

The Stars and Moon Above

A One Round AD&D Living City Tournament

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

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

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

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

DM Information

This is the second installment of the Tarot Series of Living City tournaments. During this tournament the PCs will again be contacted by Madam Coth, a silk merchant in from the Ravens Bluff market district. She is a Vistani and is very attuned to the workings of Fate and the future. It is not necessary for players to have already played the previous adventure, or is it necessary to play any of the future tournaments. But if the players ask about the series, the tournaments break down as follows:

Tarot I: The Test of Fate's Strength

Tarot II: The Stars & Moon Above

Tarot III: The Light in the Lovers Eye

Tarot IV: Along the Wheel of Fate

Tarot V: Rogue of the World

A synopsis of the tournament is given below:

The Test of Fate's Strength: It was within this module that the characters were first instructed in the ways of Fate and were sent by Madam Coth to find a hidden passage. They fought their way through a maze

of traps, monstrous creatures and diabolical magic to rescue Madam Coth from the clutches of Fate's chosen opponent, a high priestess of a yet-unknown religion. The priestess had protected herself with three powerful guardians. The PCs defeated each of these guardians and won the first of Fate's challenges.

The city is recovering from a very costly war. It survived an eighteen-month siege and many changes in the government have occurred.

Madam Coth was first found in *Luck Takes a Vacation*. It seems that Madam Coth is under the impression that this entity she calls Fate has decided to test the different aspects of Ravens Bluff and in particular those that call her home. In actuality, Madam Coth has been cursed and *seems* to be the instigator of all the tests herself. A refuge from the forbidden veils of Ravenloft, Madam Coth is experiencing the adverse effects of a curse laid upon her by Strahd himself during a weakening of the boundary between Ravenloft and Ravens Bluff. He so much hates to lose anyone from his realms.

As the series of modules continues, Madam Coth will slowly lose her grip on the reality of this world and instead see a world created in her mind by Strahd's Curse. The curse is not able to be detected by the PCs unless they are of gypsy blood. Even then, it is very difficult, only a 15% chance of noticing. The Curse has many aspects to it. It is warping the reality that Madam Coth experiences while giving her subconscious powers that she would not normally have. The details of the curse will unfold as the series of modules continues, as will the details as to how certain events are being created.

Divination spells cast at or in reference to Madam Coth will automatically fail due to her supernatural existence. Fate as an entity is just Madam Coth's gypsy superstition wrapped about the reality that she perceives. To her, Fate is the hand that guides the gypsies and Fate provides all. It is known to test the believers, periodically assuring that it has chosen well when it chose the gypsy to guide.

Madam Coth, hf (Vistani, Zarovan Tribe) W14: AL CG; AC 2; HD 10 +8; hp 68; THAC0 14; #AT 1 (or by spell); Dmg 1d4 (dagger); SA Spells, precognitive powers; SD Spells, assume wraithform at will; MR nil; SZ M; ML 15.

Equipment: Dagger, Moon Amulet

Spells: as needed

Madam Cloth is a very wealthy silk merchant who deals often with the Temple of Sune and some of the better dressed personalities in the city.

Players Introduction

The module is broken out into the following encounters:

Introduction:

The PCs are whisked into a realm of complete darkness with their normal equipment. The problem they face is that there is nothing in sight and none of their magic seems to function properly. Madam Coth appears to them and instructs them that this is another Test of Fate and explains what their quest is. She gives them a small glowing silver ball to guide them through the quest.

Encounter One:

The silver ball brings the PCs to a stone tower. Very tall, with no visible entrances or exits the ball aids the PCs in discovering a secret entrance. Inside the PCs find a kindly soul willing to answer their questions and explain their goals.

Encounter Two:

Encounter Two occurs in a vast meadow of wildflowers whose only feature is a large red monolith. Treasure, a puzzle and a dangerous enemy can all be found in this encounter.

Encounter Three:

After leaving the meadow the PCs will be brought into an ancient temple of stone. The ancient guardian defends the valuable prize within.

Encounter Four:

Teamwork and cooperation will be necessary if the PCs wish to solve this challenge and go on to the next encounter.

Encounter Five:

The enemy realizing that the PCs are close to completing their quest sends a foul creature to attack and destroy the PCs.

Encounter Six:

The final encounter and test. Depending upon the PCs' earlier successes or failure, they will either have to sacrifice their lives or their gains.

Conclusion:

Madam Coth will have a few choice words for the PC as she explains the gifts and rewards of fate.

The days since the end of the war have been busy and extremely tiring. Again yesterday you worked throughout the day with many others making the city safe, or rebuilding a destroyed area.

Surprisingly when you awake, you are no longer in Ravens Bluff, or at least you are almost positive that this is not Ravens Bluff. You are floating in complete darkness only the voices of other confused adventurers as company. Feeling about you seem to have only that equipment that you went to bed with. With a little experimentation it is quickly determined that none of your magical items or spells seem to be functioning. You can not determine if it is because of the darkness or because what feels like your continue light stone is just a normal stone.

