

# Total Eclipse

*(When Darkness Falls, part IV)*

**A One Round Living City Tournament**

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

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

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

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

## 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+

### Balancing Encounters

Living City modules are written to allow for a variety of character levels, but it is impossible to allow for every possible situation. Multiple sets of opponents are detailed for each combat encounter in this module. Do not feel that you must use only the creatures from the tier that the party falls into. Just as characters may vary widely in power and ability, you should feel free to use creatures from the tier

above and below the one that the party falls into, if that is necessary to give your party a fair challenge.

For their own safety, the PCs should not split up. Combat encounters are based on the TOTAL levels for all PCs. IF the party does choose to split up, combat encounters should not be adjusted in any way.

### DM Notes:

This module is the final in a series of four modules (***When Darkness Falls***) dealing with the coming of a solar eclipse to the Living City. The previous modules were ***What The??***, ***For Sale***, and ***Where you Were***. It is not necessary to have played in the previous modules to play this one.

This module is a low-tier / high-tier adventure. Parties in Tiers 1-3 should do the low tier version, while parties in tier 5 do the high tier version. Parties in tier 4 can decide which tier to do before the module begins.

The low tier and the high tier of this module are different story lines. Do not mix encounters from the two versions!

In monster listings, spells that have been pre-cast will be written in ~~strike-out~~.

**Chivalry point:** There is the possibility for knights and squires to earn a chivalry point in this module. Ask the players if there are any knights or squires at the table before you begin, so that you can keep an eye on their behavior during the event. There are questions at the end of some encounters to remind you.

**Special Effect:** The *lunar orb* has a city-wide effect on all *monster summoning* spells. Such spells summon monsters as if the spell were two levels higher. So, for example, a *monster summoning II* spell would summon creatures normally summoned by the *monster summoning IV* spell. Number of creatures summoned is still determined by the original spell (1d6 in the example case of the *monster summoning II*).

This effect will occur for all such spells, whether cast by the players, or by NPCs. It is in effect throughout the module.

All other conjuration /summoning spells (besides *monster summoning*) work as if the caster were two levels higher than normal.

## DM Background

An unscheduled total eclipse of the sun occurs over Ravens Bluff during the celebration of the summer solstice.

The previous four modules in the series have dealt with the events leading up to the eclipse. **Total Eclipse** (this module) covers the activities that occur during the eclipse itself.

Basically, the NPCs and dark hints of the first three modules come home to roost in this one. The cleric Harven from *For Sale* has made alliance with the mage Bren from *What The?? and Where You Were*. Bren has stolen the *lunar orb* from *Where you Were* from the city vaults, and is helping Harven find and sacrifice a follower of Mystra to her goddess Shar during the height of the eclipse in order to gain divine favor, thereby sealing Ravens Bluff in darkness forever.

Harven is also a member of a coven of hags, made up of Harven, Aairalin, (a green hag), and Betsy (an annis). These two, along with the coven's two servant fire giants, make up the supporting NPCs in the module.

## DM SUMMARY

The module begins with the characters attending the festival of the summer solstice in the business district in Ravens Bluff. At the end of the festival, the adventurers have been invited to attend the wedding of two prominent adventurers: *Kima Greyleaf* and *Jean-Dorial Encarthan*. After the ceremony, while the new couple is receiving the guests, the cleric Harven and the green hag Amilani appear, and kidnap the bride-to-be.

As the wedding party organizes to deal with the disappearance of the bride, the eclipse of the sun begins. The high priest of Mystra (on hand to perform the ceremony) divines that Kima must be rescued before the eclipse is full, or the city will fall into eternal darkness.

The party is hired on an emergency basis, and has the few hours remaining before the total eclipse of the sun to find the NPCs and rescue the bride.

**Low Tier:** Low tier adventurers will be given a *cone of communication*, and are asked to scout several possible locations (property that Harven had purchased during *For Sale*), and report back if they locate the bad guys. Encounters for the low tier will

be A) Checking out an abandoned building that Harven used to own, B) Rescuing a squad of the City Watch that tangled with Bren. C) Investigating a manor house on the edge of town that lies in a magic dead area. D) Dealing with a mob outside the estate of the high priest of Selune, E) Finally finding the bad guys and reporting in, at which point they will be asked to participate in the final battle by retrieving the *lunar orb* while the high-level party deals directly with the bad guys.

**High Tier:** High tier adventurers will be held until needed. They will respond to reports sent in by the low-tier parties, and encounters will consist of:

- A) Fighting monsters that have been used to help steal the *lunar orb* from the city exchequer.
- B) Rescuing a low-level party that has gotten in over its head and has been attacked by rust monsters,
- C) Dealing with an unruly mob outside the mansion of the high priest of Selune.
- D) Checking out a false alarm, which will then turn out to actually be the real thing, and
- E) Rescuing the kidnappee and dealing with the bad guys.

## PLAYER INTRODUCTION

*The festival of the summer solstice is always a big one in Ravens Bluff, and this year makes no exception. The merchants have outdone themselves with the gaiety and color of the booths, the variety of the food available on a stick, and the vigor with which they hawk their wares. You have been spending the morning wandering the streets, mingling with the crowds, and sampling all that the merchants and entertainers of the city have to offer.*

Pause at this point and allow players to pick spells. When they are ready, continue reading.

*You have gotten so caught up in the excitement of the day that you have nearly forgotten! You have a wedding to go to! At Highsun today two of the city's prominent adventurers will be getting married in Raven Park. All the adventurers of Ravens Bluff have been invited to the wedding of Kima Greyleaf and Jean-Dorial Encarthan.*

*Hurrying across town, you arrive at the park just in time, for the strains of wedding music are just beginning, and the bride, radiant in a red shirt,*

*black trousers and diamond tiara, has begun to walk down the isle.*

*The crowd is large and varied, for the invitation was open to all. Looking about, you see adventurers of all types; plate armored fighters, rangers in brown and green, halflings, elves, dwarves, and gnomes; members of the wizards guild in colorful robes. Surely the cream of Ravens Bluff's adventurers has turned out for this gala event. The prospect of the free feast to follow probably hasn't hurt attendance either.*

*The wedding is short and traditional. Presided over by Lord Chester D'Marke, head priest of the temple of Mystra, things move along smoothly. The homily is but a few minutes in length, and after a simple exchange of vows and rings, the ceremony is over.*

*The new husband and wife move to one side and form a receiving line, as the guests move forward to congratulate them and pay respects. Beyond the couple you see the large buffet tables laid out in preparation to feed the crowd. You join the line behind a two women – a lady with long dark hair and an old maid, and as it slowly moves forward, decide that the idea to put the food in sight of those waiting in line was a good thing – good because it keeps the line moving. While standing in line, you strike up a conversation with those around you.*

The players should now introduce their characters to one another, if they are not already acquainted.

## **SCENE #1:**

### **Meaningless pleasantries**

*After about five minutes, it is at last your turn to speak with Jean-Dorial, while the priestess and old maid who were in line before you speak with Kima. Jean-Dorial is a moon elf, dressed in a red and black outfit identical to Kima's.*

*Jean-Dorial smiles at you as you step forward. "Thank you for attending my wife and me on this wondrous occasion. It warms the hearts of us both to have had such a response from the adventuring community."*

Allow the PCs to make meaningless chit-chat with Jean-Dorial for a minute or so.

*Just at that moment, you hear a cry of surprise from Kima. Turning to look, you see the old woman standing behind her, with an arm around Kima's neck. As you watch in horror, the woman's form grows and changes into that of a hideous green-skinned woman with orange eyes and greasy black hair. At the same moment, the priestess turns to you and Jean-Dorial and hisses "Stand back, for we wouldn't want anything to happen to your bride, would we?"*

*Before you have a chance to react, she reaches into her cloak and pulls out a holy symbol.*

PCs can make religion checks to recognize the holy symbol of Shar.

*"This daughter of mystery is just what I need to complete the prophecy. Goodbye, and we shall meet again very soon!" With those words, the three figures begin to fade away.*

*Chaos ensues.*

## **SCENE #2:**

### **Darkness falls**

*Lord Chester D'Marke's voice booms across the crowd. "Be calm, all of you! We cannot accomplish anything if there is no order." The crowd quiets enough that you can hear him when he then turns to Jean-Dorial and says "The services of the temple are at your disposal."*

*Jean-Dorial smiles in thanks, and answers "First, we need information. If you and your colleagues could see what you can find out?"*

*Turning to the crowd, he speaks loudly "I would ask that all of you here help me. I do not know why this just occurred, but I do know that I will need your help to rescue my wife – or to avenge her death."*

If any of the characters played the module **For Sale**, have them make **intelligence checks** to see if they remember that the description of the woman Harven in that module exactly matches that of the priestess of Shar. If no character knows this, read the following:

*A portly, sweating man pushes himself forward. "Sir, I recognized the lady as a priestess of Shar that we in the city watch were looking for these last several months. Goes by the name of Harven, she does."*

Whether the information comes from a PC, or from this man, the following comes out:

- Harven was running a small band of thieves in the city
- She was using the proceeds of the thefts to buy property in and around Ravens Bluff.
- She disappeared after the authorities and some adventurers got on her trail.

