

# **The Swearing Stone**

**A One-Round AD&D Living City Adventure**

**By Brett King**

Infidelity from the faithful, lies from the truthful, and deception from the honorable. Can anyone in Ravens Bluff be believed or counted upon? Can you?

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

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

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

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

## Tier Structure

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

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

## DM's Introduction

This story is one of a set of adventures called the Chaos Quest where chaotic forces have entered Ravens Bluff from the plane of chaos. The chaos is entering Ravens Bluff through a rift between the planes created by wild magic and gate spells. The Chaos Quest adventures conclude in the tournament *Natural Order*.

In this adventure, chaos has corrupted an object of true integrity in the city, an object known as the Swearing Stone. This corruption is causing the citizens of Ravens Bluff to behave dishonestly, particularly

when it comes to keeping their word. The PCs must first figure out what is causing this behavior, and then restore the integrity of the stone.

Background information is detailed below. It might also be useful to read the background information on Torm in *Faiths & Avatars*. The text below is bold-faced because it should be read to the players in **Encounter Four**. If one of the PCs is a priest of Lathander or Torm, they should be allowed to read the history as soon as they figure out that the Swearing Stone is involved. Do NOT read this information to the players at the beginning of the adventure!

*The story of the stone begins during the Time of Troubles, about 13 years ago. During this time, the gods were at war with each other. In the city of Tantras, to the north of Ravens Bluff, the high priest of Torm, god of duty, loyalty, and obedience, was engaged in the persecution of all those who were not of his faith. The priest, Tenwealth, had sufficient political power in Tantras to carry out this persecution unabated. Worshippers of other gods (even goodly ones) were driven from their temples and imprisoned if they did not convert. Tenwealth would seize the temples of the priests who fled. All of these evil acts were done in the name of Torm, but without Torm's knowledge.*

*The priests of the temple of Lathander, god of the dawn, decided to flee Tantras for Ravens Bluff. They left their temple in the middle of the night, much against their character. Before they left, they set the temple ablaze so that Tenwealth could not claim it. The only thing they took with them was the symbol of their god. The symbol was a large, rosy-pink disk made of granite. It was beautifully carved with an image of the sun in the middle and an ode to Lathander engraved around the outside. The priests hoped the stone would form the centerpiece for a new branch temple of Lathander in Ravens Bluff.*

*The priests reached Ravens Bluff and found a location for their new temple. The site had only the foundation from a burned-down building.*

*Meanwhile, in Tantras, Tenwealth had discovered the disappearance of the priests. Tenwealth was infuriated that another temple had been burned when its owners fled; the Sunites had done the same to their vacated temple. So, he gathered together a collection of his most devout, obedient enforcers, and sent them to Ravens Bluff after the fleeing unbelievers. He was determined to show that fleeing heathens would not be permitted to burn his future land holdings to the ground.*

*When the enforcers got to Ravens Bluff, they attacked the priests of Lathander under the cover of*

*darkness and silence spells. The attackers made short work of the priests of the dawn, killing or capturing them all without difficulty. The assassins then broke the disk of Lathander in two. They loaded half of the disk and the captives into wagons and headed back towards Tantras.*

*During this time, Torm found out about the evils being done in his name. Tenwealth and his priests were destroyed to give Torm strength in his fight against the evil god Bane. Travelers along the road to Ravens Bluff informed Tenwealth's enforcers about Torm's arrival. The enforcers decided to get rid of any evidence and go into hiding. So, they hid the half of the disk they had stolen, along with the bodies of their captives. They then scattered to various cities around the realm.*

*After this, the church of Torm set out to redeem itself. One of the ways the church does this is to require the Tormish to undergo the Debt of Persecution, a service to help reestablish the religions they persecuted. Three years after the massacre, a paladin named Barthemus, who was a member of the Order of the Golden Lion, Torm's holy warriors, decided to attempt to right the wrong that was done to the priests of Lathander. Standing by the broken half of the stone of Lathander in Ravens Bluff, he vowed to retrieve the missing piece, as well as the bodies of the priests who were kidnapped. The priests of Lathander doubted the sincerity of Barthemus, for the priests of Torm were still distrusted. Barthemus was a proud and boastful man, but he was as honest and true as anyone in the city. He vowed that if he did not succeed in his mission, they could bury him under the stone of Lathander, thereby giving blood for blood.*

*When Barthemus returned to Ravens Bluff, he brought the bodies of the priests but no stone. He declared that the other piece of the stone was lost forever. The priests of Lathander tried to convince Barthemus that he had done everything possible to fulfill his quest. Barthemus, however, insisted that he must keep his word. "I should rather have the weight of thousand stones upon my back than the weight of one broken promise," he said. In a solemn ceremony, Barthemus made good on his promise by having the stone lowered down upon himself. With his sacrifice, he mended the rift between the temples of Lathander and Torm.*

As to why Barthemus could not complete the quest, only Barthemus knows. Barthemus was able to find the mine shaft where the enforcers hid the priests' bodies. However, when he found the other half of the stone, he realized that he could not complete his quest. The stone had been found by a female storm giant, who was using

it as a headstone at the grave of her husband and son. The giant, still wounded and grieving over the loss of her family in an attack by evil adventurers, attacked Barthemus when he came near. Barthemus managed to get away, not wishing to harm her. The paladin felt that there was no way she would willingly give up the stone, and he would not take it from her. An evil could not be undone by evil. To prevent others from trying to get the stone or cause this woman more harm, he trapped the mine shaft behind him as he left. Afterwards, he headed back to Ravens Bluff with the bodies of the priests.

The following additional information can be revealed to the players as needed:

*To the temple of Torm, the stone of Lathander was and is viewed as a site of great respect and admiration. It represents a great follower of Torm who made the ultimate sacrifice for honor and for his god. It is one of the stops on the annual procession of the Divine Death, where the Tormish visit the graves or battle sites of those who died for Torm.*

*To the Lathanderites, the site is simply a memorial and a site of respect. The broken half of the stone is surrounded by markers commemorating the Lathanderites who were killed when the stone was broken, though their bodies are buried elsewhere. The Lathanderites also respect the sacrifice of Barthemus which brought their churches back together. The church of Lathander does not hold any special ceremonies at the stone.*

*On the fifth anniversary of the sacrifice of Barthemus, the temple of Torm decided to hold a Shieldmeet celebration at the stone of Lathander and invite the local citizens to join them. Shieldmeet is a celebration where the Tormish renew vows and pledge new ones. Many people showed up to seal business deals, make political promises, and even get married. It was at this celebration that the term the Swearing Stone was coined. The stone is not magical. It was only through the people's sense of honor and respect for the stone's symbolism that they kept the vows made there.*

*On the tenth anniversary, the temple of Torm decided to have another Shieldmeet celebration at the stone. This was two weeks ago.*

Unfortunately for the people who made pledges at this year's Shieldmeet, the stone was recently inhabited by a mysterious, elemental, chaotic force. This force is now acting on all those who made pledges on the stone, magically corrupting their sense of honor and forcing them to go back on their pledges.

## DM's Adventure Summary

The adventure starts with the PCs being summoned to the home of Lord Damon Previs, a member of the Advisory Council in the Council of Lords. Lord Previs believes that his wife of 30 years, Lady Azalea Previs, is being unfaithful. He would like for the PCs to confirm or disprove the rumor, if possible. Lady Previs does volunteer work for the underprivileged as a public defender in the courthouse.

On the way to the courthouse, the PCs will come across a robbery in progress. A young girl has stolen some jewelry and is making her escape. The PCs must try to catch the girl. If they succeed, they will begin to learn some about the corruption of integrity that is taking place in this part of the city.

Continuing on the way to the courthouse, the PCs come across another crime in progress. A man has taken his former business partner hostage for double-crossing him. A representative from the City Watch's I&N (Investigations and Negotiations) team is negotiating for the release of the hostage. A deal is struck, which the negotiator rescinds after capturing the criminal.

When the PCs reach the courthouse, they can spend some time talking to various workers. Eventually they may determine that Lady Previs is having an affair with the Lord Magistrate himself, Tordon Sureblade. At this point, the PCs should be able to figure out that all of this dishonest behavior is being caused by the stone. On the way to the stone, they may be confronted by the jeweler, who claims he was told by the constable that the thief of his jewelry was never caught. This is another example of the corrupting effect of the stone.

Proceeding to the stone, the PCs find out, with the help of priests of Torm, that the stone has been corrupted by a chaotic influence. To restore the integrity of the stone, the original quest of Barthemus must be fulfilled. The PCs must decide what they are willing to risk to restore goodness and honesty to the people of Ravens Bluff. The PCs will be "led" on the mission by a priest of Torm who comes forward as the one who informed the enforcers that they could not return to Tantras.

The PCs and the priest of Torm will find their way to the mine shaft in the mountains along the way to Tantras. There, the PCs will have to get by the trap laid by Barthemus. Once past the trap, the PCs will have to find the trail of the stone.

The PCs should follow the trail to an enormous, dilapidated castle with a well-tended (but giant-sized) garden. There they will be attacked by a strangler vine. After dealing with the strangler vine, they will meet the

brain-damaged storm giant widow. She will eventually show the PCs the grave of her husband and son.

At this point, the PCs will have to figure out a way to replace the current stone with another, more appropriate headstone. Once this is done, they will shrink the stone and send it back to Ravens Bluff with the priest of Torm using a *succor* spell.

The PCs will head back to Ravens Bluff, only to find out that the priest of Torm has violated his oath and ran off with the stone. The party will find him on the edge of the city, crushed by the stone when the *reduce* spell wore off.

Finally, the PCs will return the stone to its proper place and dispel the chaotic influence which has corrupted it.