You float for what seems like days, getting to meet and hear the others in similar straits. Although you have grown nether hungry or thirsty you all long to leave this emptiness, this darkness.

Allow the PCs to introduce their characters. This must be role-played. They can not see each other so descriptions are not needed. They must talk to each other. PC wizards and priests may be able to memorize their spells at this point even without spellbook or holy symbols. The only exception is priests with deities that are Prime Material based.

None of their magical items or spells function at this time, which they can learn by trying them.

Suddenly a small distant light can be seen, it appears as a pinpoint in the darkness slowly enlarging as it approaches. As the light becomes even closer you can make out the approaching form of Madam Coth, Vistani, Gypsy, Silk Merchant and more.

“Greetings, may you each find your own peace. I have been looking for you. I must again inform you that Fate is manipulating the events in Ravens Bluff, as evidence by your presence here. In the past Fate has pitted the city’s adventures against the tower, the fiend, the hanged man and temperance. This time Fate has placed you in a magical realm, with the Stars and the Moon as prizes. Many have attempted to capture these illusive prizes before; but none have succeeded. The darkness is a river along whose banks Fate has placed pitfalls and rewards. Reach out your mind to this small light for it shall lead you on this test of Fate. For any unwilling to challenge Fate along this mystical river, I have the ability to transport them from here back to Ravens Bluff.”

If a PC decides to leave then they are done for the tournament. They will receive no experience and receive an infamy point in Merchant. Madam Coth can not manipulate the test to bring another PC here. When all the PC are ready continue.

Madam Coth looks you over, “You are not as prepared as usual, Fate is very fickle. This is not a test of your wealth but of your spirit and inner self. Your spells and magic will work if you truly concentrate, however to be victorious in Fate’s challenges you may not utilize your items.”

The PCs can ask whatever questions they would like at this point. Madam Coth disappears leaving only the silvery ball.

She produces a small silvery ball which sparkles in the darkness. As she disappears in a silvery shower of dust her last words ring out to you, “It can also be used as a weapon, but only once then it is gone and you must then find your own path! Use it wisely and only as a last resort! Will yourselves to follow the ball, it will lead you through the river of Fate to it’s tests.”

The PCs can ask whatever questions they would like at this point. Madam Coth disappears leaving only the silvery ball. PCs will probably want to check themselves out at this point. All their clothing and equipment appears to be their normal gear. Any item that has a magical affect is not functioning, NOTHING! Items that give PCs a save versus anything are simply not working. This module is going to challenge the PCs’ skills, not the power of their equipment.

Any item or gear in bags of holding, can not be accessed. Thus those fighters using bracers and protections items will be armor class 10 minus their Dexterity adjustments. After the PCs have recalculated their armor class, inform them that the ball is beginning to drift away. In order to follow the ball they must reach out and will themselves to follow. Anytime someone does not they will be left behind. PCs can stop moving by stopping their will to move. If all the PCs ignore the ball they will be in darkness for what appears to be days (each time they do this their body ages one year in Ravens Bluff) before the silver ball comes back for them. After the PCs have recalculated their armor class for you, inform them that the ball is beginning to drift away. In order to follow the ball they must reach out and will themselves to follow. Anytime someone does not they will be left behind.

PCs can stop moving by stopping their will to move. If all the PCs ignore the ball they will be in darkness for what appears to be days (each time they do this their body ages one year in Ravens Bluff) before the silver ball comes back for them. If only one person stops, the ball will delay for a while, if they are attempting to move it will wait. If they are simply not following and the others are, it will leave them. Run the next encounter without the player or players. The ball will attempt to pick-up the missing people after the encounter. Age each missing person one year as they seem to wait forever for the others.

Encounter One: Tower of Beauty

The silvery ball moves into the darkness, pulling all of you with it. After traveling for perhaps a hour, the ball comes upon a large tower that appears to be constructed of gray sand. The tower looms perhaps one hundred feet into the air. There does not appear to be any doors or windows on the structure.

Allow the PCs to take whatever precautions they wish, remember their spells are still not functioning. The ball can be examined, as the tower seems to give off reflected light from the ball itself. The ball is actually a multi-sided polyhedron with thousands of sides. The ball may be grasped and manipulated although unless held it will move away at the beginning and end of each encounter. It is a little slippery and may be slightly difficult to grasp. Nothing occurs nor can any of the PCs determine anything about the tower. Even dwarves will not be able to recognize the stone it is constructed of. As soon as a PC states that they are going to look for secret doors read the following....

Quickly the silver sphere ascends into the air bringing everyone with it. It finally hovers around the top twenty feet of the tower. Slowly a silvery outline of a door becomes visible on the stark gray tower wall.