After this information has been disseminated, read the following:

*Lord Chester D'Marke steps forward again, having completed his spellcasting. "I am afraid that I was unable to locate your wife, as there seems to be some sort of block. However, I was able to indirectly ask some questions using Augury spells, and I am afraid that the answers were not good."*

*As if to echo his words, there is a cry from someone in the gathered crowd, then a hand points, and soon all heads are looking skyward. There, you see that a piece of the sun is missing. The smallest slice, yet it is indisputably gone! As you watch, more and more of the sun is slowly disappearing....*

Characters with astronomy or astrology skill will recognize what is occurring as an eclipse.

*Lord Chester D'Marke speaks again "It is as I feared. I am afraid that if we do not rescue your wife before the city slips into darkness, then she, and perhaps all of us, will be lost.*

*"Such celestial events take several hours to run until completion, I suggest that we use this time wisely."*

*Jean-Dorial turns to you and the rest of the crowd. "Will you help me find my wife?"*

Allow the PCs to volunteer their services.

**From this point forward, the module is tiered. Either the characters will be in the low-tier version, or the high-tier version. Make sure to use the correct section from here forward.**

# TOTAL ECLIPSE - LOW TIER

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## SCENE #3: Getting going

*After volunteering your services, you are quickly marshaled out to one side of the crowd. All around you, other groups are getting ready to do their part in the rescue mission. In the middle of the park, there is a huddle of senior members of the wizards council, the heads of several of the civic churches, and a few knights.. After a few minutes, several of the knights leave the group and begin circulating among the gathered adventurers.*

*A knight of the griffin approaches your group. Bowing slightly, he begins to speak “Divinations have indicated that Kima Greyleaf-Encarthan is still alive, and being held somewhere within the city. However, we cannot divine her location more precisely than that, though the priests indicate that they will continue trying. In the meantime, we have decided to begin searching with what limited information we have available. It is the opinion of several of the sergeants in the city watch that one of the many pieces of property that Harven owned here in the city may have been more than it seemed, and therefore we are sending teams to check these areas out.”*

*“You have been assigned to search three buildings in the area of the city near Lake Christina, as indicated on this map. (Give the players PLAYER’S HANDOUT #1) “The first building is at the corner of Houser and Elm, the second building is at the end of Kane Way, and the third is the Kinto estate, on the lakefront.”*

*“As we expect that the power that the priestess and her allies wield is more than most of our searchers could deal with, we are assembling teams of the most experienced adventurers in the city, to be available at a moments notice should they be needed. We suggest that should you find Kima and her kidnappers, that you call for help immediately.”*

*Take this,” he says as he hands you a small metal cone “and you can use it to communicate with us here at the command center, as well as with the heavy support team assigned to your area. What will you use for your call sign?”*

Allow the PCs to come up with something suitable. If they have trouble, he will just assign them the name “fire team two”

*“Very well. The support team assigned to your area is using the call sign gray machine should you need to contact them for any reason.”*

*“There are horses waiting for you across the street if you need them. The priests estimate that we have two hours before the eclipse is complete. Good luck, and good hunting.”*

**DM Note:** No matter what order the PCs go to the three buildings in, use the encounters in the following order: The first building searched will be SCENE #4, followed by SCENE #6 and then SCENE #8.

## SCENE #4: Empty building

*Standing before the first building, you give it a careful inspection before approaching. The building seems abandoned. Small hints of neglect, such as the paint peeling from the porch, and the flowers dying in the small bed beside the front stairs, give the building a sad, forlorn look.*

See DM’S HANDOUT #1 for a map of the building.

### ENCOUNTER KEY:

The building is currently empty. Bren the wizard had been using the house for the last few weeks as a residence, and the PCs can find a few clues by searching the house.

**Workshop:** A successful Alchemy, glassblowing, or spellcraft check, or any character that is a Conjuror, can determine that this workshop was being used specifically to research conjuration magic. A thorough search will reveal a wizard scroll hidden in a loose panel in one of the tables.

**Library:** The books in here are left over from various previous occupants. Other than a rather complete selection of books on chemical gardening, there is nothing of interest. A thorough search of the shelves will find PLAYER HANDOUT #2 hidden between two books on the shelves.

**Bedroom:** Clothes for a medium-sized human male will be found in a chest at the foot of the bed. The clothes are mostly robes in dark colors, and several

cloaks. The chest is trapped with a *fire trap* spell. (11+1d4 damage, save for half).

**Servants Quarters:** These have not been used recently.

**Kitchen/dining:** this room is empty and unused

**Pantry:** also empty

## SCENE #5: Rescuing the watch

*The sky is now significantly darker, as the sun is slowly being swallowed up by darkness. Already over a quarter of its light has been lost. As you come to an intersection, you hear the sounds of combat, mixed with cries of pain, from down the street to your left. Looking in that direction, you see a patrol of the City Watch, hard-pressed by a group of monsters.*

*The City Watch members have maneuvered themselves behind a wagon, where the monsters can only come at them a few at a time. They are at a momentary impasse, but it doesn't look like it will last long...*

These six patrolmen are what is left of a larger patrol of ten members. They have already lost four of their number to the monsters before the adventurers found them.

**City Watch, hm (6) F2:** AL NG; AC 6 (studded leather + shield); MV 9; hp 15; THAC0 19; #AT 1; Dmg 1d8 9longsword); SA none, SD none; SZ L; ML 12

The creatures are summoned, so they will fight to the death. Note that the bodies of summoned creatures disappear after the creatures are killed. (If the party catches on to this and attempts a *dispel magic*, they were summoned by a 11<sup>th</sup> level caster.)

### **TIER 1: (PC levels 4-13)**

**Bugbears (4):** AL CE; AC 5; MV 9; hp 22; THAC0 17; #AT 1; Dmg 2d4; SA none, SD none; SZ L; ML 20 (summoned)

### **TIER 2: (PC levels 14-25)**

**Bugbears (7):** AL CE; AC 5; MV 9; hp 22; THAC0 17; #AT 1; Dmg 2d4; SA none, SD none; SZ L; ML 20 (summoned)

**Wolverines (4):** AL N; AC 5; MV 12; HD 3; hp 15; THAC0 17; #AT 3; Dmg 1d4/1d4/1d4+1 (claw/claw/bite): SA +4 to hit in melee, SD nil; SZ M; ML 20 (summoned)

### **TIER 3: (PC levels 26-37)**

**Owlbears (6):** AL N; AC 5; MV 12; HD 5+2; hp 40; THAC0 15; #AT 3; Dmg 1d6 (claw) 1d6 (claw) 2d6 (bite): SA hug, SD none; SZ L; ML 20 (summoned)

**Wolverines (8):** AL N; AC 5; MV 12; HD 3; hp 15; THAC0 17; #AT 3; Dmg 1d4/1d4/1d4+1 (claw/claw/bite): SA +4 to hit in melee, SD nil; SZ M; ML 20 (summoned)

### **TIER 4: (PC levels 38-56)**

**Owlbears (6):** AL N; AC 5; MV 12; HD 5+2; hp 35; THAC0 15; #AT 3; Dmg 1d6 (claw) 1d6 (claw) 2d6 (bite): SA hug, SD none; SZ L; ML 20 (summoned)

**Ankheg (6):** AL N; AC 2 or 4; MV 12, Br 6; HD 8; hp 40; THAC0 13; #AT 1; Dmg 3d6+1d4 (crush+acid): SA squirt acid for 8d4, SD none; SZ H; ML 20 (summoned)

**Shadows (4):** AL CE; AC 7; MV 12; HD 3+1; hp 27; THAC0 17; #AT 1; Dmg 1d4+1 (claw): SA strength drain, SD +1 or better weapon to hit; SZ M; ML 20 (summoned)

### **AFTERMATH:**

After the fight is over, if there are any City Watch members left alive, they can explain the following:

- They encountered a man dressed in brown robes, and when they asked him to stop and identify himself, he summoned the monsters.
- The man was being followed by a floating disk, on which there was a large model of the moon (actually the *lunar orb*).

#### **Chivalry point:**

Any PC knights or squires should move IMMEDIATELY to help the City Watch, and make every effort to make sure that the maximum number of City Watch members live through the encounter.

