

# ...The Gathering

A One-round Living City Adventure

by Brandon Kavanagh and George Fulda

ADVANCED DUNGEONS AND DRAGONS, AD&D and RPGA Network are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 1997 by TSR, Inc. All rights reserved. This scenario is intended for tournament use only and may not be reproduced without approval of RPGA Network. This tournament is a parody of the card game *Magic: The Gathering* published by Wizards of the Coast. No challenge to trademarks held by Wizards of the Coast is intended.

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 Background

Quelzur Naisman began his career as a Red Wizard of Thay. He was malicious troublemaker and malcontent, not entirely bad things to be in Thay. Unfortunately, his ambition took him a little too far and he displeased the Zulkir of Necromancy, Szass Tam. He decided that better than serving eternally as a zombie under Szass, he would take his leave of Thay. He found refuge in the open waters of the Sea of Fallen Stars.

After many years of success as a pirate, Quelzur established a base of operations on a small uncharted island near the pirate isles. Whilst sorting his booty one day, he came upon a strange lead-lined box which he "acquired" from a Cormyrean trading vessel. Upon opening the box, he found a multicolored stone with a ring in the center. Etched on the stone in ancient runes was the word, "The Gathering." Studying the jewel for a long time, Quelzur removed the ring from the stone. At that instant, all the color shot out from the jewel and raced into the sky.

The next day, Quelzur received reports from his underlings that five powerful beings had arrived on the island, though no sign of ship or flying vessel was evident. Upon investigation, he learned that these creatures were compelled to fight each other.

Regardless of his attempts, he could not rid the island of these creatures. Finally, one of the five creatures was defeated and killed by the others. Quelzur saw this as his opportunity to try and reason with the creatures, but no sooner had he set out to reason with the creatures, the defeated creature had been magically replaced with another.

This scenario played on for several months. Quelzur was growing weary of the Gathering, not to mention running low on supplies. He dared not leave his keep, lest he be caught in the magical crossfire. His only company were the contestants slated to enter the contest next. As the stone would summon five creatures to be waiting in the on-deck circle, he would explain the situation and his hypothesis that if the colors could be returned to the stone, then the Gathering would end. But the colors were contained within tokens that each contestant held. Most waiting contestants would agree to giving up their token, but the moment they entered the game would forget their promise and continue the combat.

Beginning to think the situation hopeless, he perceived a ray of hope in the latest contestant to arrive. This one he recognized: Alcides Von Tighe, Archmage of the Wizard's Guild of Ravens Bluff. A plan formulated in his head. Surely the city would send a force in search of Von Tighe, and such force could rescue him as well. Thus, he sent out a several messages hoping one would reach Ravens Bluff. Well, one did...

## Plot Synopsis

The party will be hired by the Wizard's Guild to find and rescue Von Tighe. They will travel to the island and find themselves caught in the middle of the Gathering. They must collect the tokens from each contestant, either by battle or by wit, and go to the keep to free Von Tighe. There they must put the tokens back on the stones, stop the gathering, and decide the fate of Quelzur.

## Player Introduction

*You each received a message of greatest urgency this morning. The message bore the seal of the Wizard's Guild and stated: "A nightmare beyond our imagination has occurred. Please report to the Wizard's Guild promptly at four bells past dawn. Bring adventuring gear. We only hope that your efforts are not too late." The message was signed by Sir Sebastian Silverlocke, Dean of Abjuration.*

At this point, allow the PCs to determine whether or not they will respond to the message and at what point they will arrive.

*You are quickly ushered into a conference room when you arrive at the guild. At the head of the table is a wizened old man pouring over a map quite impatiently. Also gathered are several other adventurers waiting just as you are.*

Allow the players to introduce their characters to each other, although solely through physical description. Once all players arrive, Sir Silverlocke will speak.

*"I'm glad that you arrived as quickly as you did. For those who do not know me, I am Dean Silverlocke, an instructor here at the guild. A most horrible tragedy has befallen our guild. Last night, in the middle of a meeting with all the deans, our Archmage, Alcides Von Tighe vanished from our midst, as if teleported. Considering all the magical defenses and wards which surround the guild-hall, I can not imagine who or what was able to snatch him. Later that evening, we actually received an anonymous message on a whispering wind which gave us his coordinates. He is currently right here in the Sea of Fallen Stars." He points to an area of open sea on the map in front of him. "We know through divination that his location does not change, and yet we know of no island at those coordinates. We have been unable to scry further to make contact with him. We simply ask that you go to this location and attempt to find him and bring him back. This is most urgent, so I will offer each of you 1,000 gp from my own pocket. Do you accept, or must I find other loyal citizen to help?"*

Sir Silverlocke will be quite impatient and will not stand for bargaining. If the PCs seem hesitant or try to drag this out, he will simply excuse them and send for another group of adventurers.

Once the PCs accept, he will answer any questions they might have, but he really doesn't know much more.

- He has contracted a small sailing vessel for their use. He suggests that if great opposition is faced, stealth is a better weapon than a large vessel which might attract unwanted attention.
- He will send along his assistant, Tim, to navigate the boat to its destination. The trip should take about five hours.

**Tim Phodir, hm W(A)3:** AL NG; AC 8; MV 12; hp 10; THAC0 20; #AT 2; Dmg 1-2+1 (punch); SA Spells (None memorized); SD Nil; MR Nil; Str 16; Dex 16; Con 11; Wis 15; Int 12; Chr 8; SZ M; ML 12.

*"I am sending my assistant Tim Phodir along with you. He is quite handy on the seas and also knows the archmage quite well. Tim..."*

*A short man wearing a splendid red jerkin and pants with an obscenely large maroon beret enters the room and bows before Silverlocke. "Sir, I will not disappoint you on this mission. I shall herald the good name of this guild to the heathens asea. My greatest and most humble thanks for this mission that I am obviously perfectly suited for." Sighing, Silverlocke rolls his eyes, and exits the room.*

*Tim pokes a finger at you, "Come on, hired hands, the archmage awaits. You may carry my equipment. It's stacked in the hall." And with a turn, Tim exits the room.*

Tim is a loyal apprentice of Sir Silverlocke and has quite a bit of sailing and navigating experience. He will be quite flippant to non-wizards, but especially rude to transmuters, as they specialize in a school he has no use for and actually, quite a bit of contempt for. He will consider himself the party leader.

## Encounter 1-"Under the Sea..."

*Tim leads you quickly to the docks. Spying a vessel which almost looks seaworthy, he barks orders to you to prepare the vessel. "Don't just stand there, get your slow hides aboard the ship. We'll never get there if you keep lollygagging about!"*

Allow for brief interaction with Tim, but remember that he will be intently concentrating on the task at hand and will not appreciate interruption.

*It feels good to be out on the open seas in such beautiful weather, but after about six hours, you begin to wonder about your destination. Finally Tim yells (directly in your ears), "Land Ho!"*

*Your boat is closing quickly upon an island which you don't remember being on any chart of this area. The island stretches for a couple of miles in front of you. The vegetation seems thick and varied. In the center of the island you see a tall twisted building rising out of the dense forest. You consider rowing forward to investigate the island when you notice that the boat is rocking far more than it should.*

The blue player in the Gathering is, in fact, a marid. She, in addition to having all marid powers, is an accomplished transmuter. She will not attack the party unless attacked directly. That, however, is not true of her minions. Her philosophy is that she will never win the Gathering by attacking her opponents directly, but rather by slowly wearing them down as they attack her defense mechanisms.

