bigby's interposing hand*, *cone of cold*, *chaos*, *conjure elemental*, *demi-shadow monsters*, *ironguard*, *wall of force*, *chain lightning*, *contingency*, *disintegrate*, *globe of invulnerability (mobile)*.

Fame Award

There is no fame in Ravens Bluff for defeating the black unicorn, though the PCs will be known as heroes in Maerstar.

If the party defeats the Red Wizard's group, the Tormish make sure that the temple in Ravens Bluff knows, and the PCs get 1 fame point in temples.

Players' Handout 1: The Postings on the Pole



Players' Handout 2: Morninglight puzzle

There are four panels, two on the left and two on the right. Among them, there are 10 holes; through the holes, you can barely see gearwork. There are 10 long shafts resting on the ground. At one end of each is a gear of a different size, and at the other end is a number, 0 to 9.

Panel 1

024

060

120

210

336

OOO ← *three holes*

Panel 2

hole → **O** Ettin

hole → **O** Cerberus

hole → **O** Large pyrohydra

Panel 3

UCBQRB ARPBCBINCIDY CO JNROQ YR LPRKCBI DCAOQNU, CU DQ JMB EQJCLDQP YDCO
AQOOMIQ. JRGBY YDQ BGAXQP RU ECUUQPQBY NQYYQPO GOQE DQPQ MBE LGY YDMY
BGAXQP CB YDQ DRNQO.

OO ← *two holes*

Panel 4

1 3 4 7 11 18 29 47 **OO** ← *two holes*

Players' Handout 3: Excerpts from the Red Wizard's Journal

5 Hammer: The vicious metal traps I have set have maimed many animals, and I knew it was only a matter of time until a unicorn foolishly tried to save one of these animals. The bait lured the prey, and with stored spells, I captured the unicorn and prevented it from escaping. It was worth the effort to enchant the stable. Now, I can house many of these creatures for my experiments, and they will not be able to escape.

12 Alturiak: Success! The right combination of demon-blood, powdered nightshade, and proper spells has transformed the unicorn into a black unicorn! That pathetic creature was too proud to be cowed, or to wither away. By maintaining its strength, it stayed strong enough to survive the transformation. The fool!

3 Ches: I hope to refine my formula to create a more powerful black unicorn. With more potent demon-blood, perhaps the creature will be swifter, or stronger, or will regenerate. The head of the Sisters of Cyric deserves to ride a finer steed, and her success on the battlefield with a black unicorn of my creation will only enhance my fame. My long research will bring me greater power in Thay!

27 Ches: The Zulkir has sent Gratha the Black, a powerful member of the Sisters of Cyric, and several prominent members of the military to guard my endeavor. Apparently, spies report that the vile Tormtar have learned a bit of my mission, and the Zulkir wishes my continued success. Soon, I must list the suspects among my rivals who would have leaked the knowledge of my mission.

2 Tarsakh: The black unicorn has escaped! No matter, I have caught another prize. The unicorn I have captured is even stronger, and my new formula will be even more powerful.

14 Mirtul: My associate in Ravens Bluff has delivered some Marilith blood for my research. Apparently, those creatures are appearing quite often there, and it was only a matter of time until a foolish adventurer failed to dispose of a body properly. This blood must surely create the most powerful black unicorn. I hope to instill greater intelligence and telepathy with my latest formula.

22 Kythorn: My lackey reports that the simpletons of Maerstar are upset by the disappearance of several horses. I know that my creation is responsible. I hope that my creation leads to the collapse of the entire village. It would demonstrate to all my enemies the power I wield!

17 Flamerule (4 days ago): My creation has slain a unicorn! Gratha discovered the corpse while searching for signs of the unicorn. While I would have liked another subject to experiment on, Gratha returned with its horn and blood for my experiments.

20 Flamerule (1 day ago): I have inverted the healing properties of the unicorn horn and created a most potent and foul unguent. I am sure that with the various types of demon-blood and foul herbs, the unicorn that I still have trapped will become a most powerful black unicorn!

DM's Aid 1: Solution to the Morninglight Puzzle

Panel 1

The numbers are produced by multiplying $2 \times 3 \times 4$, $3 \times 4 \times 5$, $4 \times 5 \times 6$, $5 \times 6 \times 7$, and $6 \times 7 \times 8$. The next number in the series is **504**, the product of $7 \times 8 \times 9$. **Gear 5**, **gear 0**, and **gear 4** should be inserted into the three holes.

Hint: PCs with 14+ Intelligence recognize that none of the numbers are prime – they can all be factored.

Hint: PCs with 17+ Intelligence recognize 24 as [4!] (four factorial, which is $1 \times 2 \times 3 \times 4$). The next factorial is 120, $1 \times 2 \times 3 \times 4 \times 5$. 60 is $3 \times 4 \times 5$.

Panel 2

The number of heads of each creature: **2**, **3**, and **8**. **Gear 2**, **gear 3**, and **gear 8** should be inserted.

Hint: A character rolling beneath his or her level on a d12 recognizes all three creatures as having multiple heads.

Panel 3

This is a substitution cipher, with each letter of the alphabet replaced by some other letter. The cryptogram translates to:

FINEON MORNINGLIGHT IS CLOSE TO PROVING HIMSELF, IF HE CAN DECIPHER THIS MESSAGE. COUNT THE NUMBER OF DIFFERENT LETTERS USED HERE AND PUT THAT NUMBER IN THE HOLES.

19 different letters are used in the two sentences of the cipher, so **gear 1** and **gear 9** should be used. A PC with 13+ Intelligence can count this number with 100% accuracy.

Hint: PCs with 14+ Intelligence recognize that DQ and YDQ are probably HE and THE.

Hint: PCs with 16+ Intelligence recognize that the double letters are most likely E, O, S, or T.

Hint: PCs with 18+ Intelligence recognize the pattern of the second word is like Morninglight's name.

Panel 4

This is a Fibonacci sequence, in which each number is the sum of the two previous numbers. The next number in the sequence is **76**, so **gear 7** and **gear 6** fit these holes.

Hint: PCs with 16+ Intelligence recognize this as a sequence in which the numbers depend on the numbers preceding them.

Hint: PCs with 18+ Intelligence recognize this sequence as a standard Fibonacci sequence, where the third number and beyond are the sum of the two preceding numbers.