## SCENE #6:

### I'm not going in there...

*The second building on your list is a medium sized one story residence, made of wood. The place seems normal enough, but who knows what lies within?*

See DM'S HANDOUT #2 for a map of the building.

#### MAGIC DEAD AREA:

PCs can attempt a **Local history** roll to remember that this property is a magic-dead area. City Watch members can make a roll at Int/2 to recall this information.

Otherwise, they will find out when they walk in, and all their spells go down. An obvious spell failure (such as fly) will tell the characters immediately what has happened. Any mage or cleric with a protective or divination spell active can make a spellcraft roll (or Int/2 or Wis/2, as appropriate) to notice that it is no longer working. Also, spellcasters in dead magic areas suffer headaches. Specialty priests of Mystra can cast spells in this area.

#### ENCOUNTER KEY:

The building is mostly empty. However, the basement is now home to several rust monsters. When the PCs get to the basement, they will rush out and attack.

In the study upstairs, if the PCs take time to go through the desk, they will find PLAYER'S HANDOUT #3.

The rest of the building is unremarkable.

#### TACTICS:

The rust monsters don't have any, they will just rush forward towards the highest concentration of metal. The PCs' best tactic would be to drop some metal and retreat outside, where their spells will work. Note that the movement rate of the rust monsters is 18, which is higher than that of most player characters.

#### TIER 1: (PC levels 4-13)

**Rust monsters (1):** AL LE; AC2; MV 18; hp 20; THAC0 15; #AT 2; Dmg Nil; SA rust; SD Nil; MR Nil; SZ M; ML 9

#### TIER 2: (PC levels 14-25)

**Rust monsters (3):** AL LE; AC2; MV 18; hp 25; THAC0 15; #AT 2; Dmg Nil; SA rust; SD Nil; MR Nil; SZ M; ML 9

#### TIER 3: (PC levels 26-37)

**Rust monsters (6):** AL LE; AC2; MV 18; hp 30; THAC0 15; #AT 2; Dmg Nil; SA rust; SD Nil; MR Nil; SZ M; ML 9

#### TIER 4: (PC levels 38-56)

**Rust monsters (9):** AL LE; AC2; MV 18; hp 30; THAC0 15; #AT 2; Dmg Nil; SA rust; SD Nil; MR Nil; SZ M; ML 9

#### AFTERMATH:

After the fight is over, the PCs can search the rest of the building. In the basement they will find a large number of broken crates and barrels. Inside these items they find traces of rust, as well as wooden weapon shafts (for spears, arrows, axes, etc). Harven was using this property as a weapons cache, but recently a rust monster broke in. The large amount of food it found allowed it to reproduce rapidly, resulting in the creatures the PCs found.

The only item of value left in the basement is a *wooden club* +2 that the rust monsters had no interest in eating.

## SCENE #7a:

### The crowd

*On your way to your final building, your path takes you past the estate of the high priest of Selune. Normally a grand and imposing monument, today sees the scene marred by the large group of people milling about in front. A mob of people are waving their fists in the air, and shouting at the estate. As you move closer, you catch phrases such as "Night-lovers! Moon-worshipping backstabbing werewolves!" and other things even less savory...*

When the PCs arrive in front of the estate, the crowd has grown to about 200 people. They are busy psyching themselves up to attack the mansion. There is no visible leader to the mob, so the party will have to find some way to deal with them en masse.

The crowd will shout epithets such as the following at the PCs:

- *We know the priest of Selune wants it to be dark always! Look at them – they worship the moon!*
- *Why are you protecting them rather than helping us?*

- *We have to stop this darkness, and the Selunites are responsible!*

#### **TACTICS:**

Give the PCs several rounds worth of actions to attempt to resolve the situation.

If the PCs are completely failing to come up with reasonable methods to calm the mob, then after five rounds or so of actions, the mob will try to storm the mansion. If any PCs are in the way, the mob will attack them to overbear. Six people will attack each PC, with one to-hit roll (at +5) being made to resolve each attack. Note that for purposes of stoneskins, this will count as six separate attacks. If an attack is successful, the PC will be pinned, and tied up the following round. If for some reason they cannot overbear, the mob will attack by punching, kicking, and otherwise striking to subdue.

#### **RESOLUTION:**

As soon as the mob is either controlled, or storming the mansion, move immediately to **SCENE 6b**.

Any reasonable method that the PCs come up with to disperse the crowd will work. Any wholesale use of magic can easily cause a riot as the mob will attempt to flee.

#### Chivalry point:

If the party scares the mob into rioting, then any PC knights will not earn a chivalry point for their actions during the adventure.

#### **All Tiers**

**Human mob (200):** Int Average; AL CN; AC 10; MV 12; HD 1; hp 6; THACO 20; #AT1; Dam 1-2; SA Overbearing; SD Nil; MR Nil; SZ M; ML 9

## **SCENE #7b: Lycanthropes**

Read one of the following:

*Just as you begin to feel that you have the situation under control, you hear fresh screams from the crowd around you. Emerging from the estate are several animals – bear and boars are running quickly towards you.*

Or

*You are surrounded by a pushing, shoving, mob of humanity. Suddenly, their attention shifts from you to something behind you. People begin screaming and running in fear. You turn to look, and see beastly shapes issuing forth from the mansion. Bears, tigers, and boars pour forth.*

#### **TACTICS:**

The werereatures will stagger around, obviously very sick and in pain.

The werereatures were forced into their lycanthropic forms by the effects of the *lunar orb*. They have no control over the change, and are feeling quite sick from the effects of being forced into their animal forms. They will not attack the PCs, but cannot really communicate with them unless they use a *speak with monsters* or other similar type of spell.

#### **RESOLUTION:**

The PCs should probably try to convince the werereatures to return inside where they won't get attacked by wandering adventurers.

If the PCs manage to communicate with the werereatures, they can learn the following:

- They were forced into their were-forms by some outside power. They cannot change back until that power is removed.

## **SCENE #8: The cultists**

*Approaching the final building on your list, you are surprised to hear the faint sound of voices carried to you on the wind. After a moments pause, you are definitely sure that they are coming from the building you are approaching! An imposing house set well back from the street, the house has drawn drapes, and no lights are visible, though the sky has become as dark as twilight as the sun slowly disappears from the sky.*

It is likely that at some point during this encounter, the PCs will call upon the higher-ups for help. The statistics for the **gray machine** (the assigned support team for the area) are listed after the low-tier section, should they be needed.

See DM'S HANDOUT #3 for a map of the building.

The chanting sound the PCs hear is coming from the main hall, where 12 lay worshippers of Shar have gathered to celebrate the eclipse. They are currently gathered in a circle about a table.

**Lay Worshippers of Shar (12), hm F1:** AL NE; AC 7 (leather & dex): MV 12; hp 10; THAC0 20 #AT 1; Dmg 1d6 (short sword): SA nil; SD nil; SZ M; ML 9.

**Leader (1), hm P2 of Shar:** AL NE; AC 7 (leather & dex): MV 12; hp 16; THAC0 20 #AT 1; Dmg 1d6 (short sword): SA nil; SD nil; SZ M; ML 12 *shortsword+1*

**Note:** Each of the worshippers is wearing a strange amulet - a bronze star inset with a cheap (20gp) amethyst. These are *hag eyes* (see the hag monster description for complete information) and are being used by Harven, Betsy, and Amilani to detect when enemies approach.

#### TACTICS:

The lay worshippers should be a pushover. If the support team has been called in, then they will be even more so. The worshippers will mostly be interested in fleeing or surrendering should a fight start.

#### AFTERMATH:

The lay worshippers know Harven and Bren, but do not know where they are. If questioned or interrogated, they will say that she gave them this house to meet in, and that they are performing a ceremony to thank Shar for the eclipse. On the table is the *lunar orb*, which they will explain was given to them by Bren to look after during the eclipse.

#### THE DOOR:

After dealing with the worshippers (or if the PCs somehow avoid them), they can search the house. In the basement, they will find a large door, which leads down to the real temple.

If the PCs were seen through the *hag eyes* by the NPCs, then read the following when the PCs find the door:

*After a quick search of the building, you come to the basement. And it is here that you find what must definitely be something significant – A large wooden door, glowing with a strange blue-green light that writhes and swirls over its surface.*

The door has had *secure* (5<sup>th</sup> level wizard spell from the *Forgotten Realms Adventures* hardcover) cast

on it. As long as the light is glowing, the door is proof against all physical damage, and all spells except *dispel magic*. Dimension-breaching magic such as *dimension door* will allow the PCs to bypass the door and proceed.

After 6 rounds, the blue-green light will fade away. At this point the door can be broken down through physical means, but is still proof against cold, fire, and electricity, as well as such alteration spells as *reduce, dig, stone shape*, etc.