If the PCs attempt to open the door they will find that it will open without a problem and it is not trapped in any way. Magical spells and items are still not functioning. Once the PCs enter the tower read the following text.

Note: It may help the players if you turn your back to them during this encounter.

The inside of the tower has the same strange gray stone walls as the exterior of the tower. A basic straw mattress and crude wooden dresser are the only pieces of furniture in an otherwise crude hewn chamber. However, seated in front of the dresser, hidden behind her long black tresses is the tower's sole occupant slowly brushing her hair. Her back remains towards you as she says, "Please come no closer! Long have I been trapped in this tower of stone. If you require my assistance or information, you need just ask, for I have pledged to assist all travelers and I sense you have traveled far and have yet further still go. My name is Passine and what little knowledge I have is yours."

If the PCs force her to look at them she will disappear from the encounter and the sphere of light will keep moving. This will bring the PCs to Encounter Two without knowledge of how to cast spells...Very Bad!

The woman's name is Passine and she will refuse to gaze into the eyes of any of the PCs. Nor will she allow a PC to look at her unveiled features. She has the following information for the PCs:

- The PCs are on what she will refer to as a quest of the spirit. The rules that govern their lives are different during the quest.
- Those items that have power in the normal world are powerless in the realm of the quest. Only those items that can claim their own Intelligence may still function. - **yes this means that intelligent weapons if carried will still work.**
- Any divine Power of the outer planes can still provide assistance to their followers. The Powers of the Prime Material have no powers in the realm of the quest and thus their followers will be without spells.
- Those PCs that normally cast magic still may be able to. A spellcraft (wizard) or wisdom (priest) roll must be made in order to attempt a spell. The spell is lost even if the roll is failed.
- The quest is endless, it continues until the questors perish or succeed in the quest. Success is usually measured by accomplishment in three distinctly different challenges.
- Passine can show each PC how to use their items. Each item must be empowered with the spirit of the PC. Each item requires a drop of blood (one hit point) to empower. This empowerment will last for up to four hours for each point of blood. Damage taken this way can not be healed until the items is no longer empowered. - **Passine will only explain this after the PC's have succeeded or failed to release her.**

If the PCs ask Passine why she is trapped here she will state the following story to them:

"I once undertook a quest of spirit, one that resulted in failure. I was placed here to assist all travelers. This assistance I could not refuse, but for each individual I assisted I drew darker in appearance. My life has been extended far beyond normal mortal lives, and although I have grown accustomed to the feelings of disfiguration I do not wish to place visitors in an awkward position. No, do not fret, the information I have given you freely. For each of you that completes your quest offsets any discomfort felt physically by myself. You may wonder why I do not leave, as you will soon do, I am bound to this place just as I am bound to assist others, it is my role in this realm."

If anyone asks her if or how she could be freed from this task and this place Passine will answer:

"Alas, at one point I thought it possible. It would require a man who could look into my eyes and features and truly in their heart was not repulsed. For then I could leave this tower to return with my one and only true love."

If any of the PCs agree to this Passine will ask the others to turn away and motion the volunteer forward. Having the volunteer standing directly in front of her, she will raise her veil.

Tier One and Two:

-10 Charisma with great disfigurations. Her face appears to be a melted mass of flesh hanging loosely off the bones of her face. Anyone looking must save vs. Paralysis or turn and retch. Adjust the save by an additional -1 per tier level of the group.

Tier Three through Five:

She has the features of a hideous Medusa, the player must save at -4 (no items remember) or be turned to stone. Again the adjustment is with an additional -1 per tier level of the group. Thus tier five would save at -9. If a character fails the save and is turned to stone Passine will put her veil back down saying:

"Alas, he has a good heart.", she will reach over and touch the stone statue and the stone slowly turns back into flesh. "I thank you for the effort and I appreciate the concern, but do not fret, I will continue to assist all I meet."

A character who fails their save must make a system shock or lose a permanent point of constitution. Even if the system shock is made, a temporary loss of one constitution point should be applied for the remainder of the tournament.

Any number of characters may attempt to free Passine but a saving throw and the sincerity of the character is important. If the character is not willing to accept Passine as is and is able to view her face directly, then they do not win this challenge. If a character states completely honestly in character, that they feel compassion for Passine, she will smile (another saving throw vs. paralysis or petrification with the above adjustments), another successful saving throw indicates that the character has won a victory in this part of the quest and freed Passine from her imprisonment. In either case, Passine will disappear and the silver sphere will move back through the secret door again, hovering outside the window awaiting the PCs.

As long as the PCs honestly attempted to help Passine, she will gift them with a small golden brush. She will tell them it was a gift from a previous visitor that she does not really require. If they are successful, the brush floats up towards the PC who saved her, as her body fades away.