## Players' Introduction

Begin the play by handing the players **Players' Handout #1**. Allow them to choose their spells at this time. Once they are done, proceed with the text below.

*Lord Previs' estate is a large, lightly fortified mansion on a beautiful plot of land in the middle of the city. A low stone fence surrounds the estate. From the open front gate, a brick path surrounded by white beech trees leads up to the mansion. To either side, beyond the beech trees, are colorful gardens, each with a stone fountain in the middle which periodically shoots sprays of water magically up into the air. The drive continues up to the home under a covered entryway. An arched tunnel to your left leads to the carriage house and stables, while an ironbound door seals the entryway in front of you. A handwritten note on the door reads, "Please come in and have a seat."*

Allow the PCs the chance to describe themselves and greet each other as they arrive.

*A man opens up one of the double-doors on the far side of the stone foyer. He is perhaps in his fifties, with wavy brown hair covering only the sides of his head. He is wearing an elaborate blue cloak over an embroidered white tunic with golden tights. He is, in all other respects, an average looking man.*

*"Good morning, all, I am Lord Previs. I have to declare, it is most gracious of you to respond to a summons on such short notice. I'm dreadfully sorry that I wasn't able to invite you for breakfast, but I've had to ask the servants to take leave of the premises so that we might have some privacy in our discussions. If you'll all kindly follow this way, we can adjourn to a more comfortable location."*

*With that, Lord Previs leads you down the hall to what appears to be a music room. Various instruments hang alongside wonderful tapestries depicting Milil and Llira, gods of music and dance. The lord asks you all to have a seat and introduce yourselves.*

*After introductions, Lord Previs walks over to a monstrous cabinet by the wall. Instead of having doors in front, it has a thin curtain. Carved into the wood are images of satyrs and maidens dancing in the forest. Sitting on top of the cabinet is a large silver cask. Lord Previs speaks, as he pulls a brass rod out of one of six holes in the side of the cabinet and slides it into another. "This magnificent device was constructed for my father by a gnomish inventor named Applebutter. It has a repertoire of six tunes, but this one is my favorite." With that, he reaches up and opens a valve on the silver cask. A stream of water flows out of the cask and into a tube protruding from the top of the device. A gentle tapping noise emanates from behind the curtain. The tapping noise establishes the tempo for a beautiful melody that begins to pour forth from the machine. You can hear bells, flutes, and strings, all coming from the same instrument.*

*Lord Previs speaks. "This is an elven song called 'Iallimantha', which means 'love in the spring'. When I was seventeen, at my parents' spring ball, I had the blissful good fortune of dancing to this song with a stunning young woman named Azalea. Two springs later, we were married. We've been married for over 30 years. For thirty-four years, every day has been as wonderful as that first dance - until recently.*

*My wife is a kind woman; she volunteers to help defend the underprivileged in the courthouse. I've always supported her efforts, but recently she has been spending an inordinate amount of time there, often late into the night. Furthermore, she has been acting with a sense of paranoia. The change was sudden, and I don't comprehend it. She is evasive when I question her about it. I fear that she may have gotten into some sort of trouble with one of her defendants. I don't know what it might be, but I fear for her safety. For all the wealth I have, I would have nothing without her. I would like you to see if you can determine why she is out of sorts. Also, while you are investigating, I would like you to watch over her as she comes and goes to protect her from harm. So, would you be able to help a poor fool sleep a little better at night?*

**Lord Previs, hm F0:** AL LG; AC 6 (ring of protection +4); MV 12; hp 4; THACO 20; #AT 0; Dmg 0; Str 8; Dex 10; Con 9; Int 15; Wis 15; Cha 14; SZ M; ML 3.

Lord Previs will try to answer any questions the PCs might have. As to how he came to invite them, he asked a trusted staff member to compile a list of trustworthy adventurers that he and his wife did not personally know (though he may have heard of some of them, depending on their fame). He hopes the PCs will be able to figure out a way to discreetly find the answers to his questions without compromising his or his wife's good name. He is ashamed that he is asking people to spy on his wife, but he is very concerned for her well-being. If anyone suggests that his wife might be seeing another man, he will say that that is impossible. He feels his wife would never, ever break their marriage vows, even if she no longer loved him, which he does not believe. Furthermore, he and his wife just recently renewed their wedding vows. If further questioned about their renewed vows, he will reveal that the vows were renewed at the Shieldmeet celebration of the temple of Torm.

Lord Previs will say that his wife works at the city courthouse. She is there today. She is usually home by dinner, but lately she has been there until late at night. This behavior started about two weeks ago. Lord Previs knows many of the magistrates and councils who work in the building, but he doesn't know of any that might be involved. Lord Previs does not know what case his wife is currently working on. He does not believe she has any enemies.

While the PCs are talking with Lord Previs, a young boy of about seven will come wandering into the room. It is **Jason Previs**, Lord Previs's grandson. He wants to know if they are still going to the circus today. Lord Previs will say that he is too busy and that perhaps the boy's mother will take him when she returns tomorrow. The boy will burst into tears, saying that Lord Previs promised him he would take him today. Lord Previs will get rather gruff and say that sometimes promises must be broken. The boy will run out of the room, crying over and over, "You promised!" Lord Previs will apologize to the PCs and assure them that he will take the boy once he knows his wife is safe.

Lord Previs will offer the PCs 500 gp each to protect and investigate his wife, with discretion. Furthermore, he will espouse the names of the PCs to any of his friends which might need assistance in the future. This translates into 1 point of Fame in the Upper-class category. He would like the PCs to find out what they can within a week. If the PCs decide they don't want to help him, he thanks them for listening and asks them to please keep their discussion in confidence. Even if the PCs decline to help, they can still go on the adventure. Proceed to **Encounter One**.

## Encounter One: Arabelle

*As you make your way through the bustling streets of Ravens Bluff uptown, you are startled by a cry coming from a nearby shop. A portly middle-aged man wearing fine clothes is standing on the stoop of a two-story marble building, “Ye Old Bluff Jeweler”. “Somebody stop that little thief!” he cries, pointing up the steep hill. “You cursed little gremlin! She’s stolen my bracelet!” You see a young, red-haired girl of perhaps 12 years sprinting up the hill past apathetic shoppers.*

The jewelry shop is owned and run by Shylock Revahl. Shylock and his shop can be found in more detail in Polyhedron #69. He will say that the girl stole a platinum and ruby bracelet from him while he was showing it to her, supposedly as a gift for her mother. Shylock will not leave his jewelry store.

**Shylock Revahl, hm T16:** AL CN; AC -3 (*bracers of defense* AC 4, *ring of protection* + 3); MV 9; hp 58; THACO 13; #AT 1; Dmg *short sword* +2; Str 16; Dex 18; Con 13; Int 13; Wis 14; Cha 15; SZ M; ML 14; Magic Items: *ring of invisibility*, *dagger* +1, *gauntlets of dexterity*, *amulet of proof against detection and location*

The girl is Arabelle is wearing very nice silk clothes and her fastest running shoes. She is generally a good girl who used to steal for fun. Her parents are quite wealthy, so she doesn’t need the money. She promised her parents on the Swearing Stone that she wouldn’t steal anymore, and, at the time, she meant it. The corrupted stone has brought her back to her stealing ways.

**Arabelle Lowen, hf T0:** AL CG; AC 5; MV 9; hp 3; THACO 20; #AT 0; Dmg 0; Str 6; Dex 17; Con 9; Int 14; Wis 8; Cha 15; SZ S; ML 10; Magic Items: *ring of free action*, *cloak of displacement (half-ling-sized)*.

Refer to **DM’s Handout #1**. The PCs are currently standing about 30 yards from the jewelry shop. Arabelle is about 60 yards away from the PCs, running up the hill. The PCs can pursue Arabelle, but they are limited to half movement because of all of the people in the street. If they’re willing to shove some people down or out of the way, they can move  $\frac{3}{4}$  of their movement rate. These limitations apply whether a PC is mounted or on foot. Arabelle is moving at full speed because of

her *ring of free action*. Any PC wearing a *ring of free action* should also be allowed to move at full speed.

The sequence of play will probably go something like listed below. The effect for different tiers assumes **Tier 1** (total character levels 6-13), **Tier 2** (total character levels 14-25), **Tier 3** (total character levels 26-37), **Tier 4** (total character levels 38-56), and **Tier 5** (total character levels 57+).

**Round 1:** Arabelle continues running up the hill, going another 90 yards. PCs pursue. Keep in mind that Arabelle is wearing a *ring of free action*, stolen from her father. This means that she can’t be *held*, *webbed*, or *slowed*. A charm spell could do the trick, though. Try to keep the PCs from capturing Arabelle this round by having her disappear behind people as she’s running. Also note that Arabelle is wearing a *cloak of displacement*, a gift from her father to help protect her on the city streets. She has found it is also useful to escape would-be captors, as their first attempt to grab her always fails.

**Round 2:** Arabelle uses her action to knock loose the brake on a wagon full of ale casks. The wagon, which has not been hooked up to a horse yet, starts to roll down the hill. Arabelle hopes this distraction will allow her to escape from the PCs. She has not really considered the potential danger she is causing. A PC would have to move at least 150 total yards in rounds 1 and 2 to reach Arabelle this round.

After Arabelle pulls the brake, the wagon will roll 30 yards this round. To get close enough to the wagon this round, a PC would have to move at least 120 total yards in rounds 1 and 2. Once a PC reaches the wagon, there are basically two choices. First, the PC can attempt to board the wagon and steer it by grabbing on to the poles that the horse hitches up to. Alternately, the PC could attempt to stop the wagon’s descent by jamming something between the spokes. The brake cannot be used to slow the wagon; it is just a wooden pin stuck between the spokes to keep the wagon from rolling.