The first line of defense is "Nessie" her pet elder giant sea snake. Nessie will not attack the PCs directly. She will attack to sink the boat. In the first round, she will begin to constrict the boat. Unless she is stopped, she will destroy the boat in two rounds. Tim will do all that he can, which isn't much, to keep the sea snake at bay. Unless specific precautions are taken, he will fall in the water and draw his final breath in the maw of a sea lion (as far as the party knows).

**Nessie-Elder Giant Sea Snake (1):** Int Low; AC 5; AL N; MV 12; HD 15; hp 120; THAC0 6; #AT 2; Dmg 1-6/ 3-18; SA Poison/Constriction; SD Nil; MR Nil; SZ G (57' long); ML 13.

The sea lions will attack on the first round. The Ixitxachitl will wait until a PC goes into the water and swarm him. However, the Ixitxachitl will only attack if summoned by the blood of a Sea Lion in the water. If the party manages to defeat the Sea Lions without drawing blood (this includes the use of blunt weapons, hold and other charm spells, etc.), the Ixitxachitl will not attack. Once they sense blood in the water, they will be ready to attack the next round.

The moment Nessie attacks the ship, Ilan-Kharesh, the marid, will be alerted to the party's presence. She will watch the battle and realize that the party is not part of the Gathering. It will take her several rounds (depending on the Tier), but she will call off her minions. The boat, however, will be destroyed in any case.

### Rounds Before the Minions Stop Attacking

<b>Tier 1-2</b>	<b>2 rounds</b>
<b>Tier 3-4</b>	<b>3 rounds</b>
<b>Tier 5</b>	<b>4 rounds</b>

### Tier 1 (PC total levels 4-13)

**Sea Lion (2):** Int Semi; AC 5/3; AL N; MV Sw 18; HD 4; hp 24; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA Mauling; SD Nil; MR Nil; SZ L (15' long w/tail); ML 12

**Ixitxachitl (3):** Int Low; AC 6; AL CE; MV Sw 12; HD 1+1; hp 8; THAC0 19; #AT 1; Dmg 3-12; SA Nil; SD Nil; MR Nil; SZ M; ML 13

### Tier 2 (PC total levels 14-25)

**Sea Lion (4):** Int Semi; AC 5/3; AL N; MV Sw 18; HD 6; hp 36; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA Mauling; SD Nil; MR Nil; SZ L (15' long w/tail); ML 12

**Ixitxachitl (4):** Int Low; AC 6; AL CE; MV Sw 12; HD 2+2; hp 15; THAC0 19; #AT 1; Dmg 3-12; SA Nil; SD Nil; MR Nil; SZ M; ML 13

### Tier 3 (PC total levels 26-37)

**Sea Lion (6):** Int Semi; AC 5/3; AL N; MV Sw 18; HD 6; hp 48; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA Mauling; SD Nil; MR Nil; SZ L (15' long w/tail); ML 12

**Ixitxachitl (6):** Int Low; AC 6; AL CE; MV Sw 12; HD 2+2; hp 15; THAC0 19; #AT 1; Dmg 3-12; SA Nil; SD Nil; MR Nil; SZ M; ML 13

### Tier 4 (PC total levels 38-56)

**Sea Lion (8):** Int Semi; AC 5/3; AL N; MV Sw 18; HD 6; hp 48; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA Mauling; SD Nil; MR Nil; SZ L (15' long w/tail); ML 12

**Ixitxachitl (8):** Int Low; AC 6; AL CE; MV Sw 12; HD 2+2; hp 15; THAC0 19; #AT 1; Dmg 3-12; SA Nil; SD Nil; MR Nil; SZ M; ML 13

**Vampiric Ixitxachitl (1):** Int Low; AC 6; AL CE; MV Sw 12; HD 4+4; hp 30; THAC0 17; #AT 1; Dmg 3-12; SA Energy Drain; SD Nil; MR Nil; SZ M; ML 13

### **Tier 5 (PC total levels 57+)**

**Sea Lion (12):** Int Semi; AC 5/3; AL N; MV Sw 18; HD 6; hp 48; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA Mauling; SD Nil; MR Nil; SZ L (15' long w/tail); ML 12

**Ixitxachitl (10):** Int Low; AC 6; AL CE; MV Sw 12; HD 2+2; hp 15; THAC0 19; #AT 1; Dmg 3-12; SA Nil; SD Nil; MR Nil; SZ M; ML 13

**Vampiric Ixitxachitl (2):** Int Low; AC 6; AL CE; MV Sw 12; HD 4+4; hp 30; THAC0 17; #AT 1; Dmg 3-12; SA Energy Drain; SD Nil; MR Nil; SZ M; ML 13

Once the PCs defeat the marid's minions or after she calls her creatures to a halt (whichever comes first), she will approach and parlay.

*"Who are you? It appears that you are not part of the Gathering! Why were you sent here?" An enormous blue-skinned woman rises from the water and stares cautiously an intently at your group.*

The PCs may be in the drink at this time, or they may be on the remains of their boat. They may also be swimming to shore when she appears. None of this matters to her.

The Marid will be cautious until she is satisfied that the party is not a member of the enemy faction and only wishes to return home. She is willing to discuss the Gathering, or as much as she knows.

*"I am Ilan-Kharesh. I was unwillingly drawn to this damnable island to participate in the game of perpetual insanity known as the Gathering. The Lord of this island, Quelzur Naisman, has summoned five beings from the multiverse to participate in the perverse game. The object of the game is to destroy your four opponents and collect their respectively colored tokens: blue, black, green, white, and red. Opponents come and go. I have been imprisoned here for over six months. As far as I know, no one has ever won the game."*

She will give up her Token if the PCs promise to bring the Gathering to an end. The marid has only interacted with the representatives of the Green and Black Tokens. She will direct them to the swamps just on shore FIRST, then to the Forest.

Any PC knight, squire, City Watch member, sailor, or PC with the Law proficiency will know that Quelzur is wanted in Ravens Bluff for Piracy. There is a 1,000-gp reward for his capture.

The PCs should not fight the marid for her Token of Blue, but if they are persistently hostile **use her to her full abilities without reference to tiers.**

**Ilan-Kharesh, Marid:** Int: Genius; AC 0; AL CG; MV 9, Fl 15(B), Sw 24; HD 13; hp 100; THAC0 9; #AT 1; Dmg 4d8; SA Spells and see description; SD See description; MR 25%; SZ H (18'); ML 16.

Marids perform as 26th level spellcasters. As she is a transmuter as well, the marid has access to regular spells in the normal way a specialist mage would. You should use spells appropriate to the situation, but here are some of the marid's stylistic preferences.