If the PCs were not detected (i.e. did not interact with the worshippers in any way), then the door looks normal, and only has a *wizard lock* spell cast on it.

## SCENE #9: The Orb

If the PCs have not yet called in the support team, use SCENE #8 in the high tier if they open the door and continue downward. When they do call in the support team, then proceed with the following:

*The members of the gray machine thank you for your help and hard work in locating the hiding place of Harven and her allies. After thanking you each in turn, Annalee addresses you as a group.*

*“While you were doing your investigation, we were not sitting idly by. Information we gained at the exchequer leads us to believe that the orb the worshippers of Shar had is called a lunar orb. It has great powers of summoning magic, and this magic works over a wide area. We know that there is a conjurer of great power allied to the Sharites, and therefore we would ask that you take the orb, and return it to the officials at the exchequer, for they might know how to nullify its effects.*

*“I realize that you would rather stay and contribute to the final rescue, but I ask you to believe me when I say that this job we ask of you is an essential part of that final victory.”*

When the PCs agree to do this, read the following:

*You hurry towards the exchequer as the sun slides into total darkness. You have nearly reached your destination, when a thundering boom echoes across the city; it is followed by additional peals of thunder in quick succession. All coming from the direction of the estate you just left. Suddenly, one of your companions cries out in surprise. Turning, you see that the lunar orb is giving off a great deal of smoke!*

*A moment later a loud crack rends the air, as the orb splits into two neat halves. A great cloud of smoke gushes forth, filling the air about you. As you watch, it rapidly coalesces into a spinning whirlwind.*

The fight taking place between Harven and the gray machine has caused Bren to draw on his link to the *lunar orb* more than he would like. The lunar orb has cracked under the stress, and the PCs are the ones who feel the effects.

#### **TACTICS:**

This fight takes place during darkness, so unless the PCs provide a light, remind them of the penalties for fighting in the dark.

#### **TIER 1: (PC levels 4-13)**

**Minor para-elemental, smoke (1):** AL N; AC0; MV 18; HD 3; hp 25; THAC0 17; #AT special; Dmg 1-8; SA blinding, attacks all within 10 feet; SD +1 or silver weapons to hit; MR Nil; SZ L; ML 20

#### **TIER 2: (PC levels 14-25)**

**Para-elemental, smoke (1):** AL N; AC0; MV 18; HD 8; hp 40; THAC0 12; #AT special; Dmg 2-16; SA blinding, attacks all within 10 feet; SD +1 or silver weapons to hit; MR Nil; SZ L; ML 20

#### **TIER 3: (PC levels 26-37)**

**Major para-elemental, smoke (1):** AL N; AC0; MV 18; HD 10; hp 60; THAC0 10; #AT special; Dmg 3-18; SA blinding, attacks all within 10 feet; SD +1 or better weapons to hit; MR Nil; SZ L; ML 20

#### **TIER 4: (PC levels 38-56)**

**Composite-elemental, tempest (1):** AL CN; AC 2; MV 24; HD 12; hp 100; THAC0 9; #AT 1; Dmg 2-16; SA lightning bolt, chill touch; SD +2 or better weapons to hit; MR Nil; SZ L; ML 20

#### **AFTERMATH:**

After the battle is over, the PCs will have won. One half of the lunar orb retains its magical aura, and now functions as a *bowl of monster summoning*. The smoke creature will coalesce and turn into a *pale green ellipsoid ioun stone*.

*Suddenly, the creature coalesces to a single point. With a sudden burst of light, the point falls to the ground. As the realization the battle with the smoke creature is over sinks into your brain, suddenly light*

*floods the scene. You are overjoyed to see the first bright rays of the sun begin to shine down, and as you watch, more and more of the sun begins to emerge. Off in the distance, you hear a bird begin to sing. Your hearts rejoice as you realize that the forces of darkness have, with your help, been defeated.*

## **EPILOG**

*As the sun returns to the sky over Ravens Bluff, the adventurers involved in the rescue of Kima Greyleaf gradually regather at Ravens Park. An impromptu celebration of the saving of Ravens Bluff begins, and lasts long into the night. At one point during the celebration, Annalee finds you, and presses a small amulet into your hands.*

*“We decided that this would be best served in your hands, as we had no direct need of it.” Then a rush of the crowd catches her up in a dance, and she is gone.*

## **The End**

# LOW TIER - THE GRAY MACHINE

These are a mythical group of high-level adventurers to use when rescuing/interacting with low-tier PCs

Assume that in addition to what is listed, the characters have any other magic item that you deem to be useful. By the time Living City characters reach these kinds of levels, they have had the opportunity to collect LOTS of toys.

## TACTICS:

**Travel:** The three mages will be using their polymorph self spells to assume the form of pegasi, which the three other characters ride.

**Combat:** The twins (Zen and Elle) provide the shock power, with Amila, Conner, and Marcus as the second rank. Annalee will not engage in hand to hand if she can help it.

**Zen Blacksteel, Elle Blacksteel, ef F9:** AL CG; AC -9 (full plate, *ring of protection* +3 & *ioun stone* +1 & *cloak of the bat* & dex); MV 12; hp 91; THAC0 7 #AT 3; Dmg 1d6 +7 (shortsword +3 & strength & specialization); SA items; SD items; Str 18/01, Dex 18, Con 18; ML 19

Significant magic items: *ring of hill giant strength*, *oil of sharpness*.

The twins revel in mayhem and destruction. They know their skills, especially when improved by a well-placed *haste* or *enlarge* spell.

**Amila, hf F7/W(Invoker)10:** AL LN; AC -6 (*bracers of defense* AC 4, *ring of protection* +3 & *boots of striding and springing* & *cloak of protection* +2 & dex); MV 12; hp 85; THAC0 14 #AT 3/2; Dmg 1d8 +6 (long sword +2 & strength); SA spells; SD items; Str 18/60 (with spell), Dex 18, Con 18; Int 17; ML 19

Special abilities & prec ast spells: *polymorph self*, *stoneskin* (7 attacks), *strength*

Significant magic items: *ring of free action*, *potion of wizardry*

Wizard Spells: 1<sup>st</sup> level – *enlarge*, *burning hands*, *feather fall*, *magic missile* x2; 2<sup>nd</sup> level – *web*, *snowball swarm*, *strength*, *invisibility*, *alter self*; 3<sup>rd</sup> level – *lightning bolt*, *fly*, *fireball*, *slow*; 4<sup>th</sup> level – *polymorph self*, *stoneskin*, *fire shield*; 5<sup>th</sup> level – *cone of cold*, *transmute rock to mud*, *demi-shadow monsters*

Quiet and a bit withdrawn, Amila usually hangs at the back of the party and seeks targets of opportunity.

**Conner: dm, F8/P(Sp)8 of Muamman Duthanol:** AL NG; AC -8 (full plate, *ring of protection* +3 & *cloak of displacement* & dex); MV 12; hp 80; THAC0 13 #AT 5/2; Dmg 1d6 +5 or 1d4+3 (short sword +3 or hand axe +3 & strength); SA spells; SD items; Str 18/01, Dex 16, Con 19, Wis 16; ML 19

Special abilities & precast spells: *Haste* w/o aging (1/day), 6d8 lightning bolt (1/day)

Significant magic items: *crossbow of speed*

Priest Spells: 1<sup>st</sup> level – *command*, *cure light wounds* x3, *endure cold*; 2<sup>nd</sup> level – *hold person*, *silence 15' radius*, *augury*, *aid* x2; 3<sup>rd</sup> level – *prayer*, *negative plane protection*, *dispel magic*; 4<sup>th</sup> level – *protection from lightning*, *neutralize poison*

A specialty priest of Muamman Duthanol, Conner is dour and stubborn. His primary interest is collecting gems, as well as stories about the many strange human behaviors he witnesses.

**Annalee, hef P8/M9:** AL N; AC -5 (*bracers of defense* AC 5, *ring of protection* +2 & *belt buckle of protection* +2 & *cloak of protection* +2 & dex); MV 12; hp 85; THAC0 14 #AT 3/2; Dmg 1d8 +3 (long sword +2 & strength); SA spells; SD items; Dex 18, Con 16; Int 17, Wis 18; ML 19

Special abilities & precast spells: *endure cold*, *endure heat*, *free action*, *polymorph self*, *stoneskin* (7 attacks)

Significant magic items: *scarab of protection*

Priest spells: 1<sup>st</sup> level – *command*, *cure light wounds* x2, *endure cold*, *endure heat*; 2<sup>nd</sup> level – *hold person* x2, *augury*, *slow poison*, *withdraw*; 3<sup>rd</sup> level – *prayer*, *negative plane protection*, *remove paralysis*, *water walk*; 4<sup>th</sup> level – *protection from lightning*, *neutralize poison*, *free action*.