A PC who is close enough can grab on to the wagon with a successful dexterity check. If they fail the dexterity check, they fall off and take 1d6 points of damage as they tumble to the ground. A successful tumbling check will reduce any damage a PC might sustain falling from the wagon by a d6. Attempting to board the wagon would be a PC’s only action this round.

A PC may try to jam something between the wheel spokes, such as a sword or staff. To do this, the PC must make a successful attack roll against AC 5 minus

the tier. If the PC hits, both the object inserted and the wheel must make a saving throw versus crushing blow. If something fails (the wheel needs a 10), it breaks. Remember that magical items get bonuses to their saves. If both objects make their save, the wagon slides to a halt. If the object breaks but the wheel does not, the wagon keeps on rolling. If the wheel breaks, the wagon will careen sideways and tip over, sending six large casks of ale rolling down the hill. Let the PCs be creative in trying to catch Arabelle, the wagon, or the casks.

**Round 3:** If the wagon is still rolling, it will go 90 yards this round. People will be desperately trying to jump out of the way. If the wagon rolls straight down the hill this round without being stopped or steered, it will hit and wound a 40 year old man named Clyde (hp 6) for 1d6 points of damage.

If the PC wishes to stick something in the wheel as listed in round two, it will be harder this round. Due to the speed of the cart, the attack roll will have to be against AC 2 minus the tier. Furthermore, the saving throws versus crushing blow will be at -2.

If a PC tries to board the wagon this round, they will have to make a dexterity check and a strength check at -2. Failure on either one means the PC falls off or is run over for 1d6+3 points of damage. A PC who boards this round will not have the opportunity to steer the cart, and Clyde will be hit.

If a PC is already aboard the wagon, he or she can try to steer it. To successfully steer the wagon (either around pedestrians or around a corner), the PC must make both a strength check and a dexterity check. If the PC can successfully turn the wagon down one of the side streets to the right or left, they might have more luck.

If the PC chooses to go straight, they will have to successfully steer the wagon or Clyde will be hit. If the PC chooses to try to steer the wagon down a side street and fails, the wagon smashes into a storefront causing 300 gp worth of damage per tier to the store. The PC will be thrown from the wagon for 2d6 points of damage. The shop owner will expect the damage to be paid for by the person steering the cart.

Meanwhile, Arabelle will slide through a missing slat in a wooden fence at the top of the hill. The hole is too small for anybody but a halfling to get through. Anyone else will have to jump over the 8' high fence (using a strength check -2, dex check -2, jumping proficiency check, or tumbling check). Another alternative is smashing through the fence (open doors roll). Arabelle will run down the hill and into a carriage house.

**Round 4:** This is the last round that the wagon will be rolling. If a PC successfully turned the cart to the left last round, the cart will head down the hill towards a park. The cart will be going too fast to control and will smash into a large stone fountain, dumping the rider and the kegs of ale into the fountain for 1d6+3 points of damage. The kegs will rupture, filling the fountain with ale. Jumping off the wagon early also causes 1d6+3 points of damage.

If a PC successfully turned the cart right last round, the cart will be heading right for a stone building at the bottom of the hill. The wagon is going too fast to turn the corner at the bottom of the hill at this point. The PCs only hope appears to be that the stone building has an open loading door on the second floor. With a good jump, the PC fly through the loading door rather than into the stone wall. To do this, the PC will have to make a dexterity check at -4 or a successful tumbling roll. If the PC goes through the door, they suffer 1-6 points of damage as they tumble into the storage room of a fabric shop. If they hit the wall, they will suffer 2d6 points of damage. Jumping off the cart before it hits the wall causes 2d6 points of damage. The wagon and kegs will be destroyed on impact.

If the wagon is still going straight down the main street this round, it will travel another 150 yards. Another pedestrian, a little old lady named Marion (hp 2), will be in the way. If the cart is not stopped or successfully steered around her, she will be knocked out of her shoes for 2d6 points of damage.

The cart is going too fast to try and turn a corner at this point. Any attempt to do so will cause the wagon to flip over sideways, doing 2d6 points of damage to the PC and sending the kegs rolling down the hill. Running the cart into a wall will cause 3d6 points of damage to the PC. Jumping off the cart will cause 2d6 points of damage to the PC, and Marion will be hit. The cart is also going too fast to stick anything in the wheels.

Any PC who manages to stop the wagon, through whatever means, will be congratulated with applause or laughter from the onlookers, depending on their success.

Meanwhile, Arabelle has hidden inside a coach in a carriage house. There are six coaches in the carriage house; she is inside number four. If the PCs open up one of the two doors to the coach she is in, she will run out the other one. Her cloak may prevent someone from grabbing her (if they hadn't tried previously), in which case she will run out of the carriage house. If the PCs tie the doors of the coach shut, however, she will be trapped. Another tack that will work is if the PCs tell her that she injured someone with the wagon. This will

cause her to surrender. If she escapes out the door, she will disappear in a nearby alley full of crates. The PCs won't be able to find her if this happens.

After the PCs are done with their chase, a city watchman named Corporal Gus Grayhair shows up. Oddly enough, Gus has brown hair without a touch of gray. Gus is a dedicated and loyal guardsman who was just recently promoted to corporal. Unfortunately, Gus took his oath on the Swearing Stone. Gus knows Arabelle.

**Corporal Gus Grayhair** (hm F3; AL LG; AC 5 (chainmail); MV 9; hp 30; THACO 17; #AT 3/2; Dmg Long Sword (specialized); Str 17; Dex 13; Con 17; Int 12; Wis 13; Cha 8; SZ M; ML 12.

If the PCs caught Arabelle, he will scold her, saying that she promised her parents at the Shieldmeet that she wouldn't steal again. Gus can tell the PCs about the Shieldmeet if they are unfamiliar with it. Arabelle will be remorseful, and say that she doesn't know why she did it. She will give him the bracelet. Gus will thank the PCs for their work. He will say that he will return the bracelet and take her down to the Compter. Depending on what happened with the wagon, she will be charged with theft and potentially low murder or assault. The judge might go easy on her because of her age, but she does have a prior record. If the PCs ask to accompany Gus back to the jeweler's, the jeweler will be elated. He will give each of the PCs a small gold ring (value 50 gp) for their trouble.

If the PCs don't catch Arabelle, Gus will still know her by her description. He will say that he is surprised, because he thought she had changed after swearing on the stone that she wouldn't steal again. Gus will say that he'll catch her at her home later. He'll take the names of the PCs to use as possible witnesses.

If the PCs caused damage to a store with the wagon and tell Gus about it, he will make sure that Arabelle's parents pick up the cost of the damage rather than the PCs. If pedestrians were injured by the wagon, the PCs will not be held responsible.

## Encounter Two: Hostage

*As you continue on your way, you see a crowd of people gathered around a building up ahead. It is a single story building with a colorful sign that says, "TOYSMITHS". A uniformed man is standing in front of the building shouting into a wooden cone. Several city members of the city watch are holding back the crowd.*

*The man with the cone shouts, "Look, Gunder, I understand that your brother shouldn't have sold your shop without your knowledge, but that doesn't mean you can hold him hostage until he changes his mind!" The man sees you approaching. "Aha - some adventurers. Come here, please, I could use some help."*

The shop, TOYSMITHS (Polyhedron #50), was owned by two gnomish brothers, **Gunder** and **Relvan Gaewilder**. Two weeks ago, on the anniversary of the opening of their shop, they got together at the Shieldmeet and pledged on the Swearing Stone to work together for another 30-some years. The stone corrupted this pledge, and Relvan decided he wanted out of the toy business. So, he went and found a buyer, told the buyer his brother was dead, and sold the shop. Gunder, who was also affected by the stone, turned on his brother. He decided to hold him hostage until he changed his mind or convinced the buyer not to buy. Relvan is still refusing. Gunder does not intend to actually harm his brother; he's just not thinking clearly.

The man outside is Lieutenant Veriway, a member of the Intelligence and Negotiations (I&N) branch of the city watch. He will inform the PCs that he is trying to negotiate a surrender of the gnome inside the toy shop. However, he just got on the scene and does not have the resources right now to check out the premises. He would like the PCs to see if they can sneak up and gather information about what's going on inside while he negotiates. He doesn't want them to take any action, simply report what they find. Refer to **DM's Handout #2** in the appendix for a map of the toy shop.

If the PCs look in the showroom window, they will see Gunder pacing about with a paddle-ball in his hand. Relvan is sitting on top of a table with his hands tied together with ribbon. Also sitting on top of the table is a huge stuffed dog, baring its teeth at Relvan. The dog has a real dog's skeleton inside it and has been animated by Gunder. Sitting on a counter nearby are four toy soldiers with miniature crossbows aimed at Relvan's head. A very observant PC might notice a wire that is attached to the soldiers on one end and Relvan's nose on the other. The soldiers' darts do 1-4 points of damage each and are coated with type O poison (paralytic, onset 2-24 minutes). Jacks and marbles are spread out all over the floor by the door, which appears to be barred from the inside. The PCs won't be able to tell, but Relvan has been glued to the table with *sovereign glue*.

While the PCs are doing the investigating, they will be able to hear Gunder and Lieutenant Veriway talking. Gunder will talk about the anniversary meeting

at the stone and how Relvan betrayed him. Gunder will also reveal his two demands:

- 1) He wants the shop back
- 2) He doesn't want to go to prison.