1st lvl: -detect undead (precast), reduce, 2nd lvl: insatiable thirst (especially underwater), vocalize (on contingency of silence spell and MR failure), 3rd lvl: air breathing, 4th lvl: stonewall (precast-14), polymorph other, 5th lvl: teleport, 6th lvl: contingency (see vocalize)-raise water/lower water (to destroy ship if Nessie dies), 7th lvl: limited wish, 8th lvl: polymorph any object, 9th lvl: wish

She will explain to the PCs that if they are successful in obtaining all the tokens, they must go to the keep in the center of the island and confront the Lord. That is their only chance of stopping the Gathering.

## Encounter 2: "The Crown of Marble"

*You end up on the shore of this strange island with pieces of your only way home scattered around you. "Shore" is a loose description as you come up from the lagoon on marshy ground surrounded by the stench of rotting plant matter. On the other side of the water you can see grasslands and plains. However, you have been directed into the swamps to collect the Token of Black. Each step you take leaves*

*small pools as a trail behind you. The farther you proceed into the swamps, the darker it becomes. The swamps seem to be shrouded in darkness. Hundreds of eyes seem to be watching you, each with its own brooding malevolence.*

*As you advance further into the swamps, you notice that not everything is saturated with water. A rough path made of hardpacked earth runs off into the distance. Your eyes trace the path to its conclusion at a hill.*

Let the party react to their surroundings. Let them prepare for whatever they believe will occur. The darkness is magical, but not “magical darkness” per say. Normal night vision and rules apply. They can estimate the time to the hill at about ten (10) minutes walking normally. Once they begin the approach, continue on with the description.

*Upon closer approach, the features of the hill come into sharper focus. The earthen path terminates at the base of the hill. The slope gently leads up to the crest of the hill where a small graveyard sits. The headstones form a crown of marble, the bones of the earth manipulated into a crude circlet resting upon the grassy hair of the hill.*

*The jewel of the crown is an obsidian mausoleum on the far side of the hill from you. Its polished perfection should be beautiful, but the black jewel only sends an involuntary shudder up your spine. The marble crown invites you into its sanctuary, or is it tugging at your soul?*

No matter how the PCs enter (flying, walking, etc.), nothing will happen until all are within the circle of headstones. The obsidian mausoleum is seamless and no one will find any way in. Once all are inside the crown, read the following...

*As the last of your party enters the circle, a hissing voice is carried to your ear by the wind. The voice speaks in a detached, slurring and yet ominous voice. "So...you have the Token of Blue... yet you are not creatures of the other colors. Hmm... outsiders...an interesting twist to the contest. I know not whether you have a glib tongue or a sharp sword...but my Token shall not be gained so easily!" You sense movement from behind the headstones.*

The inside of the crown has a 60-yard diameter with open sky above. PCs can leave and come back, but the

following creatures must be defeated if the party is to obtain the Token of Black.

### **Tier 1**

**Skeletons (6):** Int 0; AC 7; AL N; MV 12; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1d6; SA Nil; SD As undead, 1/2 damage edged/piercing weapons; MR As undead; SZ M (6'); ML Never Fail

**Zombies (3):** Int 0; AC 8; AL N; MV 6; HD 2; hp 12 each; THAC0 19; #AT 1; Dmg 1d8; SA Nil; SD As undead; MR As undead; SZ M (6'); ML Never Fail; Zombies always strike last in the round.

### **Tier 2**

**Ju-ju Zombies (6):** Int Low; AC 6; AL N(E); MV 9; HD 3+2; hp 30 each; THAC0 15; #AT 1; Dmg 3d4; SA See description; SD See description; MR See description; SZ M (6'); ML Never Fail.

The zombies will fire a crossbow for d6 Dmg first, then join melee.

**Ghasts (2):** Int Very; AC 4; AL CE; MV 15; HD 4; hp 25 each; THAC0 17; #AT 3 (claw/claw/bite); Dmg 1d4/1d4/1d8; SA Carrion stench, paralyzation; SD As undead; MR Nil; SZ M (6'); ML 13. Cold iron does double damage.

### **Tier 3**

**Ghasts (6):** Int Very; AC 4; AL CE; MV 15; HD 4; hp 32 each; THAC0 17; #AT 3 (claw/claw/bite); Dmg 1d4/1d4/1d8; SA Carrion stench, paralyzation; SD As undead; MR Nil; SZ M (6'); ML 14. Cold iron does double damage.

**Wights (2):** Int Average; AC 5; AL LE; MV 12; HD 4+3; hp 35 each; THAC0 15; #AT 1; Dmg 1d4; SA Level Drain (1 per hit); SD silver/+1 or better to hit; MR As Undead; SZ M (4'-7'); ML 14.

### **Tier 4**

**Wraith (4):** Int Very; AC 4; AL LE; MV 12, Fl 24(B); HD 5+3; hp 35 each; THAC0 15; #AT 1; Dmg 1d6; SA Level Drain (1 per hit); SD silver/+1 or better to hit; MR As Undead; SZ M (6'); ML 15.

**Spectre (1):** Int High; AC 2; AL LE; MV 15, Fl 30(B); HD 7+3; hp 45; THAC0 13; #AT 1; Dmg 1d8; SA Level Drain (2 per hit); SD +1 or better to hit; MR As Undead; SZ M (6'); ML 15.

## **Tier 5**

**Spectre (2):** Int High; AC 2; AL LE; MV 15, Fl 30(B); HD 7+3; hp 50 each; THAC0 13; #AT 1; Dmg 1d8; SA Level Drain (2 per hit); SD +1 or better to hit; MR As Undead; SZ M (6'); ML 15.

**Vampire (1):** Int Exceptional; AC 1; AL CE; MV 12, Fl 18(C); HD 8+3; hp 65; THAC0 13; #AT 1; Dmg 1d6+4; SA Level Drain (2 per hit) and Charm; SD See Description; MR See Description; SZ: M (6'); ML 16.

*The voice returns, yet this time you can sense controlled anger in its tone. "You have certainly presented yourself as an irritation. Now let me return the favor!" You see cracks begin to mar the polished obsidian wall as the double doors of the mausoleum finally show themselves. As soon as the doors appear, they sweep outward with a tremendous force and a writhing wave of blackness gushes forth. As you look closer, the wave has hundreds of red eyes floating within its current. The smell of diseased rotting flesh washes over you. Only one thought throbs in your head: RATS!*

There are only about 120 rats. The rats will only stay around long enough to cause everyone in the party to make a Save vs Poison or contract a debilitating disease with an incubation of about two days. This disease will cause the afflicted person to develop boils and other pus-filled sacs on their body slowly causing the internal organs to become diseased and rot away. The PC will lose 1 point of Constitution per day once it starts. When the PC reaches 0 Constitution, he or she will die. This can be counteracted with a *cure disease* spell.