Mage spells: 1<sup>st</sup> level – *enlarge*, *magic missile* x2, *burning hands*; 2<sup>nd</sup> level – *web*, *snowball swarm*, *glitterdust*; 3<sup>rd</sup> level – *lightning bolt*, *haste*, *slow*; 4<sup>th</sup> level – *polymorph self*, *stoneskin*; 5<sup>th</sup> level – *transmute rock to mud*

**Marcus DeLand, hm T(Swash)7/M10 (dual class):** AL NG; AC -6 (*bracers of defense* AC 4, *ring of protection* +3 & *cloak of protection* +3 & dex); MV 12; hp 53; THAC0 14; #AT 5/2; Dmg 1d6 +5 (short sword +2 & strength); SA spells; SD items; Str 18/20 (with spell), Dex 18, Con 16; Int 17; ML 19

Special abilities & precast spells: *polymorph self*, *stoneskin* (7 attacks), *strength*

Significant magic items: *amulet of life protection*

Wizard Spells: 1<sup>st</sup> level – *enlarge*, *magic missile* x2, *color spray*; 2<sup>nd</sup> level – *web*, *strength*, *glitterdust*, *invisibility*; 3<sup>rd</sup> level – *lightning bolt*, *haste*, *fly*; 4<sup>th</sup> level – *polymorph self*, *stoneskin*, *fire shield*; 5<sup>th</sup> level – *cone of cold*, *transmute rock to mud*

# TOTAL ECLIPSE - HIGH TIER

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## SCENE #3: Getting going

*After volunteering your services, you are quickly marshaled out to one side of the crowd. All around you, other groups are getting ready to do their part in the rescue mission. In the middle of the park, there is a huddle of senior members of the wizards council, the heads of several of the civic churches, and a few knights.. After a few minutes, several of the knights leave the group and begin circulating among the gathered adventurers.*

*A knight of the griffin approaches your group. Bowing slightly, he begins to speak “Divinations have indicated that Kima Greyleaf-Encarthan is still alive, and being held somewhere within the city. However, we cannot divine her location more precisely than that, though the priests indicate that they will continue trying. In the meantime, we have decided to begin searching with what limited information we have available. It is the opinion of several of the sergeants in the city watch that one of the many pieces of property that Harven owned here in the city may have been more than it seemed, and therefore we are sending teams to check these areas out.”*

*“Because of your considerable experience and recognized ability, it has been decided that you would serve better by staying in a reserve capacity, rather than by directly participating in the search.”*

*“As we expect that the power that the priestess and her allies wield is more than most of our searchers could deal with, they have been instructed to inform you if they make contact, so that you can provide the firepower necessary. Therefore, we would like to assign you to the northwest section of the city, near Lake Christina. Your area of responsibility is indicated on this map. (Give the players PLAYER’S HANDOUT #1) Take this,” he says as he hands you a small metal cone “and you can use it to communicate with us here at the command center, as well as with the search teams. What will you use for your call sign?”*

Allow the PCs to come up with something suitable. If they have trouble, he will just assign them the name “fire team two”

*“Very well then, your assignment is to support the other teams that will be searching the area near Lake Christina. They will be advised that you are available*

*on an as-needed basis. The five teams searching the area have call signs red herring, alpha, dragon turtle, blue thunder, and sneakers. There are horses waiting for you across the street if you need them. The priests estimate that we have two hours before the eclipse is complete. Good luck, and good hunting.”*

## SCENE #4: On the way

*You are making your way through the business district towards Lake Christina. The most direct route passes through the section of town where most of the governmental buildings are, including the exchequer and the treasury. As you pass by the front of the exchequer, a loud crash draws your attention. Looking more closely, you see that the massive double doors to the building hang awry, and in fact appear to be broken.*

The noise is being made by several fire giants, who were summoned (using a scroll with *several monster summoning V* spells) by the wizard Bren to help him in removing the *lunar orb* from the city vaults where it was being kept. Bren has already left with the orb, but the fire giants are still around... If the PCs enter the building, they will find the fire giants in the process of wrecking the main hall. If the PCs don't enter the building immediately, the fire giants will come out to the street.

### TACTICS:

- Note the pre-cast spells that the shaman/witch doctor has cast. The prayer spell is NOT taken into account in the monster THACO and damages listed below. Make sure to remember its effects.
- The shaman/witch doctor can detect invisible characters on a successful saving throw vs spells, due to her hit dice and intelligence
- In the top tier, the shaman has 5 mirror images that she has already cast. Make sure to describe the scene appropriately.
- The shaman has 3 *magical stones*, which she will save to throw at someone who looks like a mage, or who is other wise not wearing armor. As giants can throw considerably larger rocks than the average adventurer, she has cast this spell on larger stones than normal. These do 1d10+10 damage, and she can hurl all 3 in one round.

- The normal fire giants will all simply throw stones (pieces of the building) until engaged in melee, then attack with their two-handed swords. The shaman will cast spells whenever possible.
- The bodies of fire giants will disappear as they are killed (this is a hint that they were summoned. If the PCs cast *dispel magic* on the giants, they were summoned by 15<sup>th</sup> level magic)

#### **TIER 4: (PC levels under 57)**

**Fire Giants (4):** AL LE; AC -1; MV 12; hp 90; THAC0 5; #AT 1; Dmg 2-20+10 (2-hand sword + strength); SA throw rocks for 2-20; SD resistant to fire; MR Nil; ML 20 (summoned)

**Fire Giant Shaman (1):** AL LE; AC -1; MV 12; hp 100; THAC0 5; #AT 1; Dmg 2-20+10 (2-hand sword + strength); SA throw rocks for 2-20; SD resistant to fire; MR Nil; ML 20 (summoned)

Spells: (cast at 5<sup>th</sup> level of ability) ~~endure cold, magical stone, command, cause fear, heat metal, hold person, produce flame, prayer~~ (2 rounds remain)

#### **TIER 5: (PC levels 57 plus)**

**Fire Giants (6):** AL LE; AC -1; MV 12; hp 110; THAC0 5; #AT 1; Dmg 2-20+10 (2-hand sword + strength); SA throw rocks for 2-20; SD resistant to fire; MR Nil; ML 20 (summoned)

**Fire Giant Witch Doctor (1):** AL LE; AC -1; MV 12; hp 125; THAC0 5; #AT 1; Dmg 2-20+10 (2-hand sword + strength); SA throw rocks for 2-20; SD resistant to fire; MR Nil; ML 20 (summoned)

Priest spells: (cast at 7<sup>th</sup> level) ~~endure cold, magical stone, command, cause fear, heat metal, hold person, produce flame, prayer~~ (4 rounds remain), ~~dispel magic, protection from lightning~~

Wizard spells: (cast at 3<sup>rd</sup> level): ~~taunt, shield~~ (10 rounds remain), ~~mirror image~~ (5 images - 4 rounds left)

#### **AFTERMATH:**

The bodies of the fire giants will disappear as they are killed (they were summoned creatures). After the fight is over, the city officials working in the building will make their appearance, and thank the PCs for taking care of the giants. They will tell the PCs that:

- The giants were with a mage in brown robes, who was telling them what to do.
- The mage seemed to know exactly what he was looking for.

- After taking the *lunar orb*, which was in the exchequer to be examined by some city officials, the mage disappeared, leaving the fire giants behind.

If asked about the *lunar orb*, the officials can give the following information:

- They will describe the orb as a giant sphere nearly two feet in diameter. It looks exactly like a model of the moon, and glows slightly with a pearly light.
- The orb was obtained from an evil conjurer (actually Bren, in the module **Where you Were**) by some adventurers several months ago
- The orb was turned over to the city for investigation into its powers and effects.
- The orb mimics the effects of the moon on lycanthropes, and also seems to increase the power of summoning spells cast in its presence.

Eventually, the PCs will continue on their way to Lake Christina.

## **SCENE #5:**

### **I'm not going in there....**

*The sky is now significantly darker, as the sun is slowly being swallowed up by darkness. Already nearly a quarter of its light has been lost.*

*You have reached your assigned section of the city, and have begun to wonder what you should be doing now, when a voice is heard over your cone of communication "fire team two (or whatever name the PCs chose), this is alpha, we have a problem here."*

Team **Alpha** was unprepared to deal with the building they were sent to check out – an abandoned house built in a dead magic zone. As a result, their main fighters are trapped inside the house by a set of rust monsters. The party spellcasters have backed off, and called the PCs for help. It will take 5 minutes for the party to make it to their location, out in front of the building.

