Tomb of the Unknown

A One-Round Living City Adventure

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Blurb: You've been asked by an unidentified agency to participate in a mission so secret that not even the agency itself knows what the mission is about. Here's a chance for you to write yourself into the history of the Living City. This is a module to test the ingenuity of judges and players alike.

This is a variant RPGA Network tournament. It differs from standard Network events in that the players will write and run an adventure during the usual time slot.

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. During the writing phase of the event, this tag should have the player's name at the bottom. When the module is being played, character's name, race, and gender should be added to the top of the tag. This makes it easier to keep track of who is playing which character.

The actual playing time will be about three hours: one hour to write, then two hours to play the mini-module. Make sure you use the last 20 to 30 minutes of the event time block to vote before hand out the adventure rewards (magic item certificates, experience points, fame, etc.). In this way the distribution of awards will not affect the voting. 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 any equipment and weapons their characters are carrying.

Introduction and Setup

This event is unusual in that the players will write the module to be run later in the slot. Each table will write its own mini-module subject to certain constraints. The table with the best module, in the opinion of the event coordinator, will then become the judges and run their module for each of the other tables. The players will initially only know that they have been asked to write a brief module, not that they might also be asked to run it.

If at all possible, it is suggested that this event run in only one time slot. This will serve to maintain the surprise, as well as concentrate the players so their are more player-written modules to choose from.

Players should be distributed amongst tables as evenly as possible. There must be one more table sent out than there are people playing at each table, because one of the tables will become judges. For example, you can send out seven tables of six, or six tables of five, or five tables of four, or even eight tables of seven if you have to.

If you have more people than this configuration allows, divide the people first into groups of 30 or 42, and then divide each group according to the directions above. In this case, each group will produce a module

which will be played by the other tables in that group, but not by tables in other groups.

It is important that a photocopier or some other method of rapid reproduction be easily available to the event coordinator.

Writing the Event

Each table of players should be given a copy of the Author Guidelines and the Module Outline form. The players have one hour to draft their module according to these guidelines. It is suggested that the event coordinator circulate among the tables during the writing phase to answer questions, to encourage good writing, and to keep the process moving smoothly and according to schedule.

Do not give the magic item certificates to the authors. Part of the challenge of this event is to place the items without fully knowing their powers. The certificates will be given to the judges at the same time they get their copy of the module, so that the judges can adjudicate the use and functions of the items appropriately.

Event Selection and Distribution

At the end of the hour, collect the module outlines. Announce that the best module will be run by its authors for the remainder of the time block. Ask the players to wait perhaps ten minutes while the winning module is copied and distributed.

Decide which is module is best, based on content, playability, etc. Potential for fun should carry the greatest weight when making this choice. Make sure the module meets the basic requirements covered in the Authors Guidelines, as well as traditional RPGA module standards.

Make enough copies of the module outline for the judges. Give each judge a copy of the outline, along with a set of magic item certificates and a scoring pack. **Use the event title *Tomb of the Unknown* (not the title assigned by the player-authors) for the scoring grid**. Remind the judges that because these modules are outlines, they should feel free to add detail as needed.

Some players selected as judges will never have judged an RPGA event before. Remind them that this is an excellent opportunity to learn, and that no one will expect them to be perfect with a module that was

just written! It may be useful to assign co-judges in some situations.

Inform the judges that they will get special rewards for their PCs when they turn in their completed scoring grid at the end of the time block. Send the judges to their tables, and begin play of the module just as if it was a normal Network module.

Inexperienced judges who show promise and enthusiasm should be encouraged to judge other RPGA events.

Magic Items Descriptions

These descriptions are not given to the authors, but only to the judges after the module is written. These descriptions also appear on the certificates.

Paper Protector Substance: When this wax-like stick is rubbed over an object made of paper, that object's Saving Throws are all reduced to one. It may protect objects such as scrolls, maps, or spellbooks. One use, but the paper is protected until destroyed. Value: 500 gp

Chaps of protection AC 8: These chaps function as *bracers of defense AC 8* when worn. In addition, they add +1 to all saving throws for the PC's mount while the PC is mounted. Value: 4400 gp

Fairy Wings: These fairy dragon-like wings allow the wearer to fly two feet above any surface except choppy water. Calm air is required; strong gusts may blow the PC about at random. One charge lasts one turn. Six charges. Value: 300 gp/charge.