*As you pull yourself back together and calm down, the now familiar voice echoes out from the mausoleum with a chuckle. "I suppose I must finally take care of you myself. I should have expected as much. To win the tokens I will have to get my own hands bloody for once."*

*Inside the mausoleum, the mist which obscured your vision clears. Revealed is an enormous stone coffin which appears to be doubling as a table from a wizard's laboratory. Atop the table are strange stones, herbs, mosses, dead animals, entrails and something which catches your eyes: the black token being suspended by metal tongs. The token is attached to some sort of jewel.*

*However this sight may have lightened your heart, that same vital organ immediately despairs at the figure behind the coffin. The figure is a gaunt, skeletal, humanoid form with black eye sockets which burn in furious red points. This horrid figure wears heavy ornamented midnight-blue robes. In the center of the robes a black hand is prominently and ominously displayed.*

**Banelich (1):** Int Supra-genius; AL LE; AC 0; MV 9; HD 19; hp 114; THAC0 5; #AT 1; Dmg 1-10 (touch); SA Priest Spells, hopelessness touch, coldfire missiles, grasp of Bane, many many more; SD +2 or better magical weapon to hit, cannot be turned, spell immunities (*charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, death*), immune to poison and mind-affecting spells; MR 35%; SZ M; ML 18

Spells: 1st level—*protection from good, cure light wounds x 2, cure light wounds x 3*; 2nd level *silence, 15' radius, warp wood, obscurement, animate dead, resist fire(precast), fear*; 3rd level—*prayer, snare, dispel magic x 4*; 4th level—*abjure, protection from lightning (precast), poison, free action*; 5th level—*quest, flame strike x 2, wall of fire, raise dead, slay living*; 6th level—*find the path, speak with monsters, conjure fire elemental, wall of thorns, word of recall*; 7th level—*creeping doom, earthquake, unholy word, destruction.*

See attached MC sheet.

This, obviously, is bad news for our heroes. Any PC with the religion or Necromantic Lore NWP will know this creature to be a banelich. The banelich has not been a good sport about becoming a competitor in the Gathering. Sure, he has his defenses set in place, but his central pre-occupation has been attempting to free himself from the game by tampering with the token itself. The PCs arrived at a critical stage in his research. He was attempting to break the grasp of the token by using the power of his own phylactery (the jewel which preserves his existence). Thus, the token is attached to his phylactery.

His actions are simple. He does not really want to kill the party, as their live vital organs are far too valuable to his research (not to mention their magic items). Instead, he will use the *Grasp of Bane* upon them. This *Grasp* will (no saving throw—if the PC has a *scarab of protection*, the save is versus death magic, a *ring of free action* is ineffective against this power) suspend the life force of its victim. This does not kill the victim, but merely suspends them in animation. The victim does not breathe, think, nor does his heart or any muscle move. This ability is ended at will. He may

attack others or even affect the victim himself on succeeding round.

He will use this grasp on the most powerful fighters first, then move to any priests, then mages, then rogues. He can only use this power once per round. The party's only chance is to steal the token from the table. The phylactery will come with it.

Usage of the *Grasp of Bane* requires full concentration to cast, but is still an innate ability and can not be disrupted, so the PCs should be able to take the token. Make it exciting (extraneous saving throws, smoke, mist, vivid colors, whatever you wish).

Once the party has the token and phylactery, the banelich will bargain for the jewel. He will offer the lives of any PCs under his grasp, the token, and the party's escape for the phylactery. The phylactery can be destroyed, although it takes 150 points of damage to do so. If the phylactery is destroyed, any PC under the *Grasp* will also die. Death from this method can only be recovered by a *resurrection* from a god of good alignment (not priests, the god—this costs five times the usual resurrection cost, as the god must be entreated directly—it must also be done by the end of this event, or the PC is lost forever).

If the PCs hesitate too long, the Banelich will attack the PC with the phylactery using *coldfire missiles*. The Banelich could easily kill the PCs, but is quite concerned that his phylactery could somehow be destroyed, so is most willing to parlay. The Banelich will warn any PC with the idea of destroying the phylactery that any companions in his *Grasp* will die at the same time. If the PCs return the phylactery, the Banelich will keep his word and release the affected PCs and let the party go. Otherwise, it could be a bad day for our heroes. When the banelich receives his phylactery, he will let the party go. He reasons that perhaps they can free him from the Gathering. If not, he can always hunt them down and kill them later. They should run to green as quickly as possible.

## Encounter 3: Tipping the Balance...

*After the stench of the swamps, the fresh fragrance of the forest is just that much better. There are no cut paths as the forest has been allowed to grow into its*

*natural, wild state. Somehow, you can tell that the heart of the woods is your destination.*

*Something is strange about this forest...no bird's song...no insects...just stillness. Like something is waiting for you....*

Roll dice every once in a while to keep up the idea of someone /something watching the party. Sudden monkey screams/animal growls by the DM are great, but there is no real encounter here.

*As you approach the heart of the woods, you can see a large rock sitting on the ground peacefully. The trees are much thicker and closer together here and you can't seem to see beyond the rock.*

The rock appears normal but in reality is a Galeb-duhr. If the PCs touch the rock, try to go past it, or turn away from it, the Galeb-duhr will speak.

*You hear the grating of boulder on boulder, yet the sound seems to be intelligible speech.*

*"Blind justice carries me with honor. The well-rounded man strives for me with every step... I'm missing from wars where allies come to blows, my absence leaves morality stunted... The lack of me sways man from side to side. To enter this grove, I must live in your heart...  
WHAT AM I?*

"BALANCE" is the answer. The party must say "balance" before they can enter the grove. If the PCs do not discover the answer to the riddle and force their way into the grove, the druid will not willingly give up his token, as they do not understand him.

**Galeb-Duhr (1):** Int Very; AC -2; AL N; MV 6; HD 8; hp 60; THAC0 13; #AT N/A; Dmg N/A; SA N/A; SD Immune to lightning & normal fire. Save vs. Magical fire +4; MR 20%; SZ L; ML 19

The Galeb-Duhr will not attack.

*You enter the circle of trees and see the most peaceful stretch of grass. A man in woven greens and furs steps out into the grove. You immediately notice the great wisdom in his eyes, yet you can tell that the furs cover a muscular frame. "Ah, you hold the Tokens of Black and Blue. I'm sure that you wish my Token of Green as well. At present, you have two Tokens, and two Tokens lie beyond me in the realms of White and Red. My Token keeps the balance in this twisted game, and even here the*

*balance must be kept." You notice that several sylvan elves approach behind him. You also spy in the background two lizard-like creatures wearing blindfolds.*

This is intended to be a role-playing encounter. If the party gives Stanley convincing reasons that balance will be maintained by his releasing his token, then he will release it. If, however, the party can not role-play through the encounter, then use the following numeric values.

The PCs have a 50% chance to persuade the Druid, as he is True Neutral. They also have a 50% chance of a fight. The Druid will ask the party how giving them his token will further the balance. For every good reason the party presents, increase the positive percentage by 10%. Also, increase the percentage by 5% for every PC of true neutral alignment in the party. Also award/subtract 1% for every positive/negative point of reaction modifier of the party.

IF THE PARTY DOESN'T FIGHT the Druid will grant access to his "Stream of Life" which will heal PCs 1d10 hit points per tier. This is NOT available if the Druid fights the PCs. In addition, if the party peacefully negotiates with the druid, he will give them an oaken carving of mistletoe. This is non-magical, but it gives a +2 reaction bonus to druids, revealing the PC as a druid-friend.

### Tier 1

Five Elves spring from the woods. They will defend the Druid but not attack on their own. The Druid has a special ability granted by the Gathering: he can drain the hit points of the elves only as if casting *vampiric touch* for 5 points of damage per round. The drain has no to hit roll and the hit points are given in full to the Druid. Use of this ability constitutes the Druid's action for the round. The Druid will also attack with his Scimitar and spells.