Encounter Two: The Meadow

The silvery ball pulls out into the river of blackness once again. Make sure the PCs will themselves to follow. This time the journey takes over an hour! The ball slows and sinks downward into a darkened meadow of wildflowers and tall grasses. Three moons light up the evening sky. A large monolith of red metal stands solemnly in a nearby clearing, its 15' height matching the nearest growth of vegetation.

The meadow seems to go on forever and its only inhabitants seem to be hundreds upon hundreds of butterflies. If examined, the monolith has etchings upon it. The etchings are a very strange variant of common that reads:

*“A silver, a copper two bits of gold,
Thy troubles continue through the lies of the old.*

*Athrogony flock to the powers of fey,
But disperse they will, if faced by the day.*

*The power of ancient they drain with a touch,
Wands become brittle, swords they do rust.*

*Inside this tomb is a treasure they seek,
Payments be placed in the arm of the _____” (the --- represent the slot in the monolith)*

If the PCs search, at the end of the etching can be found a small two-inch slot. If a silver piece, a copper and two gold are dropped into the slot, the monolith will open revealing a two handed warhammer with a sturdy wooden shaft carved with mystic runes. The heads glimmer due to the inlay silver that glitters in its twin iron heads.

If any PC actually touches the red monolith it will feel warm to the touch, the PC suffering one point of damage. Anyone who touches it a second time, or maintains a grip for a second round must make a Saving Throw versus Spell. Failure to save will necessitate a roll on the following table:

Roll 1d4

1. Anti-Poison: The caster can bestow a saving throw bonus against poison attacks, to himself or another character. The bonus is +1 for each four levels of the caster. To bestow it, the caster must bite the recipient (like a vampire). *The character has also grown fangs. Though these cannot be used for an attack, they must be used when attempting to transfer the benefit to another character. This ability is able to be used once per tournament.*
2. Breather Water: For a number of rounds equal to the caster's level, the caster can breathe water as if it were air. This does not give the ability to swim, nor does it enhance vision or movement. *The character will grow gills on their upper torso. The gills serve no purpose ~ and are not even attached to the character's respiratory system. This ability is able to be used once per tournament.*
3. Disrupt: With a red light that leaps from hand or eye, the caster can cause damage to any single undead being within 10 yards. An attack roll must be made to strike the undead creature with the beam, which is treated like a missile weapon in regards to Dexterity bonuses to attack rolls. Damage caused by the beam is 1d4 per four levels of the caster. *Each time the power is used, one of the caster's potions must make a saving throw or lose its magical powers. The potion is chosen at random. The potion will need a roll of a 14 to save. If the PC does not have any potions, then the*

power does not function. This ability is able to be used once per tournament.

4. Strength: When activated, the caster's strength become 18/00 for a number of rounds equal to their level. If the character's strength is already 18 or more, the caster receives a +2 bonus to Dexterity related skills. With activation, the caster's muscles grow to large proportions as well, sometimes ripping through clothing worn. A character wearing armor when the power is activated takes 1d4 hit points of damage, and while the armor's protective value is unaffected, the armor must be repaired. *The character's right arm has permanently grown to huge proportions (twice the size of a normal arm in width but not length). This ability is able to be used once per tournament.*

As long as the PCs have been able to open the monolith have anyone with danger sense, observation or alertness proficiency make checks. OF COURSE: If the PCs wait until morning the Athrogony will not stir and the silver sphere will begin moving into the air. Success indicates either a feeling or the sight of movement in the meadow of wild flowers. Anyone specifically looking for the Athrogony will automatically see the movements from all around them.

If the PCs do not have the proper coins, the silver ball begins to move up and out of the meadow, continue with the next encounter.

The Athrogony are the large colorful butterflies that were seen on the many wildflowers. They are attracted to magic and magical items. The Athrogony breed only in the presence of magic, which is needed for the continuation of their species. An Athrogony requires only to land upon magical armor, bracers, cloaks, etc. to begin to absorb magic. Any item hidden under a normal piece of cloth is protected from their touch. Only those items such as armor, cloaks, shield, and wielded weapons can be drained. A weapon in its scabbard is most likely protected. As they do not intend to harm the characters, the characters' Armor Class is reduced to 10 minus their Dexterity adjustment. If any Athrogony that has landed is not removed in one round, the item struck will need to make a Saving Throw vs. Acid to retain its magical powers. Once an Athrogony has rested on an item for a full round (and drained magic) it will then fly off to lay its fertilized eggs. An item with multiple Athrogony saves at -1 per

additional five Athrogony upon it. Remember, all magic items are not working so the PCs will not realize the Athrogony are draining the magical capability of the items.