#### **Team Alpha:**

- **Tourinastalys**, male gnome illusionist - Tourinastalys is the spokesperson for team Alpha. Roleplay him as talking quickly and nervously.
- **Ellian**, elf enchanter - is very sheepish about having to ask for help. Ellian is nervous, and

stutters and trips over his own words when talking.

- **Freelaw**, human conjurer - tall and quiet, dressed all in black. Will try to avoid talking to the PCs, unless directly questioned. Then he will give as short an answer as possible.
- **Joseph**, human fighter (inside). A class-A grunt fighter. Low Int, low Wis, but lots of Str and Con.
- **Fritz**, dwarven fighter/cleric (inside) Fritz is smart and experienced, and it was his idea to head for high ground when the rust monsters attacked. He knew that his low movement would never let him escape with his armor intact.

Tourinastalys will explain the situation as follows:

*“You see, we had been assigned to check out the house here, and well, we was a bit nervous when we went in, because my light gem stopped working, so we new there was something keeping magic from working in there. So, anyways we get down to the basement, and all of a sudden the scuttling giant cockroach thingies come at us. They must have done something to the fighters, because they both ran immediately. Of course, with Fritz and Joseph gone, the rest of us weren’t going to stick around either. So we ran too. It wasn’t until we got outside that we realized that Fritz and Joe weren’t with us, and that they had gotten trapped inside.”*

Quite simply:

- They don’t want to go in the magic dead area, as they are pretty much all spellcasters.
- They would like the PCs to rescue the two fighters instead.
- The fighters were last seen in the basement.
- Tourinastalys isn’t sure what the monsters are, but he will give the PCs a pretty good description of a rust monster (i.e. “Big cockroaches with two antennae and a long ratty tail”

### **ENCOUNTER KEY:**

The building is mostly empty. However, the basement is now home to several rust monsters. When the PCs get to the basement, they will rush out and attack.

See DM’S HANDOUT #2 for a map of the building.

### **TACTICS:**

The rust monsters don’t have any, they will just rush forward towards the highest concentration of metal. The PCs best tactic would be to drop some metal and

retreat outside, where their spells will work. Note that the high movement rate of the rust monsters is likely faster than that of a PC on foot.

This is primarily a thinking and roleplaying encounter, and should not pose any great threat to the PCs, though if they are careless they might lose a piece of armor or two.

### **TIER 4: (PC levels under 57)**

**Rust monsters (9):** AL LE; AC2; MV 18; hp 30; THAC0 15; #AT 2; Dmg Nil; SA rust; SD Nil; MR Nil; SZ M; ML 9

### **TIER 5: (PC levels 57 plus)**

**Rust monsters (12):** AL LE; AC2; MV 18; hp 40; THAC0 15; #AT 2; Dmg Nil; SA rust; SD Nil; MR Nil; SZ M; ML 9

### **AFTERMATH:**

After the fight is over, the party can search the rest of the building. In the basement they will find a large number of broken crates and barrels. Inside these items they find traces of rust, as well as wooden weapon shafts (for spears, arrows, axes, etc). Harven was using this property as a weapons cache, but recently a rust monster broke in. The large amount of food it found allowed it to reproduce rapidly, resulting in the creatures the PCs found.

The only item of value left in the basement is a *wooden club* +2 that the rust monsters had no interest in eating.

In the study upstairs, if the PCs take time to go through the desk, they will find PLAYER’S HANDOUT #3.

## **SCENE #6a:**

### **The crowd**

*No sooner have you finished dealing with the rust monsters than your cone crackles to life again. “Fire team two, this is Sneakers. We were on our way to check out the building on O’Kane Way, and we noticed a large crowd gathered outside the estate of the head priest of Selune. I think that things might get ugly soon. We are continuing on, but thought that you should be informed.”*

When the PCs arrive in front of the estate, the crowd has grown to about 200 people. They are busy psyching themselves up to attack the mansion. There is no

visible leader to the mob, so the party will have to find some way to deal with them en masse.

The crowd will shout epithets such as the following at the PCs:

- *We know the priest of Selune wants it to be dark always! Look at them – they worship the moon!*
- *Why are you protecting them rather than helping us?*
- *We have to stop this darkness, and the Selunites are responsible!*

#### TACTICS:

Give the PCs several rounds worth of actions to attempt to resolve the situation.

If the PCs are completely failing to come up with reasonable methods to calm the mob, then after five rounds or so of actions, the mob will try to storm the mansion. If any PCs are in the way, the mob will attack them to overbear. Six people will attack each PC, with one to-hit roll (at +5) being made to resolve each attack. Note that for purposes of stonelines, this will count as six separate attacks. If an attack is successful, the PC will be pinned, and tied up the following round. If for some reason they cannot overbear, the mob will attack by punching, kicking, and otherwise striking to subdue.

#### RESOLUTION:

As soon as the mob is either controlled, or storming the mansion, move immediately to **SCENE 6b**.

Any reasonable method that the PCs come up with to disperse the crowd will work. Any wholesale use of magic can easily cause a riot as the mob will attempt to flee.

#### Chivalry point:

If the party scares the mob into rioting, then any PC knights will not earn a chivalry point for their actions during the adventure.

**Human mob (200):** Int Average; AL CN; AC 10; MV 12; HD 1; hp 6; THAC0 20; #AT1; Dam 1-2; SA Overbearing; SD Nil; MR Nil; SZ M; ML 9

## SCENE #6b: Lycanthropes

Read one of the following:

*Just as you begin to feel that you have the situation under control, you hear fresh screams from the crowd around you. Emerging from the estate are several animals – bear and boars are running quickly towards you.*

Or

*You are surrounded by a pushing, shoving, mob of humanity. Suddenly, their attention shifts from you to something behind you. People begin screaming and running in fear. You turn to look, and see beastly shapes issuing forth from the mansion. Bears, tigers, and boars pour forth.*

#### TACTICS:

The werereatures will stagger around, obviously very sick and in pain.

The werereatures were forced into their lycanthropic forms by the effects of the *lunar orb*. They have no control over the change, and are feeling quite sick from the effects of being forced into their animal forms. They will not attack the PCs, but cannot really communicate with them unless they use a speak with animal or other similar type of spell.

#### RESOLUTION:

The PCs should probably try to convince the werereatures to return inside where they won't get attacked by wandering adventurers.

If the PCs manage to communicate with the werereatures, they can learn the following:

- They were forced into their were-forms by some outside power. They cannot change back until that power is removed.

## SCENE #7:

### The cultists

*Once again you hear the crackle of your cone of communication: “This is Sneakers again. We are at that building on O’Kane Way, and we sent Baggins in to check it out. He reports that he heard chanting coming from the main building”*

See DM’S HANDOUT #3 for a map of the building.

When the PCs arrive on the scene, they will be met by the members of the Sneakers team. Jayson will explain that after hearing the chanting, they retreated from the building and called the PCs.

- **Jayson** the human fighter/thief (DC) - Jayson is the leader of the group, and the one who has been talking over the cone to the PCs. He is older (his late 50's) and was semi-retired before attending the wedding and getting involved in the rescue search. Roleplay Jayson as the slow-talking weathered type.
- **Baggins**, a halfling thief (scout) - Baggins began adventuring as a way to get out from under the thumb of his mother, and has done OK, especially since he discovered a ring of invisibility. He does everything he can to avoid combat, but is willing to scout ahead for parties he is with.
- **Tananda** the half-elf ranger - Tananda suffered an interesting curse earlier in her adventuring career, and her skin is now green. She won't want to talk about it.
- **Torian** the half-elf fighter/thief - Torian is very protective of her sister Tananda, and will be aggressive towards anyone who tries to question her about her strange skin color.
- **Lorialangitor** the gnome illusionist/thief - Lor (as he will ask friends to call him) is just visiting Ravens Bluff, though he is thinking of staying if it is always this exciting.

Jayson will explain the following:

*Well, Baggins here snuck up to the house and listened at the window. He said he heard chanting - at least 10 people or so - coming from inside. When he snuck a peek, he saw a bunch of humans gathered in a circle around a table, with a large banner of the symbol of Shar hanging on the wall. He couldn't see what was on the table.*

### THE HOUSE:

There are 12 low-level worshippers of Shar gathered in the main room of the house. They know Harven, but do not know where she is. If questioned or interrogated, they will say that she gave them this house to meet in, and that they are performing a ceremony to thank Shar for the eclipse. On the table is the *lunar orb*, which they were given by Bren for safekeeping during the eclipse.

**Lay Worshippers of Shar (12):** hm F1: AL NE; AC 7 (leather & dex): MV 12; hp 10; THAC0 20 #AT 1; Dmg 1d6 (shortsword): SA nil; SD nil; SZ M; ML 9

Note: Each of the worshippers is wearing a strange amulet - a bronze star inset with a cheap (20gp) amethyst. These are *hag eyes* (see the hag monster description for complete information) and are being

used by Harven, Betsy, and Amilani to detect when the PCs approach.