Eventually, the PCs will hear Veriway swear that he will meet both demands if Gunder will come out peacefully. Gunder will agree, since he has Veriway's word. He will call off the stuffed dog and remove the wire from his brother's nose. When Gunder exits the building, Veriway will order the guards to arrest Gunder. He will sneer at the gnome, saying, "**Idiot! Not only are you not going to get your store back, but I'm going to make sure you get sent to the Golden Ball!**" The PCs might protest at this. If they do, Veriway will tell them to take it up with the Lord Magistrate.

Once Gunder has been arrested, Relvan will still need to be extracted from the table. The glue can only be removed by use of *universal solvent* or *oil of etherealness*. If the PCs don't have any of this, the best they can do is to help pull Gunder out of his pants. He will thank the PCs for their assistance. He will say that he would offer them a toy, but he doesn't own them anymore. He says that his reason for selling the store is that he didn't want to work with his crazy brother anymore. The PCs will not be able to convince him otherwise until the chaotic influence is removed from the Swearing Stone.

**Relvan, gm T7:** AL NG; AC 6; MV 6; hp 26; THACO 17; #AT 0; Dmg N/A; Str 15; Dex 18; Con 13; Int 16; Wis 13; Cha 11; SZ S; ML 10)

**Gunder, gm P5:** AL NG; AC 6 (leather); MV 6; hp 21; THACO 18; #AT 1; Dmg Paddle ball (0, but can disrupt a spell); Str 15; Dex 16; Con 11; Int 11; Wis 16; Cha 12; SZ S; ML 10),

**Lieutenant Veriway** (hm F7; AL LG; AC 2 (Field Plate); MV 6; hp 42; THACO 14; #AT 0; Dmg unarmed; Str 15; Dex 15; Con 10; Int 16; Wis 16; Cha 15; SZ M; ML 15)

**Stuffed dog:** Int Non; AL N; AC 6; MV 4; HD 1-1; hp 6; THACO 20; #AT 1; Dmg 1-4; SD edged weapons do ½ damage; SZ M; ML 20.

## Encounter Three: The Courthouse

*You walk up the marble steps into the magnificent edifice that is the Ravens Bluff courthouse. Crossing a symbol of Tyr inlaid into the floor, you approach a woman sitting behind a curved marble reception desk. She speaks in a rather droll voice, "Can I help you?"*

The receptionist can only tell the PCs that Lady Previs did come in today. The receptionist leaves on time everyday, and doesn't know the comings and goings after that. She can also point the PCs in the direction of the offices where Lady Previs works.

In the public councils offices, books are haphazardly stacked on tables all around. The condition of the offices and supplies indicates that public defense is not well-funded by the city. There are three people working in the office right now. None of them will talk around the others about personal matters, but they will be willing to speak in their own offices.

**Rosemary Bignava** (hf 0; AL LG) is a paid public defender. She knows that Lady Previs left just a short while ago to run some errands. She knows that Lady Previs has been staying late recently, but it was not to work on a case. Lady Previs claimed she was just spending more time educating herself. If asked, Rosemary will say that Lady Previs enchants nearly all the men around her, except for Lawrence.

**August Gord** (hm 0; AL LN) is an elderly record-keeper. He thinks that Lady Previs is a charming lady and is quite fond of her. He doesn't know why she's been staying late, but he believes it may have been at the request of the Lord Magistrate, Tordon Sureblade, since he has been staying late as well.

**Lawrence Nevermore** (hm 0; AL LG) is a defender specializing in taxes and bookkeeping. He thinks Lady Previs is a politically ambitious lady who is trying to show him up. In reality, he is jealous of her wealth and standing in the community. He believes she is working late to try and make the rest of the people in the office appear lazy.

Any of the people above can tell the PCs where Lady Previs's office is, down the hall and around the corner from the Lord Magistrate's office. They will say, however, that she's not in right now. If the PCs would like to go wait in her office for her, though, they are welcome to. If the PCs go to the Lord Magistrate's

office, his secretary will say that he has stepped out for awhile.

If the PCs go into Lady Previs's office, they will find the door locked. They will hear laughing inside, though. If they wait long enough, they will see a rather short 50 year-old man with graying black hair, tussled and out-of-place, come out and head towards the Lord Magistrate's office. This is the Lord Magistrate himself. If Lady Previs is confronted, she will deny the consummation of the relationship, but she will ashamedly admit that she has been staying late with the Lord Magistrate. She doesn't know why; up until a couple of weeks ago they had a strict business relationship. Then, she had this strange feeling of rebellion come over her. The Lord Magistrate said he had it, too. She hopes she can stop herself before this relationship goes any farther, but she isn't sure if she can help herself. She begs the PCs not to tell her husband.

If the PCs talk to the Lord Magistrate, **Tordon Sureblade** (hm Pal9; AL LG), he will also admit to having untoward feelings for Lady Previs. He is especially troubled by his behavior. First, she is a married woman, and secondly, she is a counselor, which is clearly inappropriate behavior for a judge. Tordon says that he was recently re-appointed to his position, and he's sure now that he didn't deserve it. He says that he reaffirmed his pledge of duty and lawfulness to the city at the Shieldmeet celebration at the Swearing Stone just two weeks ago, and now it is as if the pledge meant nothing. If the PCs suggest that something may be wrong with the Swearing Stone, Tordon will suggest the PCs speak to the priests of Torm, who can tell them all about the Swearing Stone. Tordon promises the PCs that he will have no more relations with Lady Previs.

## Encounter Four: Temple of Torm/The Swearing Stone

If, in **Encounter One**, the PCs did not capture Arabelle, Corporal Grayhair will have told the jeweler that the girl got away and that he didn't know who she was. Read the following:

*On the way to the Temple of Torm, you pass near the street where your adventure with the jewel thief took place. You recognize the jeweler, Shylock Revahl, approaching you. "Ah, aren't you the ones who helped try to catch that little thief this morning? I wanted to thank you for trying, even if she did get away. Corporal Grayhair told me you chased her half*

*way across the city, but weren't able to catch her. Pity nobody recognized her. Ah, well. That's the jewelry business, I suppose."*

If the PCs did catch Arabelle, but didn't accompany Corporal Grayhair back to the jewelry shop, then read the text below. Corporal Grayhair will have taken Arabelle to jail, but then told Shylock that the girl must have thrown away the bracelet when she was running. Grayhair then kept the bracelet for himself. Again, his behavior is influenced by the stone.

*On the way to the Temple of Torm, you pass near the street where your adventure with the jewelry theft took place. You recognize the jeweler, Shylock Revahl, approaching you. "Ah, aren't you the ones who helped catch that little thief this morning? I wanted to thank you for your assistance in capturing her. It's too bad you weren't able to recover the bracelet, though. Ah, well. That's the jewelry business, I suppose."*

At the temple of Torm, an imposing white granite fortress sitting on the edge of a bluff overlooking the temple district, the PCs will be able to find some information on the Swearing Stone. The head priest of the temple is Fondorian the Guardian. He is dressed in sky-blue full plate armor and has a commanding presence, with a long, gray mustache and piercing blue eyes. If any of the PCs are injured, he will be able to offer the party two *cure light wounds* without charge. If asked about the Swearing Stone, he will be able to relate the story as written in the **DM's Introduction**. He will comment that he and other members of his temple were there just two weeks ago for the Shieldmeet celebration, a celebration where the Tormish renew oaths and make new pledges.

If the PCs ask about broken promises or strange behavior, Fondorian will admit that some of the priests aren't showing up for morning prayer service, and several others have been particularly slack in their duties of late. Fondorian himself hasn't felt like holding services. He will listen to the PCs' reasons for suspecting a problem with the stone. He will suggest that they all go see the stone. Perhaps some divinations will determine if the PCs are correct. Fondorian will invite along another priest, **Lorden Breakfall**. Lorden is a rather rough-looking, unshaven black-haired man with several scars on his face. Lorden speaks rather roughly as well. Lorden's stats depend on the PCs tier:

**Fondorian the Guardian, hm P(Sp)9 of Torm (Holy Champion):** AL LG; AC -4 (Full plate +1, shield +3); MV 6; hp 70; THACO 16; #AT 1; Dmg mace of

disruption; Str 16; Dex 9; Con 18; Int 12; Wis 16; Cha 15; SZ M; ML 16.

### **Tier 1 (Party Levels 6-13)**

**Lorden Breakfall, hm P(Sp)3 of Torm:** AL LG; AC 2 (Platemail, shield); MV 6; hp 15; THACO 20; #AT 1; Dmg mace; Str 15; Dex 12; Con 15; Int 13; Wis 12; Cha 8; SZ M; ML 5.

Spells: 1st level *cure light wounds, bless*; 2nd level *resist cold*

### **Tier 2 (Party Levels 14-25)**

**Lorden Breakfall, hm P(Sp)4 of Torm:** AL LG; AC 1 (Platemail, shield+1); MV 6; hp 20; THACO 18; #AT 1; Dmg mace+1; Str 15; Dex 12; Con 15; Int 13; Wis 12; Cha 8; SZ M; ML 5.

Spells: 1st level *cure light wounds (x2), bless*; 2nd level *resist cold, resist fire*

### **Tier 3 (Party Levels 26-37)**

**Lorden Breakfall, hm P(Sp)5 of Torm:** AL LG; AC 0 (Field Plate, shield+1); MV 6; hp 25; THACO 18; #AT 1; Dmg mace+1; Str 15; Dex 12; Con 15; Int 13; Wis 12; Cha 8; SZ M; ML 5.

Spells: 1st level *cure light wounds (x2), bless*; 2nd level *resist cold, resist fire, hold person*; 3rd level *prayer*

### **Tier 4 (Party Levels 38-56)**

**Lorden Breakfall, hm P(Sp)6 of Torm:** AL LG; AC 0 (Field Plate, shield+1); MV 6; hp 30; THACO 18; #AT 1; Dmg mace+2; Str 15; Dex 12; Con 15; Int 13; Wis 12; Cha 8; SZ M; ML 5.