**Elves (5):** Int Average; AC 5; AL N; MV 12; HD 3; hp 20; THAC0 17 (L. Sword); #AT 1; Dmg 1d8+1; SA Nil; SD Nil; MR Nil; SZ M (5'-6'); ML Never Fail.

**Stanley, hm D6:** Int 15; AC 6; AL N; MV 12; hp 30; THAC0 18 (Scimitar); #AT 1; Dmg 1d8; SA spells; SD +2 save vs fire, electricity & Elves (see above); MR Nil; SZ M (6'); ML Never Fail.

Spells: 1st lvl: *curse, cure light, entangle*; 2nd lvl: *barkskin, dust devil, heat metal*; 3rd lvl: *spike growth, summon insects*.

### Tier 2

Five Elves spring from the woods. They will defend the Druid but not attack on their own. The Druid has a special ability granted by the Gathering: he can drain the hit points of the elves only as if casting *vampiric touch* for 10 points of damage per round. The drain has no to hit roll and the hit points are given in full to the Druid. Use of this ability constitutes the Druid's action for the round. The Druid will also attack with his Scimitar and spells.

**Elves (5):** Int Average; AC 4; AL N; MV 12; HD 4; hp 30; THAC0 16 (L. Sword); #AT 1; Dmg 1d8+1; SA Nil; SD Nil; MR Nil; SZ M (5'-6'); ML Never Fail.

**Stanley, hm D8:** Int 15; AC 6; AL N; MV 12; hp 45; THAC0 16 (Scimitar); #AT 1; Dmg 1d8; SA spells; SD +2 save vs. fire, electricity & Elves (see above); MR Nil; SZ M (6'); ML Never Fail.

Spells: 1st lvl: *curse, cure light, entangle*; 2nd lvl: *barkskin, dust devil, heat metal*; 3rd lvl: *spike growth, summon insects, stone shape*; 4th lvl: *poison, sticks to snakes*.

### Tier 3

Five Elves spring from the woods. They will defend the Druid but not attack on their own. The Druid has a special ability granted by the Gathering: he can drain the hit points of the elves only as if casting *vampiric touch* for 15 points of damage per round. The drain has no to hit roll and the hit points are given in full to the Druid. Use of this ability constitutes the Druid's action for the round. The Druid will also attack with his Scimitar and spells.

**Elves (5):** Int: Average; AC 4; AL N; MV 12; HD 5; hp 35; THAC0 14 (L. Sword); #AT 1; Dmg 1d8+2; SA Nil; SD Nil; MR Nil; SZ M (5'-6'); ML Never Fail.

**Stanley, hm D10:** Int 15; AC 6; AL N; MV 12; hp 55; THAC0 14 (Scimitar); #AT 1; Dmg 1d8; SA spells; SD +2 save vs. fire, electricity & Elves(see above); MR Nil; SZ M (6'); ML Never Fail.

Spells: 1st lvl: *curse, cure light, entangle, shillelagh*; 2nd lvl: *barkskin, dust devil, heat metal, charm person/mammal*; 3rd lvl: *spike growth, summon insects, stone shape*; 4th lvl: *poison, sticks to snakes, produce fire*; 5th lvl: *transmute rock to mud, wall of fire*

#### **Tier 4**

Five Elves spring from the woods. They will defend the Druid but not attack on their own. The Druid has a special ability granted by the Gathering: he can drain the hit points of the elves only as if casting *vampiric touch* for 25 points of damage per round. The drain has no to hit roll and the hit points are given in full to the Druid. Use of this ability constitutes the Druid's action for the round. The Druid will also attack with his Scimitar and spells.

**Elves (5):** Int Average; AC 4; AL N; MV 12; HD 7; hp 50; THAC0 12 (L. Sword); #AT 1; Dmg 1d8+2; SA Nil; SD Nil; MR Nil; SZ M (5'-6'); ML Never Fail.

**Stanley, hm D12:** Int 15; AC 6; AL N; MV 12; hp 70; THAC0 13 (Scimitar); #AT 1; Dmg 1d8+2; SA spells; SD +2 save vs. fire, electricity & Elves (see above); MR Nil; SZ M (6'); ML Never Fail.

Spells 1st lvl: *curse, cure light, entangle, shillelagh, bless, cause light*; 2nd lvl: *barkskin, dust devil, heat metal, charm person/mammal, flameblade*; 3rd lvl: *spike growth, summon insects, stone shape, meld into stone, plant growth*; 4th lvl: *poison, sticks to snakes, produce fire*; 5th lvl: *transmute rock to mud, wall of fire*; 6th lvl: *conjure fire elemental, heal*

#### **Tier 5**

Five Elves spring from the woods. They will defend the Druid but not attack on their own. The Druid has a special ability granted by the Gathering: he can drain the hit points of the elves only as if casting *vampiric touch* for 30 points of damage per round. The drain has no to hit roll and the hit points are given in full to the Druid. Use of this ability constitutes the Druid's action for the round. The Druid will also attack with his Scimitar and spells.

**Elves (5):** Int Average; AC 4; AL N; MV 12; HD 11; hp 90; THAC0 7 (L. Sword); #AT 1; Dmg 1d8+3; SA Nil; SD Nil; MR Nil; SZ M (5'-6'); ML Never Fail.

**Stanley, hm D20:** Int 15; AC 6; AL N; MV 12; D 20; hp 94; THAC0 8 (Scimitar); #AT 1; Dmg 1d8+1; SA spells & See Description; SD +2 save vs. fire, electricity & Elves (see above); MR Nil; SZ M (6'); ML Never Fail.

Spells: 1st lvl: *curse, cure light, entangle, shillelagh, bless, cause light*; 2nd lvl: *barkskin, dust devil, heat metal, charm person/mammal, flameblade, chill metal*; 3rd lvl: *spike growth, summon insects, stone shape, meld into stone, plant growth, pyrotechnics*; 4th lvl: *poison, sticks to snakes, produce*

*fire, cure serious, cause serious, giant insect*; 5th lvl: *transmute rock to mud, wall of fire, animal growth, cause critical, cure critical, control winds*; 6th lvl: *conjure fire elemental, heal, harm x, wall of thorns, weather summoning*; 7th lvl: *animate rock, changestaff, conjure earth elemental, creeping doom, earthquake, transmute metal to wood.*

## Encounter 4: "Are you a Good Witch?"

*You exit the plush greenery of the grove and find the vegetation shortening and gradually fading away. The scenery transforms into golden wheat-laden plains. Off in the distance, you spy lions frolicking in the wheat. The angelic view of nature present before you almost makes you forget exactly where you are. Suddenly appearing in the sky, some sort of winged creature begins to fly swiftly toward your party.*

Allow the party to prepare themselves for whatever they believe is approaching. Allow the casting of spells and preparations for two rounds before the Planetar arrives. If anyone attacks with long-range weapons, they will miss.