Athrogony (ATH-row-go-knee): Int Animal; AL N; AC 7; MV 3, Fl 18(D); HD ½; hp 3; THAC0 21; #AT 1; Dmg Special; SA see above; SD nil; MR nil; SZ S; ML 20

Tier One:	6 Athrogony
Tier Two:	12 Athrogony
Tier Three:	18 Athrogony
Tier Four:	22 Athrogony
Tier Five:	30 Athrogony

Of course, the Athrogony will be repelled by the light of day, so if the PCs wait for the light of day to open the monolith they will have no problems. Also, the sunburst effect of a *wand of illumination* will completely drive them away. A *light* spell will drive away 2d6 Athrogony per levels of the caster. A *continual light* item will only effect 4d6 Athrogony.

The warhammer is two handed. It does 1d10/3d6 damage.

Encounter Three: Temple of Sand

The silver sphere again moves up into the sky leaving the meadow, the monolith and the wildflowers in the distance. Make sure the PCs will themselves to follow. Pulled by the sphere's movement you travel up into the darkness until you can again only see the sphere and your companions. The sphere hesitates a moment before continuing, moving quickly as if again with purpose.

During the pause, PC spellcaster may attempt to cast magic, but during the movement they will be unable to complete their spells.

The sphere moves past a boiling globe of flame towards a distant brown shape. As it moves you closer the sphere settles on a patch of desert sand. Ahead can be seen a large sandstone temple rising from the earth. In the heat of the desert sky three suns glare down upon you. The inside of the temple is deserted, the dozen pair of 90-foot columns supporting a ceiling as black as the darkest night. It is cool, a wonderful relief from the outside sand.

PCs searching the temple only find a simple message on one of the temple walls. Simple, if it was easy to understand. Give the players **Handout #1**.

The pictograms depict a man looking at one of the columns of the temple. It pictures a secret panel on the fourth column. PCs searching the temple's columns will indeed find a small secret panel on each of the columns. The nine incorrect panels are each trapped with a dart trap. The trap inflicts damage according to the following chart:

Tiers One through Three

1 hit point of damage per dart. 1d4 darts/tier with a THAC0 of 2 for the darts. This means that on tier one there can be up to 4 attacks on each PC within 30-feet of the column. Tier two could have up to eight attacks.

Tiers Four and Five

The darts are poisoned. Anyone struck must save versus poison or suffer the loss of 1 point of Constitution. This loss is temporary and is restored at the conclusion of the module. Anyone reduced to a Constitution of 0 is dead.

NOTE: Many darts fire attacking all the PCs in the area of the column. This attack will completely knock down all *stoneskins* in the area of effect.

Inside the correct panel is a small teak box, about two feet in length. If the PCs open the box, they will find twelve arrows whose arrowheads are constructed of mithril and whose shafts are of a white-hued wood. The arrows do the same damage as sheath arrows but have the range of flight arrows due to the lightness of the arrowheads.

No matter what skills the PCs possessed they will all be surprised when you read the following to them:

A great shadow falls over you as you quickly turn to face a huge winged creature with a man's head and a lion's torso. A booming voice echoes through the halls of the temple, "WHO COMES IN SEARCH OF THE HOLY ARROWS OF THE NIGHT'S SUN?"

True Sphinx: Int Genius; AL CG; AC -6; MV 24, Fl 48 (B); HD 18; hp 148; THAC0 3; #AT 2; Dmg 4d6; SA Roar - save vs. wands at -4 or be paralyzed in fear for 2d6 rounds, or save vs. spells at -4 or be petrified, or save vs. spells at -4 or be disintegrated. The sphinx must utilize its roars in order, thus the PCs are only

subjected to the disintegration if they continue to harass him; SD nil; MR 45%; SZ H (12' tall); ML 19

The sphinx has the following attributes to its personality: Superior, Condescending, Aggressive, He will treat the PCs as children

As long as the PC give the sphinx some sort of answer he will continue in its booming voice:

"I see little ones, you came here not for the arrows but because you are lost, isn't that sad. I suppose you miss you mommy. Well, I will not keep you long. Do you like puzzles, I do. I think I will ask you to solve a real simple puzzle. If you do you may leave, if not then you will never leave, staying here to worship my magnificence."

"I will give you two minutes. If one of this world's moons is first full tonight and again every 22 days each full moon lasting only one night; and the second moon is first full in eight nights time and again another 17 nights from then, its cycle keeps it full for two nights as well; and the last moon was first full four nights ago and will be again in 31 nights, its cycle keeps it full for eight full nights, so how long will it be until they are all full on the same night?"

Give the players ONLY two minutes of real time. That should be very impossible to solve. Be very patronizing during the time when they run out of time continue with the following the correct answer is: 748 nights. On that night the third moon will be in its eighth night, the second moon will be in its second night and the first moon will be full.

"I SEE I MUST START OFF SLOWLY WITH YOU LITTLE ONES." The sphinx produces nine cubes of gold. Each one appears to be of equal size. "The puzzle is simple children, to leave you must all leave with an equal amount of this gold with you. Also, all the gold must be taken." With that the sphinx lays the golden cubes down at your feet and reclines back against the altar.