Spells: 1st level *cure light wounds (x2), bless*; 2nd level *resist cold, resist fire, hold person*; 3rd level *prayer, locate object*

### **Tier 5 (Party Levels 57+)**

**Lorden Breakfall, hm P(Sp)7 of Torm:** AL LG; AC -1 (Full Plate, shield+1); MV 6; hp 35; THACO 16; #AT 1; Dmg mace+2; Str 15; Dex 12; Con 15; Int 13; Wis 12; Cha 8; SZ M; ML 5.

Spells: 1st level *cure light wounds (x2), bless*; 2nd level *resist cold, resist fire, hold person*; 3rd level *prayer, locate object*; 4th level *tongues*

The Swearing Stone is located in the middle of a large, empty lot in the city. There is only a brick foundation from a previous building on the site. The Stone has been surrounded by a circle of large rocks, outlining where the other piece of the stone belongs. Each of the rocks is inscribed with the name of one of the priests of

Lathander who was killed when the stone was broken. A bronze plaque nearby relates the history of the stone. The stone, if complete, would be about 10 feet across and 10 inches thick.

If the PCs decided to come to the stone on their own without going to the temple of Torm, then Fondorian and Lorden will be here praying when the PCs arrive. Furthermore, a young tour guide named **Tommy from Traagar's Tours** (Polyhedron #84) will be conducting a walking tour for about a dozen people here. He will relate the story of the stone as described in the **DM's Introduction**. Afterwards, he will tell the tourists that the tour is complete, but they must now pay him an additional 3 sp each if they want him to show them the way back. The tourists will be irate and will find their own way. Tommy was affected by the stone, also.

The stone looks no different than normal, but lawful good PCs will feel uncomfortable around the stone. Lorden, who seems to be quite nervous around the stone (but for other reasons), will cast *detect evil* and *analyze balance*. For plot purposes, assume that he succeeds in detecting the chaotic and evil imbalances in the stone, with a particularly strong imbalance of chaos. Furthermore, he will detect that the influence of the stone seems to be radiating outward throughout the area. To decide what needs to be done to fix the stone, Fondorian will cast *divination*. The reply will be, "**Pledge to do that which has been left undone.**" Fondorian and Lorden will share the results of their divinations with the party.

If the PCs don't figure it out, Fondorian will say that he feels that someone must swear an oath to retrieve the other half of the Swearing Stone. He will suggest that, as part of the oath, a consequence must be given. Barthemus, for example, swore to complete the quest or he would give up his life. Fondorian believes that it might not be necessary for anyone to make so drastic a pledge if instead a number of people made smaller pledges to complete the quest. Fondorian is concerned about asking the Tormish to go on the quest, because it seems that everyone in his church has already been affected by the stone. If the PCs don't volunteer, he will ask if they, as good and noble adventurers, would try to restore integrity to the stone and indeed, to all of Ravens Bluff? He says he cannot offer them any reward, for doing so might jeopardize the integrity of the oaths.

If the PCs refuse to attempt the quest, the adventure is over. Fondorian will say that the stone must be affecting them as well. Fondorian will send members of his church instead. The PCs will hear, after several weeks of chaos in the city, that a group of knights of

Torm from Tantras successfully completed the quest after the first attempt failed. Any knights or squires who refused to go on the quest should get a negative chivalry point.

If the PCs agree to go on the quest, they need to decide the consequences they will face should they fail. Fondorian believes that even if the PCs fail on their quest, if the consequences are truly substantial (as they were for Barthemus), the integrity of the stone can be restored. Therefore, the PCs should agree to risk something that is substantial to them. The pledges should take the form, "I vow to return the missing piece of the Stone of Lathander. Should I fail, may ... " Some possible pledges and their game results are:

- "may Torm take my sight." (Torm destroys PC's eyes)
- "may Torm take my illusions." (Torm takes away the PC's ability to cast illusions)
- "may I surrender my shield arm." (PC will have to have someone cut off their arm)
- "may I give my wealth to the needy." (PC must give all money to the poor)
- "may Torm age me 10 years." (PC will age 10 years, must survive system shock roll)
- "may Torm take my beauty." (PC loses 1 point of charisma)
- "may I surrender my title." (PC loses a certed title or position)
- "may I never use a sword again." (PC may no longer use a sword)
- "may I never drink ale again." (Perhaps quite significant for a dwarf)
- "may I never father/bear children." (Not significant if a PC doesn't every *want* to have children)
- "may I toss my sword into the sea." (PC would have to specify which sword in advance)
- "may Torm take my ability to sing." (PC loses singing non-weapon proficiency)

Encourage the players to come up with their own pledges; pledges that are uniquely suited to their character. The consequences should be significant to the character. A dwarf agreeing to be aged five years doesn't have the same significance as it would for a human. If someone in the party refuses to make a pledge or makes an insignificant pledge, another party member must make a more substantial pledge to compensate. Fondorian will explain this. He will not allow the PCs to leave until he is sure the pledges are adequate. If three or more PCs make substantial pledges, such as those listed above, this should be sufficient. The PCs should make it clear in their pledge whether they will exact the consequence or if it is something Torm must do.

Fondorian does not know the likelihood of success of the mission. He does feel that time is a factor; he thinks the dishonorable behavior will spread. Fondorian doesn't know why Barthemus was unable to complete the mission the first time. Fondorian also does not know where the stone might be, other than somewhere on the road to Tantras.

At this point, Lorden will speak up. He will admit that he was involved in the incident when the stone was taken originally. He was a priest in Tantras at the time. He was the person who fled and warned the returning enforcers that Torm had come to Tantras to implicate the high priest Tenweath and his followers of their misdeeds. Lorden knows the location of the mine shaft where the enforcers dumped the stone, about a day's journey north on the road to Tantras. Lorden is ashamed of his cowardice, and he announces that he wishes to lead the quest to recover the stone. This will help him fulfill his Debt of Persecution. Fondorian will at first be opposed, but he will eventually agree to allow Lorden to try and restore his honor.

The PCs may not agree to the idea of Lorden accompanying them, let alone leading them. Lorden will beg for them to agree so that he can repay his debt. He will also point out that he is the only one who knows where the mine shaft is. He will say that he doesn't remember it well enough to draw a map, but he would certainly recognize the area if saw it. The PCs might (and should) be worried about Lorden keeping his word. Fondorian will suggest that if he casts a *bless* spell on the group when they make their pledges, it might help protect them somewhat from the effects of the stone. Lorden's pledge will be, "Should I fail, may I never speak again." He thinks this is appropriate since he told the enforcers about the danger that awaited them in Tantras.

Fondorian will suggest that the party head out at dawn. He will arrange for a priest of Lathander to be on hand as well to bless the undertaking. Fondorian says he will bring some magical items which will help with the quest.

At dawn, a number of priests of Torm and Lathander will be on hand to witness the pledges. The adventurers should place their hands on the stone while reciting their oath. If asked about the promised magical items, Fondorian will become irritated. **"I didn't bring any. You've got enough magic that you don't need any of ours to complete the quest!"** Lorden will say that Fondorian is obviously being influenced by the stone. Luckily, Lorden brought some items from the temple. He has a *wand of reduction*, which has two charges of the spell *reduce* cast at 12th level. This will allow him to shrink the stone to a small enough size to

carry. He also has a special wooden stick prepared by a visiting high-level priest from Tantras. The stick has *succor* cast upon it, which will enable Lorden to return to the temple of Torm with the stone by breaking the stick and saying the command word. Without the *succor* stick, the *reduce* would wear off too quickly; the *reduce* lasts only one hour per casting. Both items are usable by any class, but Lorden prefers to carry them since the items belong to his temple. Both have the command words engraved on them should Lorden be killed. Once the pledges are made, the party will be wished well on its quest.

## Encounter Five: The Trail of Barthemus

*The trip northward towards Tantras has been a frustrating one. Already today you've investigated three caves. Lorden was positive that each was the correct one. Each time he was wrong. Lorden seems especially frustrated. He has mentioned several times that perhaps this quest wasn't such a good idea. As your eyes scan the valleys and plateaus for signs of a cave entrance, Lorden shouts out, "Aha! There it is! I remember that two-trunked tree on that hill over there. The mine shaft is around the other side."*

The mine shaft is indeed where Lorden remembers, though it has been apparently purposefully concealed with branches and stones. The mouth of the mine is piled full of bones (animal bones upon closer inspection.) There is a mine car track starting up near the top of the mine. Lorden believes that the stone was simply put into a mine car and sent rolling down the track. Throughout the mines, there are cross corridors and other paths the characters can take. If they divert from the track, they will simply wander around lost for awhile. The exception is the vertical shaft in the trap below.

Proceeding down the track, the first thing the PCs come to is a widening of the corridor into a work room. Around the entrance to the room, strange runes have been traced in chalk. These are really just symbols that Barthemus made up in chalk. He was a paladin, not a priest, but he was familiar enough with *explosive runes* to know that they might scare off adventurers. They are harmless.

The next thing the party comes across is not so harmless. Barthemus laid a trap for anyone coming this way. See **DM's Handout #3**. As the PCs proceed past the runes, they see that a network of three large, rusty iron pipes has been suspended from the ceiling of the

shaft above the track. The pipes are about 18 inches thick, and the shaft is about 10' tall. A dwarf or gnome might recognize these pipes as original construction used to divert water in a mine. Continuing down the track, the PCs will come across a vertical shaft which intersects with the shaft they are in. The iron pipes turn and go up the shaft. The tracks continue downward, however.