*Before you is a tall, commanding humanoid female with smooth emerald skin, white feathered wings, and eyes of a penetrating blue. She masterfully carries in her hands an enormous two-handed sword. She speaks in a beautiful, yet haunting voice in your mind, "Keepers of the black token, are you evil creatures coming to destroy the servant of light?" You have seen many fascinating things already this day, but vision fills your heart with awe and reverence.*

The planetar, by the name of Sara, was only recently drawn into the Gathering. She wants no part of the Gathering, and has refused to take an offensive position against her opponents. She has, of course, defeated the summoned creatures which the other contestants have sent. She is a protector of the goddess Sune in Brightwater on the plane of Arborea and longs to return there.

The party must explain their situation to Sara and convince her that they are good creatures. If the party needs prompting, she will ask them to tell her of their deeds in defense of good. Remember that she has the

following abilities running: *detect invisibility, detect lie, protection from evil 10' radius, and true seeing.*

If at least half of the party convinces Sara of its inherent goodness, she will release her token to them. Although she will press for testimonial from all. (sort of like a celestial revival!) If the party is silly enough to attack, she will retaliate to subdue, not kill.

**Planetar (1):** Int Genius; AC -7; MV 15, Fl 48; HD 14; hp 107; THAC0 7; MR 75%; #AT 3; Dmg 1-10+10 (Str. & Magical bonuses); SA Vorpal Weapon and Spells; SD Never surprised, Regeneration (4 hp/round); SZ L (8'); ML 20

*In parting, she hands you her white token, directs you toward the mountains in the distance and gives you warning, "Beware of the fiery denizen of red. He is truly evil and terrifically cunning and powerful. May the blessings of the upper planes descend upon you."*

## Encounter 5: "Out of the Frying Pan..."

*As you enter the mountains, you see your destination. Among the mountain range you spot a mesa. The shape reminds you of an angry fist raised in defiance of the horizon. You can see a winding, roughly hewn path leading around and to the top of the mesa.*

The mesa is 200' straight up. Sheer sides protect the mesa except for the cut-out path. PCs will take 1/2 hour to get to the top walking, flying speed depends on what method is used. If party walks, there will be 3 Dexterity checks. If anyone fails any check, they will not fall but will instead get a -2 (not cumulative) to all actions as a heart-stopping fear of heights overtakes them until they are completely off the mesa (i.e. after the next battle). It counts as a fear attack for counteracting.

*As you reach the top of the mesa, you see a huge plateau. A man dressed in mage's robes approaches you. However, you recognize him from Ravens Bluff. It is Alcides Von Tighe, Archmage of the Wizard's guild, and object of your journey.*

*"Thank you for coming for me. I was teleported into this atrocity known as the Gathering. I have bested the red contestant. Quickly, give me your tokens and I can get us all out of here. I now know how to leave*

*this place. If you have the other four we can return home within the hour."*

The plateau is 500' by 300'.

Questions by the PCs can show that this is not Alcides Von Tighe but a shapechanged Red Dragon. He has used a mind-projection ability to determine that Von Tighe is whom the party seeks and what he looks like. He will not know specifics about Ravens Bluff or the guild, but he will try to hedge any questions, stating "We don't have time for this! Do you want to leave or not?" If the party give up the four other tokens, the dragon will have won the Gathering and gained in power immediately. Therefore, IF PCs GIVE UP THEIR TOKENS, put them in the next highest tier. Either way, read the following either immediately after he is discovered or immediately after the tokens are given:

*The image of Alcides laughs a deep belly laugh that reverberates much too far away. Then he opens his mouth and a huge gout of flame erupts from his face. When you can see again, a red dragon stands before you.*

### Tier 1

The first attack is the breath weapon in the description above. However this will happen on the Dragon's initiative on the first round. After that, the dragon will use its attacks and limited spells. The dragon will also go into the air for position and will certainly look to knock PCs over the edge if it can. A 200-foot drop results in 20d6 points of damage.

**Hatchling Red Dragon (1):** Int 15-16; AC 0; AL CE; MV 9, Fl 30(C), Jump 3; HD 9; hp 36; THAC0 11; #AT 3 (c/c/b) or 1 (breath); Dmg 1d4+1/1d4+1/1d10+1 or 1d10+1; SA Breath; SD Immune to Fire, saves as 9th lvl Ftr; MR Nil; SZ L (6' body, 6' tail); ML Never Fail.

### Tier 2

The first attack is the breath weapon in the description above. However this will happen on the Dragon's initiative on the first round. After that, the dragon will use its attacks and limited spells. The dragon will also go into the air for position and will certainly look to knock PCs over the edge if it can. A 200-foot drop results in 20d6 points of damage.

**Very Young Red Dragon (1):** Int 15-16; AC -1; AL CE; MV 9, Fl 30(C), Jump 3; HD 11; hp 50; THAC0

9; #AT 3 (c/c/b) or 1 (breath); Dmg 1d6+2/1d6+2/2d8+2 or 2d10+2; SA Breath; SD Immune to Fire, saves as 11th lvl Ftr; MR Nil; SZ H (18' body, 15' tail); ML Never Fail.

### **Tier 3**

The first attack is the breath weapon in the description above. However this will happen on the Dragon's initiative on the first round. After that, the dragon will use its attacks and limited spells. The dragon will also go into the air for position and will certainly look to knock PCs over the edge if it can. A 200-foot drop results in 20d6 points of damage.

**Juvenile Red Dragon (1):** Int 15-16; AC -3; AL CE; MV 9, Fl 30(C), Jump 3; HD 15; hp 75; THAC0 5; #AT 3 (c/c/b) or 1 (breath); Dmg 1d10+4/1d10+4/3d10+4 or 4d10+4; SA Breath & *affect normal fires* 3x/day and *pyrotechnics* 3x/day; SD Immune to Fire, saves as 15th lvl Ftr; MR Nil; SZ G (50' body, 35' tail); ML Never Fail.

Spells cast at 13th lvl: 1st lvl: *color spray*

### **Tier 4**

The first attack is the breath weapon in the description above. However this will happen on the Dragon's initiative on the first round. After that, the dragon will use its attacks and limited spells. The dragon will also go into the air for position and will certainly look to knock PCs over the edge if it can. A 200-foot drop results in 20d6 points of damage.

**Adult Red Dragon (1):** Int 15-16; AC -5; AL CE; MV 9, Fl 30(C), Jump 3; HD 17; hp 100; THAC0 3; #AT 3 (c/c/b) or 1 (breath); Dmg 1d10+6/1d10+6/3d10+6 or 9d10+6; SA Breath & *fear* 20 yd. radius. (+2 save), *affect normal fires* 3x/day, *pyrotechnics* 3x/day, *heat metal* 1x/day; SD Immune to Fire, saves as 17th lvl Ftr.; MR 35%; SZ G (90' body, 75' tail); ML Never Fail.

Spells cast at 15th lvl: 1st lvl: *color spray*, *magic missile*; 2nd lvl: *web*

### **Tier 5**

The first attack is the breath weapon in the description above. However this will happen on the Dragon's initiative on the first round. After that, the dragon will use its attacks and limited spells. The dragon will also go into the air for position and will certainly look to knock PCs over the edge if it can. A 200-foot drop results in 20d6 points of damage.