There are many solutions to the puzzle but the easiest is to leave with all the cubes then to hand them back in for the next PC. Other solutions do exist; it is just a matter of time. If the PCs fail to solve the puzzle before the end of the tournament, they each awake in their beds, covered in sweat with no experience and no treasure. The sphinx will not allow them to escape before the puzzle is solved.

Encounter Four: The Bog of Ugliness

The silvery sphere again floats up into the sky, up and away from the desert heat. Again make sure the PCs wish to follow the sphere. After what must have been five hours of travel, it approaches a foul-smelling orb. The sphere slowly descends bringing you to a small platform over a foul-smelling bog. The acidic stench of the bog, burning at your nostrils. Across the bog a structure can be seen in the distance. Three large glass planks and three glass columns are all that can be found on the platform.

The bog is 60-feet across. Each plank is 8-feet long and 2-feet wide and is immune to the corrosive nature of the bog. Anyone investigating will notice that the sides of the platform are lined with glass, although damage has been done to the stone. The glass columns are 4-feet high and 2-feet in diameter.

Anyone falling into or coming into contact with the bog will lose a permanent Charisma point as their skin slowly discolors. The skin will permanently puss with an odorous secretion. This condition may never be removed. (Except with an Auction card if presented at the beginning of the module). They will also suffer 1 hit point of damage per round of contact with the bog.

The solution to crossing the bog is very simple when approached logically. The PCs must first weigh down one end of a plank and send the lightest PC down the plank with one of the columns. The column may be placed in the bog (it's only two feet deep) and the plank then moved onto the column. As long as the PCs cooperate they should be able to cross the bog. Of course, magical abilities may make it easier, and someone could say jump into the bog and then help people across. Each column only weighs 15 pounds. Only an item of cleanliness will prevent the bog's ill effects upon anyone touching the bog.

When the PCs finally cross the bog they will find a small A-Frame surrounded by a pool of acid. The acid bubbles occasionally spewing forth a tiny geyser of corrosive material. The A-Frame is 15-feet high and is made of clear glass. It is -75% to climb using a rogue's ability.

You have crossed the caustic bog only to find the platform on the other side of the bog rests next to half of an A-Frame structure. Acid bubbles and spouts

from all around the A-Frame. The walls of the A-Frame rise at a steep angle and are 15 feet tall. Peering around the corner you can see the inside of the A-Frame is stone floor, on which sits a young human girl. The girl seems to be sleeping on a small coil of silk rope.

It will be very important to use figures or diagrams for this puzzle. Use common sense to judge the PCs actions, only requiring a Dexterity type check if they attempt something unusual.

The PCs will have to either climb the wall using a thief ability, or construct a PC ladder made up of the other PCs. They will be able to drop down into the A-Frame with less than a 10 foot fall.

Little Girl, Carowine, hf 0-lvl (Age 5): Int Low; AL NG; AC 10; MV 9; HD10; hp 80; THAC0 21; #AT 0; SA Whine, Tantrum, Scream, Cute; SD Pouty Face; MR special; SZ S; ML 12; Note a failed morale check will become unstoppable tears. Carowine has a MR of 85% if she perceives a threat. If she is completely at ease with someone the MR is 0%. Carowine is the incarnation of innocence. She does not remember anything from before the PCs find her she is however very scared over the whole incident. She remembers a mommy and daddy she thinks, but really seems too young and innocent to remember much past these bad times.

Carowine is wearing a pink and white polka-dotted dress and a pink bow in her blonde hair. When the PCs first drop down into the A-Frame she will be found to be crying, because she can't get out. Teddy tried (her small stuffed bear) but the acid ate his arm off. The PCs can use the rope or magic to bring her with them out of the A-Frame. They will have to explain how to follow the pretty silver sphere so that Carowine can accompany them.

The PCs have a total of 20 minutes to solve all parts of this encounter.

Encounter Five: Ambush in the Darkness

Once again the silver sphere moves rapidly into the sky taking everyone with it into the great blackness. As the sphere moves into the darkness it suddenly stops, dark shadows move into your vision. They soon move into the light of the sphere revealing.....

NOTE: Due to the magic inhibiting nature of the area, most of the Baatezu do NOT require magical weapons to hit. Once ONLY during the battle, if a Baatezu does not utilize an innate ability, they can attempt to gate in other Baatezu using the abilities listed in the creature descriptions. Baatezu are affected by the following attack forms:

Baatezu are affected by the following attack forms:

<u>Attack</u>	<u>Damage</u>	<u>Attack</u>	<u>Damage</u>
acid	full	cold	half*
elect	full	mag fire	none*
gas	half	iron weapon	none**
MM	full	poison	none
silver weapon	full***		

*the gelugon suffers half damage from fire and none from cold.