### THE DOOR:

After dealing with the worshippers (or if the PCs somehow avoid them), they can search the house. In the basement, they will find a large door, which leads down to the real temple in SCENE #8.

If the PCs were seen through the *hag eyes* by the NPCs, then read the following when the PCs find the door:

*After a quick search of the building, you come to the basement. And it is here that you find what must definitely be something significant - A large wooden door, glowing with a strange blue-green light that writhes and swirls over its surface.*

The door has had *secure* (5<sup>th</sup> level wizard spell from the *Forgotten Realms Adventures* hardcover) cast on it. As long as the light is glowing, the door is proof against all physical damage, and all spells except *dispel magic*. Dimension-breaching magic such as *dimension door* will allow the PCs to bypass the door and proceed.

After 6 rounds, the blue-green light will fade away. At this point the door can be broken down through physical means, but is still proof against cold, fire, and electricity, as well as such alteration spells as *reduce*, *dig*, *stone shape*, etc.

If the PCs were not detected (i.e. did not interact with the worshippers in any way), then the door looks normal, and only has a *wizard lock* spell cast on it.

## SCENE #8:

### The coven

*Descending the stairs for about 100 feet or so, you come to an archway that opens out into a large, stone-floored room. The ceiling here is over 50 feet high, and the far side of the room is a good 150 feet away. In the red glow of braziers scattered around, you can just make out figures moving at the far end of the room. Off to one side, a brightly glowing cage contains a small human figure.*

*You hear the cadenced chant of spellcasting from the far end of the room.*

A successful **spellcraft** roll by a **priest** will identify the spell *insect plague*.

See DM'S HANDOUT #4 for a map of the temple.

### PREPARATIONS:

If the PCs were seen in the previous scene, and Bren cast *secure* on the door, then the NPCs have been spending the previous 10 rounds getting ready for the PCs. **If this NOT the case (i.e. the PCs have successfully sneaked into the temple), then many of the pre-cast spells of the NPCs will not have been cast yet. Such spells are marked with an \* in the lists, and are summarized as follows:**

- Bren will not have cast *secure* on the door
- Bren will not yet have cast *enlarge* on the giants
- Bren will not yet have cast *fire shield* on himself
- Harven will not yet have cast *aid* on the giants
- Harven will not yet have cast *armor of darkness* on herself and Bren
- Harven will not have cast *darkness* on herself.
- Harven will not have begun casting *insect plague* before the combat starts, and thus will NOT cast it, as it takes 1 turn casting time.

### STRATEGY:

- Forbiddance has been cast on the area of the temple. Anyone crossing into the room must make a saving throw vs. spell. Those failing it take either 2d6 if N or NG, or 4d6 if CG, LG, or LN alignment. The warded area is NOT password locked. A successful religion check will identify the spell effect.
- Harven and the two hags spent this morning meditating over a block of incense of meditation. Therefore, all their spells are automatically at MAXIMUM effect with regards to duration, damage, etc.
- Note that the lunar orb gives all summoning spells a boost of two levels on the summoning chart. For example, a *monster summoning I* would summon monsters off the *monster summoning III* chart, yet would still summon 2d4 monsters. All other summoning spells are cast as if the caster were two levels higher than normal. This effect works for the PCs as well as for the NPCs.
- If Harven successfully gets off her *insect plague* spell (which she will finish on round 1), then the entire room will be full of the insects. This will not bother Bren (he has an *avoidance* spell on his clothing) or Harven (she has an *amulet of insect repelling*), and the hags cast most of their spells as innate abilities (they will lose their cleric spells, however). PCs however, will have to come up with

creative methods if they wish to cast spells while in the room.

### TACTICS:

**Bren:** will summon as many creatures as possible, then haste either the giants or Harven. If one opposing fighter is looking exceptionally buff, he will use his *fumble* on him or her. *Evard's black tentacles* will be used to keep enemy spellcasters busy.

**Harven:** finish her *insect plague* spell on round 1, then dispel magic as soon as the party walks in. She will then use her *eyebite* granted spell, and animate the statue of Shar. Cast *prayer*, and finally close to melee. If she is badly injured, she will cast withdraw, then use the time to cast all her *cure light wounds* spells on herself (remember that she has used *incense of meditation*, so this will heal 48 points of damage).

**Airallin:** cast spells if she has them (*prayer*, then *hold person*) then close to melee. Use *magical stones* on anyone with *stoneskin* active.

**Betsy:** cast spells if she has them (*prayer*, then *hold person*) then close to melee. Use *magical stones* on anyone with *stoneskin* active.

**Gregon:** kill

**Kull:** kill, kill!

### Tier 4 (PC levels under 57)

**Bren:** hm F5/W(Conj)11: AL NE; AC 0 (*armor* spell & *ring of protection* +2 & dex) or AC -3 (including *armor of darkness* as well): MV 12; hp 60; THAC0 15 #AT 1; Dmg 1d8 +1 (longsword): SA spells; SD spells; Str 17, Dex 18; ML 19

Special abilities & precast spells: *avoidance* on his own clothing, *water walk* (by Harven), *armor of darkness\** (by Harven), *free action* (by Harven), *detect invisibility*, *stoneskin* (7 attacks), *fire shield\**, *contingency* spell with *dimension door*

Magic items: *ring of protection* +2

Spells: 1<sup>st</sup> level - ~~*enlarge x2\**~~, *protection from good*, ~~*armor*~~, *spook*; 2<sup>nd</sup> level - ~~*strength*~~, *Melf's acid arrow*, ~~*detect invisibility*~~, *invisibility*, *mirror image*; 3<sup>rd</sup> level - ~~*fly*~~, *slow*, *flame arrow*, *monster summoning I*, *haste*; 4<sup>th</sup> level - *fumble*, *stoneskin*, *monster summoning II*, ~~*fire shield\**~~; 5<sup>th</sup> level - *summon shadow*, *monster summoning III*, ~~*secure\**~~, *transmute rock to mud*

**Harven:** hf F9/P(Sp)11 of Shar: AL NE; AC -2 (*chain mail* +3 & dex) or AC -5 (including *armor of darkness* as well): MV 12; hp 90; THAC0 7 #AT 5/2; Dmg 2d4 +9 (*flail of fury* +2 & *strength* spell): SA spells; SD darkness; Str 18/00 (with *strength* spell), Dex 18, Wis 18; ML 19

Special abilities & precast spells: *water walk*, *protection from fire*, *protection from lightning*, *ant-plant shell*, *free action*, *armor of darkness\**, *fly* (by Bren), *strength* (by Bren)

Magic items: *chain mail* +3, *flail of fury* +2, *amulet of insect repelling*, 3 *magical stones* (1d4+4 damage each)

Granted spells: *darkness* x6 (one is pre-cast, on herself\*), *continual darkness* x2, *blindness*, *forget*, *nightmare*

Spells: 1<sup>st</sup> level - ~~magical stone~~, *cure light wounds* x6; 2<sup>nd</sup> level - *heat metal*, *hold person*, *silence* 15' radius, ~~aid x2\*~~, *withdraw*; 3<sup>rd</sup> level - *dispel magic*, ~~protection from fire~~, ~~armor of darkness x2\*~~, ~~water walk~~; 4<sup>th</sup> level - ~~free action x2~~, ~~protection from lightning~~, *darkbolt*; 5<sup>th</sup> level - ~~anti-plant shell~~, *insect plague\**; 6<sup>th</sup> level - *animate object*

**Amilani, Green Hag:** AL NE; AC -2; MV 12; HD 9 hp 60; THAC0 11; #AT 2; Dmg 7-8/7-8 (hand-to-hand damage with 18/00 strength): SA spells, voice mimicry; SD see description; MR 35%; ML 19

Special abilities & precast spells: *endure cold*, *endure heat*, *water walk* (by Harven)

Magic items: *minor greenstone amulet*, 3 *magical stones* (1d4 damage each)

Innate abilities (all available at will, at 9<sup>th</sup> level of ability): *audible glamor*, *dancing lights*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, *water breathing*, *weakness*

**Betsy, Annis Hag:** AL CE; AC 0; MV 15; hp 50; THAC0 13; #AT 3; Dmg 9-16/9-16/3-9 (claw/claw/bite): SA spells; SD see description; MR Nil; ML 19

Special abilities & precast spells: *endure cold*, *endure heat*, *water walk* (by Harven)

Magic items: *minor greenstone amulet*, 3 *magical stones* (1d4 damage each)

Innate abilities: *fog cloud* (3x per day) *change self* (at will)