**Venerable Red Dragon (1):** Int 15-16; AC -9; AL CE; MV 9, Fl 30(C), Jump 3; HD 21; hp 168; THAC0 -1; #AT 3(c/c/b) or 1 (breath); Dmg 1d10+10/1d10+10/3d10+10 or 20d10+10; SA Breath, *fear* 40 yd. radius. (-2 save), *affect normal fires* 3x/day, *pyrotechnics* 3x/day, *heat metal* 1x/day, *suggestion* 1x/day, *hypnotism* 1x/day, detect gems, kind, number within 100' radius. 3x/day ; SD Immune to Fire, saves as 21st lvl Ftr; MR 55%; SZ G(160' body, 150' tail); ML Never Fail.

Spells cast at 19th lvl: 1st lvl: *color spray*, *magic missile/ protection from good* (precast); 2nd lvl: *web*, *flaming sphere*; 3rd lvl: *lightning bolt*, *haste* 4th lvl: *stoneskin* (precast=10)

### **Tier 5 OOPS (If tokens are given)!**

The first attack is the breath weapon in the description above. However this will happen on the Dragon's initiative on the first round. After that, the dragon will use its attacks and limited spells. The dragon will also go into the air for position and will certainly look to knock PCs over the edge if it can. A 200-foot drop results in 20d6 points of damage.

**Great Wurm Red Dragon (1):** Int 15-16; AC -11; AL CE; MV 9, Fl 30(C), Jump 3; HD 23; hp 184; THAC0 -3; #AT 3 (c/c/b) or 1 (breath); Dmg 1d10+12/1d10+12 /3d10+12 or 24d10+12; SA Breath, *fear* 50 yd. radius. (-4 save), *affect normal fires* 3x/day, *pyrotechnics* 3x/day, *heat metal* 1x/day, *suggestion* 1x/day, *hypnotism* 1x/day, detect gems, kind, number within 100' radius. 3x/day; SD Immune to Fire, saves as 23rd lvl Ftr; MR 65%; SZ G(183' body, 171' tail); ML Never Fail.

Spells cast at 21st lvl: 1st lvl: *color spray*, *magic missile/ protection from good* (precast), *bles*; 2nd lvl: *web*, *flaming sphere/ hold person*; 3rd lvl: *lightning bolt*, *haste*; 4th lvl: *stoneskin* (precast=10), *fire shield*; 5th lvl: *wall of force*

After the battle, the remains of the dragon will disappear (in preparation for the next red contestant).

## **Encounter 6: The Endgame**

*Making your way down the mountain, you clearly see your objective: the manor house of the villain Quelzur. After about 1/2 hour of traveling through dense brush, you finally arrive at the front door of this unimpressive two-story wooden structure.*

Although there are many doors and windows on this house, they cannot be opened magically or physically.

They are magically barred by the Gathering. The endgame must be solved first.

On the door is a brass plaque which reads:

THE GATHERING CANNOT BE WON WITH BRUTE STRENGTH ALONE. LET'S SEE IF YOUR ENDGAME IS AS GOOD AS YOUR DEVELOPMENT. BUT HURRY, YOUR SHINING KNIGHTS IN WHITE HAVE ONLY FOUR MOVES LEFT!

Underneath the plaque is a chessboard. The board has four pieces on it. A Black King, a White King, and two white rooks. See DM Aid 1 for the configuration. The object is to place the Black King in check mate in only four moves.

A King can move one space in any direction and a rook can move an unlimited length horizontally or vertically. A king placed in check must move out of check the next move. A king cannot move into check. When a king is in check and cannot move out of check, it is in check-mate.

The solution is quite simple. On the first move, one of the rooks must move to the sixth rank, forcing the black king to stay in the last two rows. On the next move, the other rook must move to the seventh rank placing the king in check and forcing him to retreat to the last rank. On the third move, the rook on the sixth rank must move to the final rank placing the King in check-mate. The Black King can delay his demise by one move by moving down to threaten a rook, but White needs simply to advance the rook to the top and place Black in Check-Mate from the top. This process can take no longer than four moves by white to be successful.

Each time a PC moves the pieces unsuccessfully, (more than four moves) the PC will receive a shock that will do damage equal to half his remaining hit points, and the board will reset. No PC may attempt more than once. If a PC has the Chess (not simply Gaming, but specifically Chess) proficiency, he need but make a successful proficiency roll and he will solve the endgame immediately. If a PC makes a successful Gaming NWP check, give him or her the first move.

Once the Black King is check-mated in four moves, the front door will open.

## Conclusion

*The front door swings open to reveal a spacious, sparsely furnished room. In the center of the room sits a bald man in red robes with tattoos covering his head. He holds in his hands a jewel. He seems to be sobbing.*

Quelzur will plead for two things, first his life, second to replace the tokens in the jewel. He will gladly tell the PCs his story (leaving out the bits about piracy) and try to convince them that the Gathering was not his fault and to end it quickly.

Questioning him about Alcides Von Tighe will reveal that he was here until about 30 minutes ago. Quelzur presumes that one of the contestants was killed and he went to take his place. Alcides has become the red contestant Quelzur is aware of this. If the party insists, he will show them into the back room where the five creatures in the "on-deck" circle await. They are motionless, in stasis. Treat this as if they were encased by a *sepia snake sigil*, which can not be dispelled except through the Gathering. The creatures are a Pit Fiend (black), a Thavian abjurer (blue), a Ki-Rin (white), an invoker from Krynn (red) and a neogi hierophant druid (green). The PCs will have to go find Von Tighe and get his jewel, which he will give up if they can convince him that they know how to end the Gathering.

Quelzur will explain that neither he nor Alcides can leave until the Gathering is ended, by placing the token back in the gem.

Once the party replaces the tokens in the jewel read the following.

*As you place the tokens in the jewel, and electric flash of light blinds you all. When you all regain your sight, you see that the jewel has disappeared, but has been replaced by a ring with five colored gems in a pentagonal figure. Gazing out the window, you notice that the landscape has changed from what you traversed to a mostly sandy beach island with calm vegetation.*

Placing the tokens in the jewel ends the Gathering. The creatures in stasis disappear, returning to their homes. Alcides had become the red contestant, so the party must travel to the mesa to find him.

*Reaching the mesa again, you once again see the Arch-mage Alcides von Tighe. But this time, he rushes forward to greet you. He is accompanied, however, by someone you recognize....Tim! "Yes sir, by my great cunning, I was able to track you down, sweet-talk a ruthless marid into letting me go, and rescue you!"*

In reality, the marid saved Percival's life and sent him on his way to Quelzur's house. He got lost and ended on the mesa instead.

The archmage will be most grateful for the party's rescue and upon learning that their ship was destroyed, he will offer to teleport them all back to Ravens Bluff.

It is now up to the PCs to decide the fate of Quelzur. If they know of his piracy and threaten to return him to Ravens Bluff, he will try and bribe them with his personal cache of 6,000 gp and eight rubies worth 500 gp each. In any instance, he will plead innocence. In the end, it is up to the party whether or not they take him back with them. However, if they take him back they should not also receive his loot (it was stolen booty, after all, and is needed as evidence)/

Once the party returns to Ravens Bluff, they can collect the promised reward from the Guild. If the party brings Quelzur back, they may return him to the City Watch and receive the 1,000 gp reward. Any PC who contracted the disease from the rats in Encounter 2 will now begin to show signs of infection. A cure disease spell can be obtained from any temple for 2,000 gp. IF the disease is not cured by the end of this tournament, the PC will die. Von Tighe will have the ring identified for the PCs. Its powers are described in the Treasure Summary. They must either keep the ring together OR separate the ring into the tokens. No party can receive both.