**unless affected by normal weapons.

Tier One:

Baatezu - Lemure (6): Int Semi (2-4); AL LE; AC 7; MV 3; HD 2; hp 10; THAC0 19; #AT 1; Dmg 1-3; SA nil; SD Immune to charm person, illusions, mind-affecting spells, Regenerate 1 hit point per round. Holy Water inflicts 20 hit points of damage and prevents regeneration; MR nil; SZ M (5' tall); ML 10

Lemures are disfigured blobs of molten flesh, with twisted, melted features molded into permanent expressions of horrid anguish. They are immune to any mind-affecting spells such as *charm person* or illusions. They regenerate 1 hit point per round until brought to zero hit points. Then they disappear.

Tier Two:

Baatezu, Lesser ~ Barbazu (2): Int Low; AL LE; AC 3; MV 15; HD 6+6; hp 30; THAC0 13; #AT 3 (or 6); Dmg 1d2/1d2/1d8; SA Frenzy, Disease; SD nil; MR 30%; SZ M; ML 12

Barbazu are foul, humanoid creatures with a long tail, clawed hands and feet, pointed ears, and a snaky, disgusting beard. Its skin is moist, though scaly like a reptile. If both its claws hit, the beard automatically hits for maximum damage. Also, when the beard hits, there is a 25% chance the victim contracts a disease from the foul attack.

A barbazu can use the following spell-like powers: *advanced illusion, animate dead, charm person, infravision, know alignment, suggestion, teleport*

without error, affect normal fires, command, fear (by touch), and produce flame.

Barbazu are subject to a battle frenzy. In combat a group of barbazu is 10% likely per melee round to go berserk. The roll is cumulative per melee round. Once they go berserk they stay berserk until combat ceases. While berserk, they attack twice as many times per round at +2 to attack rolls and damage dice. There Armor Class, however, takes a +3 penalty.

Tier Three:

Baatezu - Hamatula (3): Int Above Average; AL LE; AC 1; MV 12; HD 7; hp 55; THAC0 13; #AT 3; Dmg 2-8/2-8/3-12; SA Fear, Hug (2d4 automatically), Innate Ability to *affect normal fires, hold person, produce flame, pyrotechnics* and a 35% chance to *gate* in an additional Hamatula.; SD nil; MR 30%; SZ M; ML 20

Hamatula are large humanoids, covered from head to toe with sharp barbs right down to their long, meaty tails. Each hamatula has unusually long, sharp claws on its hands, and keen eyes that shift and dart about, giving the creature a nervous look.

If a hamatula hits in combat with both claw attacks, it can hug its victim, impaling him on its cruel barbs (2d4 damage, no attack roll needed). The victim is now pinned and takes 2d4 points of damage per round until released. (A hamatula that takes 15 points of damage in a single round will release its victim at the end of the round). A victim with a Strength of 16 or greater make tear free with a successful Strength check.

A hamatula can use the following spell-like powers: *advanced illusion, animate dead, charm person, infravision, know alignment, suggestion, teleport without error, affect normal fires, hold person, and produce flame.* Hamatula also radiate fear, the first time a PC is struck they must make a saving throw versus wands or flee in panic for 1d6 rounds.

Tier Four:

Baatezu - Hamatula (4): Int Above Average; AL LE; AC 1; MV 12; HD 7; hp 55; THAC0 13; #AT 3; Dmg 2-8/2-8/3-12; SA Fear, Hug (2d4 automatically), Innate Ability to *affect normal fires, hold person, produce flame, pyrotechnics* and a 35% chance to *gate* in an additional Hamatula.; SD nil; MR 30%; SZ M; ML 20

Baatezu, Greater ~ Amnizu: Int Exceptional; AL LE; AC -1; MV 6, Fl 15 (B); HD 9; hp 66; THAC0 11; #AT 1; Dmg 2d4; SA Energy Channel, Forget; SD +1 weapon to hit; MR 50%; SZ M; ML 14

The amnizu are gruesome and unseemly: short (4 feet tall) with elongated, bald heads, stubby legs and arms, and large, leathery wings. Amnizu have pug noses, large eyes, and snarling mouths filled with jagged, razor-sharp teeth.

Their touch, a channeling of energy, does 2d4 points of damage. It bypasses ordinary armor, so the amnizu need only hit AC 10 to cause damage. Its attack works as a powerful *forget* spell, that causes the target to forget one whole day's memory unless they save versus spell.

An amnizu can use the following spell-like powers: *advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment*, *suggestion*, *teleport without error*, *fireball* (3 per day), and *imprisonment* (once per day).