After about another 50 feet, the PCs come to a blockage in the path. Give the players **Players' Handout #2**. Someone has nailed planks across the support beams, sealing off the tunnel. The unusual thing is that the planks have been nailed from the other side, indicating that the person who sealed it was on the other side. The PCs will also see a couple of bolts in the center plank.

On the other side, Barthemus attached a rope to the center plank using the bolts and a crosspiece. The other end of the rope goes up through another vertical shaft and along the iron pipes behind the characters. Tied to the other end of the rope is an extremely heavy wooden beam. If the PCs knock out the center planking holding the rope, it will get yanked down the hallway as the wooden beam falls down the earlier vertical shaft, smashing the rusty iron pipes. Water will rush out of the pipes and down the shaft to where the PCs are. Beyond the planks and the second vertical shaft, Barthemus has filled in the shaft with rocks.

Once the water starts flowing, the PCs will have to act quickly. The water rises at the rate of 2' per round. A thief trying to climb the vertical shafts will be able to move at their movement rate in feet per round. The shafts are 25 and 30 feet high, measured from the ground. So, a thief with a movement rate of 12 would be able to scale them in about 2-3 rounds. At the top of the second shaft is a shutoff valve which will stop the flow of water. The rocks blocking the shaft will take 6 person-turns to clear a crawl space. That is, one person could do the work in 6 turns, or 3 could do it in 2 turns. No more than four people can work at a time.

After 5 rounds, the second vertical shaft opening and the rocks will be underwater, 15' away from dry land. Once the rocks are under water, each person can only work at 1/3 the normal rate. Furthermore, the water is extremely cold. Every turn a person is under water, they will suffer 1d4 points of damage.

Every additional round will put the waterline 5 feet farther away from the rocks. After 20 rounds, the opening of the first vertical shaft will be underwater as well. The water will not rise any higher than this; the overflow will run down a side shaft.

Once the party gets past Barthemus's trap, the track will continue down into the mine. After a few

hundred more yards, the track leaves the hill. Nailed to the wall of the cavern by the opening is **Players' Handout #3**. The track crosses a 50' wide ravine into another hill. At least, it used to. The trestle that the track crossed has collapsed. The party might think that the trestle collapsed after the stone crossed it, but it actually collapsed long before. The mine car and stone flew off the track here down into the ravine, where it landed in the soft mud by the stream at the bottom.

If the PCs climb down the trestle, they will each have to make a dexterity check. Failure means that they slip off or a crossbeam breaks, sending them down to the bottom of the ravine for 1d6 points of damage per tier of the party (e.g. 3rd tier = 3d6 points of damage). If the PCs search around the bushes at the bottom of the ravine, they will find the remains of the cart the stone was in. If they search around the stream, they will also find some extremely large footprints, which can easily be tracked up around the hill. This is where the giantess in the next encounter comes for water.

If the PCs cross the ravine to the other cave entrance, they will spend several more hours investigating an abandoned mine, finding nothing. On their way out they should notice the cart down in the bushes.

## Encounter Six: The Giant's Garden

*The huge foot prints lead up and around the rocky hill. The trail leads up a steep incline. At the top of the incline, you find yourself on a plateau, looking into a huge garden. Large plants, bushes, and vegetables flourish in the well-tilled ground. A path of large, flat river stones leads into the garden. It is difficult to see through the garden because of the height of some of the bushes, but it is not difficult to see the enormous ruins of a castle that towers overhead beyond the garden. Suddenly, you hear a deep bellow come from somewhere on the other side of the garden. Then, the bellow seems to pick up a melody. Something is apparently trying to sing.*

As the PCs make their way into the middle of the garden, they will be attacked by a **Choke Creeper** (strangler vine) living among the plants and bushes. The vine appears to be a large but otherwise normal vine. The main vine has many branch vines coming off of it. A maximum of four branch vines can attack a single target.

When a vine hits, it wraps up its victim. A victim can break loose with a successful bend bars/lift gates

roll. If the roll fails, the victim is held fast until the branch holding them is severed. Held victims suffer 1d4 points of damage per round. Held victims have a -4 penalty to their AC. Held victims can attack, but at a -2 penalty per vine entangling them. Held victims cannot cast spells.

At higher tiers, the choke creeper has a strangle attack. Each round that a character is held, there is a noncumulative 10% chance that the creeper will achieve a stranglehold. The chance is 10% regardless of the number of vines holding the character. Only one vine can achieve a stranglehold on each PC. If the creeper gets a stranglehold, the PC takes additional damage per round as listed in the SA (Special Attack) entry.

Choke Creepers are immune to torch fire but not magical fire or fire from oil. The creeper will move away from hot fires. Cold does only 1 hp damage per die, but it stuns affected sections for 1d4 rounds. Electrical attacks cause no damage but instead double the creeper's movement for 1d4 rounds.

### Tier 1: Total Levels 6-13

**Choke Creeper:** Int Non; AL N; AC 6 (main vine) 5 (branches); MV ½; HD 8 (attacks as 4 HD); hp 25 (main vine) 2 (branches); THACO 17; #AT 8; Dmg 1-4; SA None SD see above; SZ G (20' long); ML 14

The choke creeper has 8 branches with 2 hp each.

### Tier 2: Total Levels 14-25

**Choke Creeper:** Int Non; AL N; AC 6 (main vine) 5 (branches); MV ½; HD 12 (attacks as 6 HD); hp 50 (main vine) 4 (branches); THACO 15; #AT 16; Dmg 1-4; SA None SD see above; SZ G (40' long); ML 14

The choke creeper has 16 branches with 4 hp each.

### Tier 3: Total Levels 26-37

**Choke Creeper:** Int Non; AL N; AC 6 (main vine) 5 (branches); MV ½; HD 16 (attacks as 8 HD); hp 75 (main vine) 6 (branches); THACO 13; #AT 24; Dmg 1-4; SA Strangle (1d4 additional points of damage per round) SD see above; SZ G (60' long); ML 14.

The choke creeper has 24 branches with 6 hp each.

### Tier 4: Total Levels 38-56

**Choke Creeper:** Int Non; AL N; AC 6 (main vine) 5 (branches); MV ½; HD 20 (attacks as 10 HD); hp 125 (main vine) 10 (branches); THACO 11; #AT 40; Dmg 1-4; SA Strangle (2d4 additional points of damage per round) SD see above; SZ G (100' long); ML 14.

The choke creeper has 40 branches with 10 hp each.

## **Tier 5: Total Levels 57+**

**Choke Creeper:** Int Non; AL N; AC 6 (main vine) 5 (branches); MV ½; HD 24 (attacks as 12 HD); hp 200 (main vine) 16 (branches); THACO 9; #AT 64; Dmg 1-4; SA Strangle (2d8 additional points of damage per round) SD see above; SZ G (160' long); ML 14.

The choke creeper has 64 branches with 16 hp each.

If Lorden finds himself in a round without a vine wrapped around him, he will use the opportunity to go hide in the bushes in the garden. Meanwhile, the female storm giant, Zap, is busy tending her garden and singing. She doesn't notice the PCs being attacked at first. If the PCs start to get into too much trouble, Zap will come to the rescue. It's up to the DM when to bring Zap in to help, but if a PC is killed or knocked unconscious she should definitely show up.

**Zap:** Int Low; AL CG; AC 0; MV 15, Sw 15; HD 19 + 2-7 hp; hp 110; THACO 3; #AT 1; Dmg giant hoe (3-18+12); SA none SD water breathing, immune to electricity and lightning; SZ G (26' tall); ML 14.

Zap is so tall that she can continue to attack the Choke Creeper while it wraps around her legs. The creeper can't reach high enough on her to strangle her. Furthermore, she can bend bars/lift gates with 95% success. If any PCs are in serious trouble, she will hack off the offending vine with her giant hoe, and then she will set to work on hacking the main vine to death. While she is doing this, she will be constantly complaining about the darned weeds in the garden and how tough it is to control them.

Zap has violet skin and violet hair with gray streaks in it. She is at the end of middle age in storm giant years. One obvious feature about Zap is the large dent in her skull. Zap, her husband, and son were attacked about eight years ago by a group of high-level evil adventurers who wanted their treasure. Zap's husband and son were killed and their castle was destroyed. Zap was knocked over the edge of a cliff in the battle and landed on her head. The adventurers left her for dead. Zap survived, but she has brain damage. Her speech is slurred, and she has lost the ability to cast spells. Zap was still in mourning when Barthemus showed up, but time and a deteriorating mind have caused her to soften up her mood towards adventurers. She no longer sees them all as bad.

If the PCs are nice to Zap, she will take them on a tour of her garden and her ruined home. If the PCs inquire about the stone, she will become solemn. She

will say that she knows where that is and take the PCs to the grave site of her husband and son. The other piece of the Swearing Stone is serving as their headstone. Zap found it in the mud and thought it would make a good grave marker. She will point out to the PCs that the writing on it has her husband's and son's names. She doesn't remember her husband's and son's names, so she will ask the PCs to read it and remind her. The PCs can make up any names they want; the writing is really just part of an ode to Lathander. The ode should read, "With each rising sun, the blessings of Lathander warm the land," but the message is broken before the word "blessings".

Zap will tell the PCs what happened to her husband and son. She will say how some evil humans came and killed them and took everything in her house. She will say that for a long time she was so mad that she would chase away anybody who came near, even the nice people. If asked, she doesn't remember Barthemus in particular.

Give the PCs a little time to dwell on this moral dilemma. Lorden will be crying out failure, and say they might as well head home now. If the PCs ask Zap more about her son or the stone, her eyes will sparkle. Suddenly, with amazing clarity, she will tell the PCs how her son **Stonecatcher** used to help her in the garden planting white rose bushes. He loved the roses more than anything else in the garden. She had to replant them every year because Stonecatcher kept bringing the bushes to her as a bouquet.