## End of The Gathering Or is it

### 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 a Tier 4 group.

#### Encounter 1

Defeating creatures	100 xp
Obtaining Blue Token	25 xp

#### Encounter 2

Defeating undead	100 xp
Obtaining Black Token w/out loss of any PC	175 xp

#### Encounter 3

Solving Riddle	50 xp
Convincing druid to give up token w/o a fight	50 xp

#### Encounter 4

Obtaining White Token	50 xp
-----------------------	-------

#### Encounter 5

Obtaining Red Token	400 xp
---------------------	--------

#### Encounter 6

Solving Endgame	50 xp
-----------------	-------

Total Experience for Objectives	1,000 xp
Role-playing Experience	0-500 xp

#### Total Possible Experience **1,500 xp**

For Tier 2	3,000 xp
For Tier 3	4,500 xp
For Tier 4	6,000 xp
For Tier 5	7,500 xp

# Treasure Summary

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

## Encounter 3

- One oaken carving of mistletoe per PC. Non-magical, but gives a +2 reaction to druids, revealing the bearer to be a druid-friend.

## Conclusion

- Five Tokens-each token has one spell stored in it. After it is used, the token crumbles. The tokens can be taken off the ring, so they can be kept by one person or by several.
  - Red Token-*delayed blast fireball* (22nd level)
  - White Token-*restoration* (22nd level)
  - Green Token-*conjure earth elemental* (22nd level)
  - Blue Token-*anti-magic shell* (22nd level)
  - Black Token-*creeping doom* (22nd level)

If the players do not separate the tokens from the ring, it remains a *Ring of Wizardry*, which doubles first level spells.

- 1,000 gp each from Guild
- 6,000 gp and 8 Rubies @ 500 gp each from Quelzur (unless they turned him in to the City Watch)
- 1,000 gp reward (only if they turned in Quelzur)

id 1

Rook-w							
King-w						<b>King-b</b>	
Rook-w							

# Banelich

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-genius (14-20)
TREASURE:	R (A, S, Z)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	17-
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Priest spells, <i>hopelessness</i> touch, <i>coldfire</i> missiles, see below
SPECIAL DEFENSES:	+2 or better magical weapon to hit, <i>fear</i> aura, spell immunities, immune to poison, see below
MAGIC RESISTANCE:	25%
SIZE:	M (5'-6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	22,000 + 1,000 per HD over 17

Baneliches are gaunt, skeletal, rotting humanoid forms with black eye sockets in which burn red pin points of light. They dress in elegant but decaying clerical ceremonial robes and wear Bane's holy symbol (the black hand of Bane) prominently.

**Combat:** Baneliches were clerics of at least 17th-level before they were transformed, and several were 20th level or higher. Bane grants a Banelich's spells each day. The spells still require verbal and somatic components, but material components are no longer needed. Spells cast by a Banelich take the normal amount of time to cast. Baneliches may use any magical items normally usable by clerics of their alignment.

A Banelich radiates an aura of *fear*. Creatures with fewer than 5 Hit Dice or levels that see one will flee in terror for 5d4 rounds. Creatures with 5 or more Hit Dice or levels that make a successful saving throw vs. spell are unaffected.

Baneliches are also able to produce blue-green negative energy *coldfire* missiles that inflict 3d10 points of freezing damage each. Even beings normally immune to cold damage (due to their nature or a magical item or effect) suffer half damage. Baneliches can throw up to two balls of this *coldfire* per round, to a range of 60 yards.

The touch of a Banelich causes 1d10 points of unearthly cold damage and forces the victim to make a successful saving throw vs. spell, or suffer from complete *hopelessness* as described in the 4th-level wizard spell *emotion*.

Baneliches can be hit only by magical weapons of +2 or greater enchantment. These ancient creatures are also immune to the following spells and spell types: *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and *death*. Baneliches are immune to all types of poisons and are not affected in any way by sunlight. Holy water from a lawful good temple of Lathander inflicts 1d10 points of damage per vial to them; any other holy water causes only 1d6 points of damage. They cannot be turned while in their lairs or in areas dedicated to the worship of Bane. When outside their lairs, they are turned as special undead.

The destruction of a Banelich centers on the eradication of the lich's phylactery. Destroying a Banelich's phylactery kills it immediately. If the phylactery is not found, a destroyed Banelich will reform in 2d10 days at the site of the phylactery. The one who destroys a Banelich's phylactery and anyone else within 10 feet must make a successful saving throw vs. death magic at -1 or be struck dead by an incredible negative energy explosion generated by its destruction.

**Habitat/Society:** In ancient times, Baneliches used their remarkable powers to spread the word of Bane across Faerûn and defend the god's faithful. They were supposed to serve as ultimate guardians of the faith. When Bane, the God of Strife, first established his church long ago, those who worshiped him were hounded to their deaths by the forces of good unless they gathered in significant numbers. Tired of his faithful becoming victims,

every 50-60 years Bane chose the most powerful priest within the ranks of his clerics and revealed to him or her a foul rite that would transform the caster, through force of faith, strength of will, and Bane's divine hand, into a powerful, immortal form—a lich of Bane, or Banelich.

As a Banelich grows older, its power increases. For every 100 years of existence, the creature gains one level of clerical experience (in regard to spells), 5% greater magic resistance, and one of the special abilities detailed below. Other abilities may be gained after 400 years, but they have been undocumented by sages.

**Paralyzation:** Any living creature that makes eye contact with the Banelich suffers 2d10 points of damage from severe, muscle-wrenching pain unless a successful saving throw vs. spell is made. The Banelich uses this gaze attack at will, in addition to other attacks.

**Voice of Maleficence:** Failure of a saving throw vs. spell by a victim to whom the Banelich talks for one turn results in a sleepy trance wherein the victim reveals any secrets known to him or her. The saving throw can be rerolled every six turns. Each consecutive hour the Banelich talks to the victim, a -1 penalty is applied to subsequent saving rolls.

**Grasp of Death:** The touch of the Banelich kills instantly unless the target successfully saves vs. death magic. A person so killed can be resurrected only by a priest of good alignment and not by magical items. The Banelich can use this power once a day. When it is active, a nimbus of coruscating black flame surrounds the lich's hands.

**Ecology:** Many Baneliches were worshiped as demipowers and were referred to as the "Mouths of Bane" by any who came into contact with them. However, once the followers of the good Faerûnian deities, especially Lathanderians, learned of the existence of a Banelich, they gathered in force to destroy it before the creature's power became too great. As a further problem, each Banelich considered himself or herself to be the natural leader of the church, and was reluctant to relinquish temporal power to a living High Imperceptor. This caused grave internal problems within the church. Consequently, Bane was not entirely satisfied with his Baneliches and chose not to reveal the dark ritual to any of his priesthood after 1010 DR (Dale Reckoning). Before this date, records have revealed signs of at least 35 baneliches coming into existence, and the destruction of only 10 have been documented.