Tier Five:

Baatezu - Hamatula (8): Int Above Average; AL LE; AC 1; MV 12; HD 7; hp 55; THAC0 13; #AT 3; Dmg 2-8/2-8/3-12; SA Fear, Hug (2d4 automatically), Innate Ability to *affect normal fires*, *hold person*, *produce flame*, *pyrotechnics* and a 35% chance to *gate* in an additional Hamatula.; SD nil; MR 30%; SZ M; ML 20

Baatezu, Greater ~ Amnizu (2): Int Exceptional; AL LE; AC -1; MV 6, Fl 15 (B); HD 9; hp 66; THAC0 11; #AT 1; Dmg 2d4; SA Energy Channel, Forget; SD +1 weapon to hit; MR 50%; SZ M; ML 14

The sphere will begin to move off after the PCs have defeated the creatures. If the PCs are having serious difficulty Carowine will come to their assistance. She is actually the incarnation of innocence and as such she is empowered with the following abilities: *Protection from evil* 20' radius, an ability to turn the baatezu on a natural roll of 16, and *cure light wounds* (five times per day).

Encounter Six: The Final Challenge

The sphere slowly moves you toward a large column supported hallway of stone. Each of the columns shows signs of damage. From spell, from sword and some have sections that are simply missing. These sections are very interesting as they are always in a circular pattern.

Allow the PCs to explore for a while. They may explore for four rounds before you need to go on with the next box text. They will have a 1 in 6 chance of

finding a random item for each round any PC searches. The list of items found is located below and they are found in order:

1. A glittering breastplate of gold (worth 1,250 gp)
2. A small silver hairpin with the symbol of Selune upon it (worth 150 gp)
3. A circular disk made out of metal. The disk is able to produce a *Tensor's floating disk* once per adventure.

After the four rounds are finished continue with the following:

#1: If the PC have not accomplished at least three of the following items:

- A: Rescued Passine from her confinement
- B: Retrieved the Warhammer from the monolith.
- C: Retrieved the Arrows from the temple of sand.
- D: Rescued Carowine from the A-Frame

Suddenly a large floating sphere of blackness begins to fill the far end of the corridor. It slowly moves towards you leaving nothing in its path. The sphere is five feet across and is completely black.

ALL TIERS:

Blackball: Int non (0); AL N; AC 10; MV 3; HD none; hp special; THAC0 nil; #AT 0; SA disintegration; SD disintegration, immune to almost everything; MR 100%; SZ M; ML 20

It levitates about slowly and silently, in apparently random patterns, disintegrating everything in its path. There is only one escape for the PCs; they must throw the silvery sphere into the blackball. The silvery sphere will be consumed in the explosion, but the blackball will also be destroyed. If they cast magic at the blackball, there will be no apparent effect, any weapon or device touching the ball is destroyed.

#2: If the PCs completed at least three of the above items (or once they destroy the blackball), read the following:

Madam Coth appears once more in your presence, "I am pleased at your success in this quest of the spirit. You will soon awake, but before you awake you must decide upon the rewards you have found. I can make parts of your spirit quest become real and you will awake with them in the morning." With that Madam

Coth disappears and you find yourselves alone and slowly fading from sight, your quest at an end.

This Ends
The Stars and Moon Above

Experience Point Summary:

Experience is calculated as follows for Living City events.

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

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

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

Encounter One:

Learning to cast spells during quest	50 xp
Attempting to Assist Passine	50 xp
OR	
Actually Freeing Passine	150 xp

Encounter Two:

Opening the Monolith	100 xp
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Encounter Three:

Opening only the correct column	50 xp
Solving the Sphinx's Puzzle	50 xp

Encounter Four:

Crossing the Bog w/o using magic	50 xp
Crossing the A-Frame w/o using magic	50 xp
Rescuing Carwine	100 xp

Encounter Five:

Defeating the Baatezu without Carwine's assistance	250 xp
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OR

Defeating the Baatezu with Carwine's assistance 125 xp

Encounter Six:

Defeating the Sphere 100 xp
(assumes PCs did not succeed at all the previous encounters)

Total Experience for Objectives: 850 xp
Role-playing Experience: 0-500 xp

Total Possible Experience: 1,350 xp

For Tier 2:	2,700 xp
For Tier 3:	4,050 xp
For Tier 4:	5,400 xp
For Tier 5:	6,750 xp

Treasure Summary:

If it's not on this list, the PCs cannot keep it.

Only hand out the items which the PCs choose to make real, as per Madame Voth's instructions.

- *Two-handed warhammer +1*
- Golden Brush - worth 575 gp.
- (12) Arrows of Mithril - range of flight arrows with damage of 1d8 each
- (9) Cubes of Gold - worth 700 gp each
- A glittering breastplate of gold (worth 1,250 gp)
- A small silver hairpin with the symbol of Selune upon it (worth 150 gp)
- A circular disk made out of metal. The disk is able to produce a *Tensor's floating disk* once per adventure.
- The small silvery sphere which acts as a *continual light* stone.

Fame Award

None

Certificates are provided for the disease of the baatezu (barbazu), the bog effects (-1 Charisma), the effect of the monolith (see encounter).

Column Layout for Final Encounter