## **Encounter Seven: Recovering the Stone**

There are several options for the PCs to recover the stone in a morally acceptable manner.

1) Zap would really like roses somehow involved with her husband's and son's grave. She could be convinced to remove the stone and plant a rose bush there instead.

2) Zap might also mention that it would be nice if the headstone had a picture of a rose on it. She's not overly attached to the stone she has there now, particularly if a more suitable one were found. Some options are:

a) If a PC has the stonemasonry non-weapon proficiency and some tools, he or she could carve a new headstone using a rock from the garden. This would take about a day to complete.

b) The party could head back to Ravens Bluff and buy a headstone. Zap wants a big one, so it would cost the PCs about 500 gp. The PCs would also have to get a

cart and horse to transport it back. The headstone would take about a day to complete.

c) Zap knows a hermit dwarf named **Bubber** who lives in a cave on a hill nearby. He did some of the stone carving in her home. He's a grumpy guy, but he'd be willing to do the work if someone would give him a new hammer. He broke his last one some time ago.

Once the PCs have figured out a solution, Zap will give them the other piece of the Swearing Stone. Any additional touches such as prayers, poems, etc. will be graciously received by Zap. She will thank the PCs and tell them to be careful going through the garden.

At this point, Lorden will be extremely excited about having nearly completed the quest. He will use the wand to shrink the stone down to only 9 inches across and put it in his backpack. If any of the PCs suggest that one of them should take it, he will become very irritated and refuse to let them. He promises the PCs that he will wait until the rest of them get back before formally presenting the stone. He will then break the *succor* stick and say the command word, returning back to the temple of Torm. The PCs have about an 8-hour trip back to Ravens Bluff by foot or 4 hours by horse.

If for some reason the PCs fail in their mission and return home, they will be expected to accept the consequences that they agreed to. A similar ceremony at the stone will be held as described in the **Finale**. The only difference is that it will be much more solemn. If any of the PCs fail to uphold their bargain, the chaos may not be driven off. The PC will receive a point of *infamy* in the Temples category, and a knight or squire PC should be given a negative chivalry point. If the PCs do accept the consequences, the mission will succeed and they will receive all of the benefits listed below, including fame and chivalry.

## Finale: The Return Home

*Returning to Ravens Bluff, it is unclear what awaits you. As you make your way through the streets, you hear domestic squabbles of all sorts coming from behind closed doors. Many of the shops have "Closed" signs posted out front. The people in the street seem to be in a generally sour mood.*

Assuming the PCs head back to the temple of Torm at some point, Fondorian will be surprised to see them. Fondorian will say that Lorden had returned saying that they had failed on the mission and the rest of the party was dead. Lorden then went to his bed chambers and has not been seen since.

Upon checking Lorden's bed chambers, they will find his body, crushed beneath the stone. The stone apparently grew to normal size while still in his backpack. Lorden was not strong enough in will to resist the corrupting influence and complete the mission. Fondorian will conclude this if the PCs don't figure it out.

Fondorian will be elated about the recovery of the stone. A messenger will be sent to the temple of Lathander immediately. The missing piece of the stone will be loaded on to a wagon and driven into town, with the PC's on another wagon. Apparently while the PCs were gone, the temple of Torm told the public about the stone and the quest. People will be lining the streets cheering the PCs as they ride up to the other piece of the Swearing Stone.

*As you approach the site of the stone, you can see priests of Lathander and Torm have gathered around the stone. When the wagon pulls up, many priests of Lathander and Torm surround the missing piece and lift it off the wagon. Fondorian motions for you to assist. Among you, you are able to slowly move the piece over to its sister piece.*

*As you move closer, you see a haze start to develop around the Swearing Stone. The haze starts to sparkle and flow with black and gray swirls. Pushing forward, you slowly lower the stone into position, a perfect fit. As you step back, the swirling haze seems to be squeezed out of the Swearing Stone until it is floating just above it. Gazing upon the haze, your mind starts to become numb. You start to lose sense of yourself. Who are you? Where are you? Why are you here? The flowing swirls in the haze start to become more agitated, almost fighting one another. The haze starts to emit violent noises and sounds as the swirls smash into each other. With a loud crack, the haze collapses in upon itself and is gone. The beauty of the complete Stone of Lathander is all that remains in front of you. Cheers ring out from the crowd. The origin of the corrupting haze remains a mystery, but for today, you are heroes.*

*Fondorian hands each of you a commendation of meritorious service, signed by the high priests of Torm and Lathander. He then hands each of you who swore on the stone a single white rose, a symbol of Torm. A priest of Lathander presents you with a potion in a velvet-lined case. Finally, Fondorian and the priest of Lathander bring forth a large shield with an image of the completed Swearing Stone painted upon it. The one who carries it will be recognized as a person of their word, as each of you is today.*

The single white rose is a *favor of Torm*. It will allow a PC to tell the truth and be believed. In other words, as long as the PC is being truthful, the listener will believe him or her. For example, if a PC were caught by a city guardsman in an innocent but suspicious-looking circumstance, the PC could tell the truth, and the guardsman would believe him or her. The rose cannot be used to lie. After this ability is used once, the rose crumbles to dust.

The potion is an *elixir of youth*. It will reduce the imbiber's age by 1d4+1 years.

The shield has been dubbed the *shield of the stone*. It is a *shield+1*. The shield has the special ability to absorb all of the damage from a single physical attack (like the protection from a *stoneskin*) when used in the defense of an innocent (someone who is unarmed and not fighting). The intent to use this must be declared after a successful attack has been made upon the bearer but before damage has been rolled. This ability can only be used once per adventure. If there are several PCs interested in the shield, Fondorian will suggest that the PC who risked the most in their pledge on the stone should have it.

Any knight or squire who completed the quest, and made a pledge of substantial risk in the opinion of the DM, may be granted a *chivalry point*. In addition, each PC will receive a point of *fame*. The point of fame will be in the Temples category. If the PCs agreed to help Lord Previs at the beginning of the module, they may choose to have a point of fame in the Upper Class category instead.

As for other characters in the story, Lord and Lady Previs are reunited in happy wedlock, re-swearing their vows at the now complete Swearing Stone. Assuming the PCs did agree to help Lord Previs, they will be paid 500 gp each. The judge will show leniency to Arabelle and Gunder since they were affected by the stone. The toy smiths will buy back their shop, and the city watch corporal will return the bracelet.

## The End

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

3. Finally, multiply the total by the tier according to this chart:

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

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

### Encounter One:

Preventing any pedestrians from being injured by cart:	50 xp
Catching Arabelle:	50 xp
If Arabelle is caught, going with guard back to jeweler's:	50 xp

### Encounter Two:

Investigating the Toy smiths:	50 xp
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### Encounter Three:

Discovering the truth behind the Lord Magistrate and Lady Previs:	50 xp
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### Encounter Four:

Helping to solve the mystery of the stone:	50 xp
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### Encounter Five:

Getting past the water trap without setting it off:	100 xp
OR	
Getting past the water trap after setting it off	50 xp

### Encounter Six:

Defeating the choke creeper without assistance:	150 xp
OR	
Defeating the choke creeper with assistance:	100 xp

### Encounter Seven:

Figuring out a way to recover the stone:	100 xp
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Total Experience for Objectives:	650 xp
Roleplaying Experience:	0-500 xp

**Total Possible Experience: 1,150 xp**

For Tier 2: 2,300 xp

For Tier 3:	3,450 xp
For Tier 4:	4,600 xp
For Tier 5:	5,750 xp

## Treasure Summary

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

### Encounter One:

- 1 gold ring per PC, value 50 gp each

### Conclusion:

- 500 gp for helping Lord Previs
- Commendation, no monetary value
- 1 Favor of Torm for each PC who made a pledge on the stone to complete the quest: It will allow a PC to tell the truth and be believed. In other words, as long as the PC is being truthful, the listener will believe him or her. For example, if a PC were caught by a city guardsman in an innocent but suspicious-looking circumstance, the PC could tell the truth, and the guardsman would believe him or her. The rose cannot be used to lie. After this ability is used once, the rose crumbles to dust.
- *Potion of vitality*
- *Shield of the stone, +1*: The shield has the special ability to absorb all of the damage from a single physical attack (like the protection from a *stoneskin*) when used in the defense of an innocent (someone who is unarmed and not fighting). The intent to use this must be declared after a successful attack has been made upon the bearer but before damage has been rolled. It does not absorb energy drain, ability drain, or other such magical attacks. This ability can only be used once per adventure.