Hoof Trimmers: This tool can be used to trim the hooves of an unshod horse or other hoofed mount. Trimming requires one turn. Such trimming makes the mount as agile and sure-footed as a mountain goat for three turns, at which time the hooves must be retrimmed to regain the sure-footedness. This sharp tool may also be used in combat as a magical weapon +0, inflicting 1-2 points of damage (plus strength bonus). Value: 1000 gp.

Ferret: This is a normal ferret which may be trained to perform three simple tasks, such as fetch or hide. The ferret is somewhat skittish, so it can only be trained to do one task around moving creatures or objects, such as steal shiny object, etc. Use of the animal training NWP or an *animal friendship* spell each allow the ferret to learn one additional trick around immobile objects (two additional tricks maximum). The ferret

has a life span of two years, and was one year old the day the PC acquires it the module. The animal's life span can be increased by use of a *potion of longevity*, etc. (staple used potion to this cert). Date ferret obtained: _____ Value: 300 gp.

Beret: The wearer of this stylish raspberry-colored hat may cast *cantrip* at 1st level once per day. This *cantrip* can only be used to alter the appearance of the wearer. The effect lasts only while the beret is worn or until the spell duration expires. Removing the beret negates the magic. Useable by any class. Value: 500 gp.

Pass the Buck Tray: This small metal tray is similar in appearance to those used by waiters to present and collect bills at the finest eating establishments in Ravens Bluff. Twice per day, the holder of this tray may exchange any piece of paper on this tray with a piece of paper on any other similar tray that is within sight. The target tray must be one used to present bills in restaurants; tray-like objects used for other purposes do not work. The paper could be a coded message or the patron's dinner bill. The tray gives no clue as to the nature of the paper traded. Scrolls cannot be traded via this tray; something in the magical writing resists the magic of the tray. The tray is prized among spies and cheapskates alike. Value: 500 gp.

Finishing Up

At the end of the time block, vote and distribute PC rewards in the usual way. When a judge turns in a completed scoring grid, one of their Living City PCs receives the following:

- Experience points according to the PC's level (as measured on the Who's Who sheet; this means a 7/7 PC counts as 8 levels for this purpose):

PC level	xp
PC level 1-2	1500 xp
PC level 3-4	3000 xp
PC level 5-6	4500 xp
PC level 7-8	6000 xp
PC level 9+	7500 xp

- The judge has a choice of any one of the magic items which was to be included in the module. There is not a limit of one set of certs for all the judges to divide.
- The judge's PC earns one fame point in the general category.

A copy of each of the modules written in this event should be sent to Network Headquarters. Encourage

good outlines to be expanded into full Living City modules.

Author Guidelines

You have one hour in which to write a short Living City adventure. Below are some guidelines. The event coordinator will be circulating to answer any addition questions and to keep the process moving smoothly and according to schedule.

- The plot may be anything you wish, excluding major and permanent changes to Ravens Bluff, its NPCs, or history. Examples of plot elements which are excluded include killing major NPCs, blowing up the city walls, destroying the Temple of Tyr, etc.
- The module should be fun to play.
- The module should be challenging to the PCs, but not be designed to destroy them without mercy.
- The module should fit into a two-hour time slot.
- Write neatly: others may have to read your work.
- Write the module as if you had to judge, play, or coordinate it.
- Use the Module Outline Form provided by the event coordinator.
- Your module must have no less than three encounters. Bear in mind that your mini-module will run in a two-hour slot.
- One encounter and only one encounter must be a combat. Monsters must be drawn from readily available source material (such as the Monstrous Manual), or if made up, must be fully detailed. Use the Monster Worksheet for tiering monsters.
- It is suggested that the other encounters be one puzzle or trap, and the other a "role-playing" or social interaction encounter. More encounters may be included if the module appears short, or if you wish to include optional encounters.
- You can award a maximum of 1,000 gp per PC to the PCs in monetary awards. This can take any form you can think of, and should be appropriate to the module. You do not have to award this much.
- The module can contain several magic item rewards for the PCs. You may distribute these as you see fit, but they cannot be obtained in a trivial manner. Example: an NPC should not hand out an item just because the PCs are nice people. To simulate magic items of unknown function, you are given only the name of the item as a guide to its placement within your module. The magic items are:

> *Paper Protector Substance*
> *Chaps of protection AC 8*
> *Fairy Wings*
> *Hoof Trimmers*
> *Ferret*
> *Beret*
> *Pass the Buck Tray*

- Encounters should be tiered in the standard way. The tier structure is:

Tier	
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+

- The authors should distribute a maximum of 1000 experience points and 500 gp/PC over the encounters.

Only one fame point may be awarded. No chivalry points, knightly honors, Green Knives enchantments, City Watch promotions, or other special organization honors may be awarded. Briefly describe what must have been accomplished to earn the Fame point.

Monster and NPC Stat Blocks

Typical monster stat blocks look like this:
Cave bear: Int Semi; AL N; AC 6; MV 12; HD 6+6; hp 48; THAC0 13; #AT 3; Dmg 1-8/1-8/1-12 (paw/paw/bite); SA if a paw hits with an 18 or better the bear also hugs for 2-16 additional; SD fights for 1-4 mr after reaching 0 to -8 hp, killed immediately at -9 hp; MR none; SZ H (13' tall); ML 10.

Descriptive paragraph if needed, such as: this bear has just woken up from hibernation, and so is exceptionally grouchy.

Typical NPC stat blocks look like this:
Nastybadguy, hm W12: AL LE; AC -2 (*bracers AC 4*; *ring of protection +2*, dex); MV 12; hp 60; THAC0 17; Dmg 1-4+3 (*dagger +2*, str); SA spells; SD spells; Str 16; Dex 18; Con 16; Int 18; Wis 14; Cha 14; MR 10% (*ring of magic resistance);* ML never breaks (it's my house, you trespassers!).

Magic items: *bracers of defemse AC 4*, *ring of protection +2*, *crystal of clairvoyance* (clairvoyance as per the spell but with a 4 hour/day duration), *potion of extra healing* (2x), *dagger +2*, *gem of projected image* (allows a wizard to cast one *projected image*/day but without the line-of-site limitation), *ring of magic resistance* (10%), *scroll: guards and wards* (penned at 14th level).

Spells: *magic missile* (3x), *unseen servant*, *invisibility*, *mirror image*, *summon swarm*, *wizard lock*, *dispel magic*, *fireball, suggestion**, *spectral force*, *ice*

*storm, polymorph other, polymorph self, stoneskin** (8 skins), *cone of cold, hold monster, seeming, teleport**, *Tenser's transformation.* *precast/already used.

Module Outline Form

Module Name:

Author names and RPGA numbers:

Encounter One Title:
Encounter Description:

Encounter Two Title:
Is this an optional encounter?   Yes   No
Encounter Description:

Encounter Three Title:
Is this an optional encounter?   Yes   No
Encounter Description:

Encounter Four Title:
Is this an optional encounter?   Yes   No
Encounter Description:

Monster Worksheet

Fill in the monsters for each tier using the format shown above.

Tier one:

Tier two:

Tier three:

Tier four:

Tier five:

Experience Point Summary

List the goal and how many experience points completion of that goal is worth. There may be more than one goal per encounter.

Encounter One:

Encounter Two:

Encounter Three:

Encounter Four:

Role-playing Experience: 0-500 xp

Total Possible Experience:
For Tier 2:
For Tier 3:
For Tier 4:
For Tier 5:

Treasure Summary

If it's not on this, the PCs cannot keep it. Include all magic and monetary rewards.

Encounter One:

Encounter Two:

Encounter Three:

Encounter Four:

Fame Award

Only one fame point may be awarded. Briefly describe what must have been accomplished to earn the fame point.