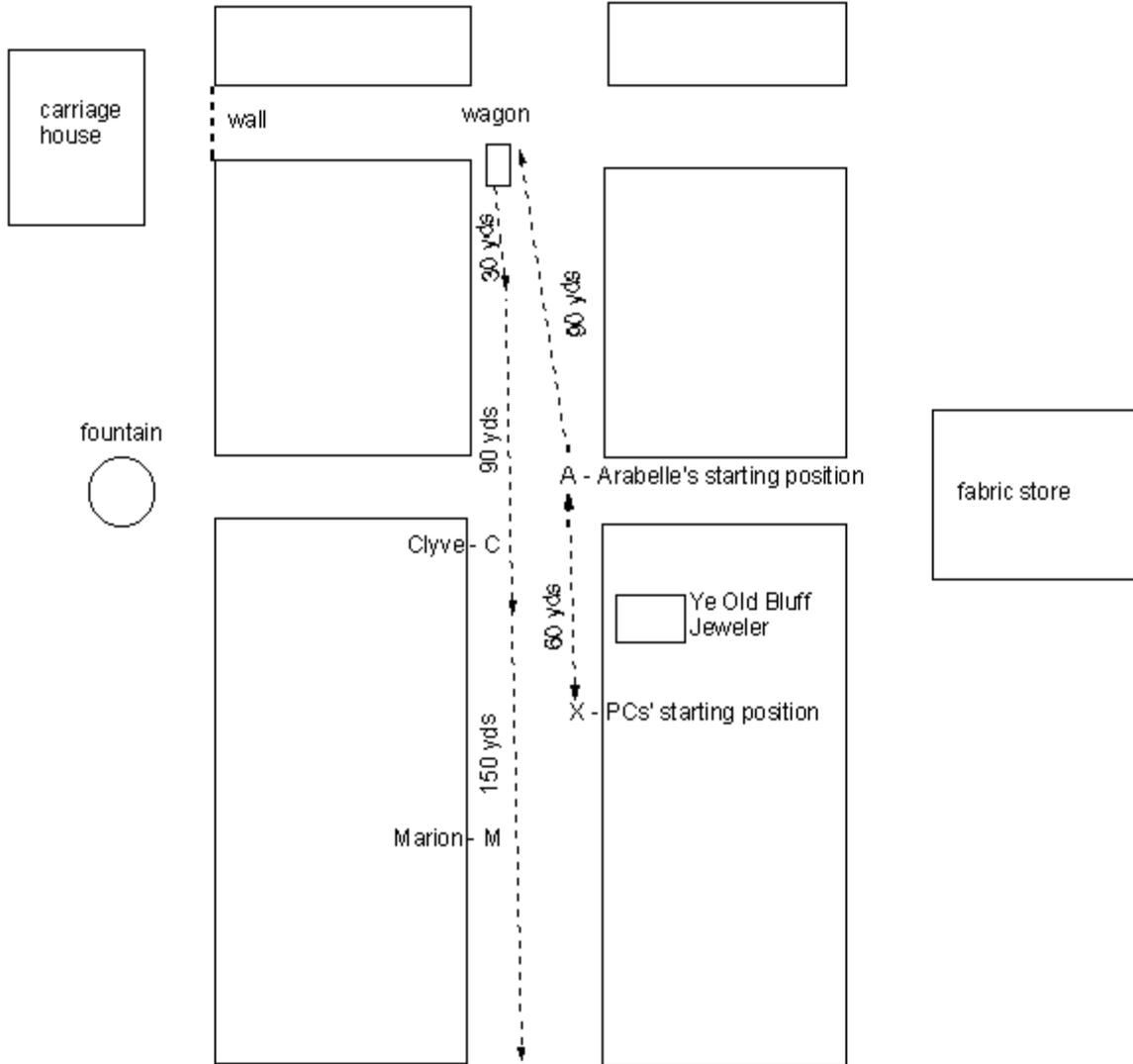
### Fame Award:

1 point in Upper Class category for helping Lord Previs  
OR 1 point in Temples for completing the quest.

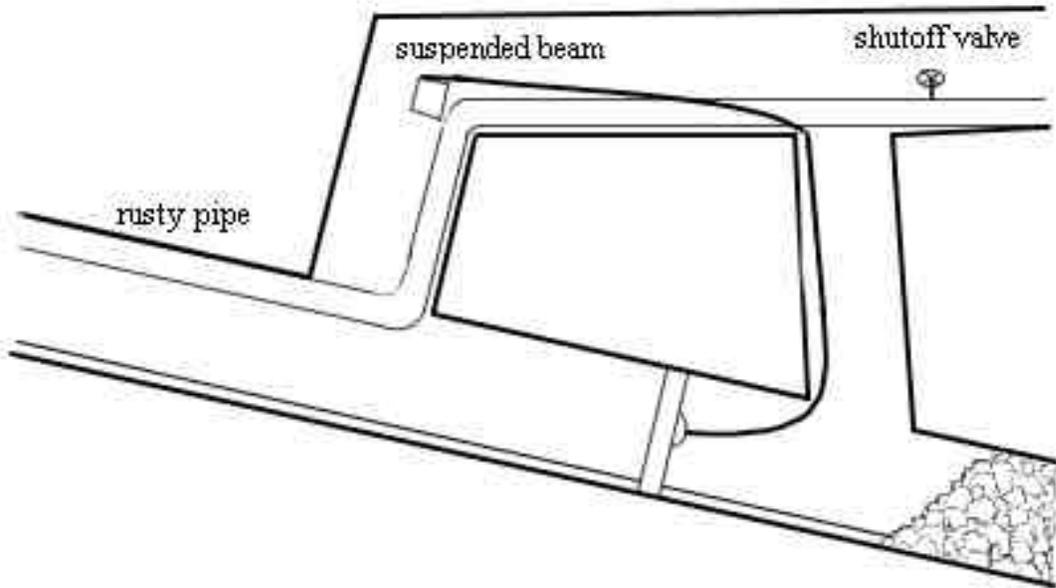
### Chivalry Award:

1 point for completing the quest after making a pledge with substantial risk (knights and squires only)

# DM's Handout #1



## DM's Handout #2



## **Players' Handout #1**

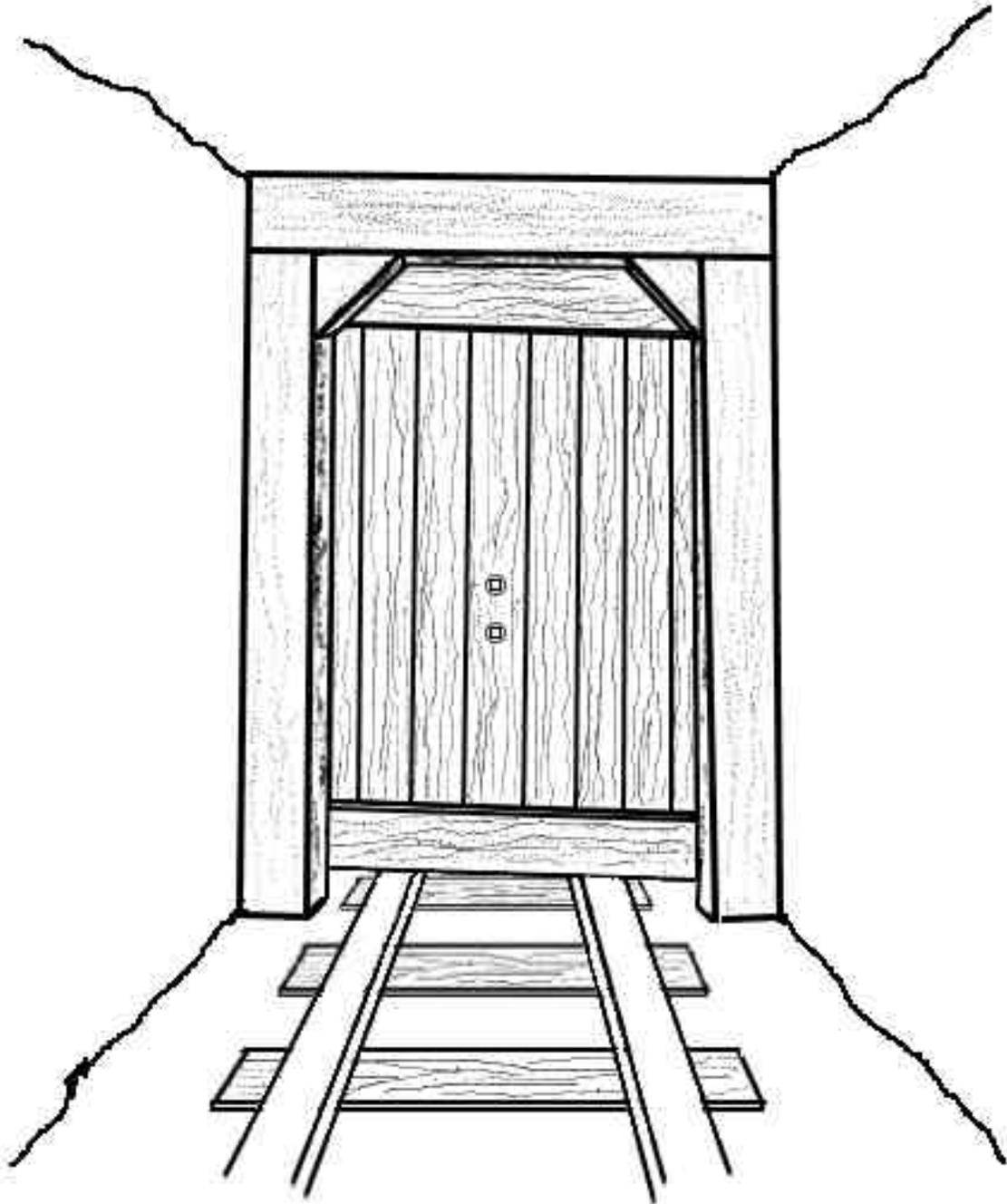
*Dear Sir or Madame,*

*Your presence is kindly requested at my estate on Gladfellow Way between the Temple and Market districts. If it is convenient, I should like to meet with you first thing after breakfast tomorrow to discuss a short-term service which I need performed. This is a matter which requires a degree of secrecy, so your discretion is appreciated. If you are unavailable, please send word so that I might seek another candidate. I look forward to meeting you.*

*Regards,*

*Lord Damon Previs  
Member of the Advisory Council*

## Players' Handout #2



## **Players' Handout #3**

*If you have come this far, I cannot stop you. I do not know your intentions, but I pray that you will do what is right. Remember, an evil act cannot be undone by another evil act. May Torm guide you.*

*Sir Barthemus*

*Order of the Golden Lion*