**Gregon & Kull, Fire Giants (2):** AL LE; AC -1; MV 12; hp 100; THAC0 5 (or 4 with *aid* spell); #AT 1; Dmg 2-20+10 (2-hand sword + strength): SA throw rocks for 2-20; SD resistant to fire; MR Nil; ML 15

Special abilities & precast spells: *water walk* (by Harven), *aid\** (by Harven), *enlarge\** (by Bren): Damage is now 4-40+10 with a THAC0 of 4 (if the PCs successfully snuck into the temple, these spells will not have been cast. Use the normal stats)

**If Bren casts *monster summoning I*, the following will appear:**

**Summoned Monsters (7), bugbears:** AL CE; AC 5; MV 9; hp 22; THAC0 17; #AT 1; Dmg 2d4; SA none; SD none; SZ L; ML 20 (summoned)

**If Bren casts *monster summoning II*, the following will appear:**

**Summoned Monsters (3), owlbeats:** AL N; AC 5; MV 12; HD 5+2; hp 35; THAC0 15; #AT 3; Dmg 1d6 (claw) 1d6 (claw) 2d6 (bite): SA hug, SD none; SZ L; ML 20 (summoned)

**If Bren casts *monster summoning III*, the following will appear:**

**Summoned Monsters (3), ankheg:** AL N; AC 2 or 4; MV 12, Br 6; HD 8; hp 40; THAC0 13; #AT 1; Dmg 3d6+1d4 (crush+acid): SA squirt acid for 8d4, SD none; SZ H; ML 20 (summoned)

**If Bren casts *summon shadows*, the following will appear:**

**Summoned Monsters (3), shadows:** AL CE; AC 7; MV 12; HD 3+1; hp 27; THAC0 17; #AT 1; Dmg 1d4+1 (claw): SA strength drain, SD +1 or better weapon to hit; SZ M; ML 20 (summoned)

**If Harven casts *animate object*, the statue has the following statistics:**

**Animated statue (1), stone statue:** AL N; AC 5; MV 6; HD 12; hp 40; THAC0 9; #AT 1; Dmg 3d6 (fist): SA nil, SD nil; SZ L; ML 20 (summoned)

## **Tier 5 (PC levels 57 plus)**

**Bren, hm F5/W(Conj)12:** AL NE; AC 0 (*armor spell* & *ring of protection* +2 & dex) or AC -3 (including *armor of darkness* as well): MV 12; hp 70; THAC0 15 #AT 1; Dmg 1d8 +1 (longsword): SA spells; SD spells; Str 17, Dex 18; ML 19

Special abilities & precast spells: *avoidance on his own clothing*, *free action* (by Harven), *armor of darkness* (by Harven), *water walk* (by Harven), *detect invisibility*, *stoneskin* (9 attacks), *fire shield\**, *contingency spell* with *dimension door*

Magic items: *ring of protection* +2

Spells: 1<sup>st</sup> level - ~~enlarge x2\*~~, *protection from good*, ~~armor~~, *spook*; 2<sup>nd</sup> level - ~~strength~~, *Melf's acid arrow*, ~~detect invisibility~~, *invisibility*, *mirror image*; 3<sup>rd</sup> level - ~~fly~~, *slow*, *flame arrow*, *monster summoning I*, *haste*; 4<sup>th</sup> level - *fumble*, ~~stoneskin~~, *Evard's black tentacles*, *monster summoning II*, ~~fire shield\*~~; 5<sup>th</sup> level - *summon shadow*, *animal growth*, *monster summoning*

III, ~~secure\*~~, transmute rock to mud; 6<sup>th</sup> level - globe of invulnerability, conjure animals

**Harven, hf F9/P(Sp)13 of Shar:** AL NE; AC -2 (chain mail +3 & dex) or AC -5 (including armor of darkness as well); MV 12; hp 100; THAC0 7 #AT 5/2; Dmg 2d4 +9 (flail of fury +2 & strength spell); SA spells; SD darkness; Str 18/00 (with strength spell), Dex 18, Wis 18; ML 19

Special abilities & precast spells: protection from fire, protection from lightning, anti-plant shell, free action, water walk, armor of darkness\*, fly (by Bren), strength (by Bren)

Magic items: chain mail +3, flail of fury +2, amulet of insect repelling, 3 magical stones (1d4+4 damage each)

Granted spells: darkness x6 (one is pre-cast, on herself\*), continual darkness x2, blindness, forget, nightmare, eyebite

Spells: 1<sup>st</sup> level - command, ~~magical stone~~, cure light wounds x6; 2<sup>nd</sup> level - heat metal, hold person x2, silence 15' radius, slow poison, ~~aid x2\*~~, withdraw; 3<sup>rd</sup> level - prayer, dispel magic, ~~protection from fire~~, armor of darkness x2\*, flame walk, water walk; 4<sup>th</sup> level - free action x3, ~~protection from lightning~~, darkbolt; 5<sup>th</sup> level - ~~anti-plant shell~~, insect plague; 6<sup>th</sup> level - blade barrier, animate object

**Amilani, Green Hag:** AL NE; AC -2; MV 12; HD 9 hp 72; THAC0 11; #AT 2; Dmg 7-8/7-8 (hand-to-hand damage with 18/00 strength); SA spells, voice mimicry; SD see description; MR 35%; ML 19

Special abilities & precast spells: endure cold, endure heat, water walk (by Harven)

Magic items: minor greenstone amulet, 3 magical stones (1d4 damage each)

Innate abilities (all available at will, at 9<sup>th</sup> level of ability): audible glamor, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing, weakness

Spells (as 5<sup>th</sup> level cleric): 1<sup>st</sup> level - ~~magical stone~~, ~~endure cold~~, ~~endure heat~~; 2<sup>nd</sup> level - hold person, heat metal, silence 15' radius; 3<sup>rd</sup> level - prayer

**Betsy, Annis Hag:** AL CE; AC 0; MV 15; hp 63; THAC0 13; #AT 3; Dmg 9-16/9-16/3-9 (claw/claw/bite); SA spells; SD see description; MR Nil; ML 19

Special abilities & precast spells: endure cold, endure heat, water walk (by Harven), free action (by Harven)

Magic items: minor greenstone amulet, 3 magical stones (1d4 damage each)

Innate abilities: fog cloud (3x per day), change self (at will)

Spells (as 5<sup>th</sup> level cleric): 1<sup>st</sup> level - ~~magical stone~~, ~~endure cold~~, ~~endure heat~~; 2<sup>nd</sup> level - hold person, heat metal, silence 15' radius; 3<sup>rd</sup> level - prayer

Gregon & Kull, Fire Giants (2): AL LE; AC -1; MV 12; hp 125; THAC0 5 (or 4 with aid spell); #AT 1; Dmg 2-20+10 (2-hand sword + strength); SA throw rocks for 2-20; SD resistant to fire; MR Nil; ML 15

Special abilities & precast spells: water walk (by Harven), aid\* (by Harven), enlarge\* (by Bren): Damage is now 4-40+10 with a THAC0 of 4 (if the PCs successfully snuck into the temple, these two spells will not have been cast. Use the normal stats)

**If Bren casts monster summoning I, the following will appear:**

**Summoned Monsters (7), bugbears:** AL CE; AC 5; MV 9; hp 22; THAC0 17; #AT 1; Dmg 2d4; SA none, SD none; SZ L; ML 20 (summoned)

**If Bren casts monster summoning II, the following will appear:**

**Summoned Monsters (3), owlbears:** AL N; AC 5; MV 12; HD 5+2; hp 35; THAC0 15; #AT 3; Dmg 1d6 (claw) 1d6 (claw) 2d6 (bite); SA hug, SD none; SZ L; ML 20 (summoned)

**If Bren casts monster summoning III, the following will appear:**

**Summoned Monsters (3), ankheg:** AL N; AC 2 or 4; MV 12, Br 6; HD 8; hp 40; THAC0 13; #AT 1; Dmg 3d6+1d4 (crush+acid); SA squirt acid for 8d4, SD none; SZ H; ML 20 (summoned)

**If Bren casts summon shadows, the following will appear:**

**Summoned Monsters (3), shadows:** AL CE; AC 7; MV 12; HD 3+1; hp 27; THAC0 17; #AT 1; Dmg 1d4+1 (claw); SA strength drain, SD +1 or better weapon to hit; SZ M; ML 20 (summoned)

**If Harven casts animate object, the statue has the following statistics:**

**Animated statue (1), stone statue:** AL N; AC 5; MV 6; HD 12; hp 40; THAC0 9; #AT 1; Dmg 3d6 (fist); SA nil, SD nil; SZ L; ML 20 (summoned)

## **AFTERMATH:**

After the battle is over, the PCs will have won. The figure in the forcecage will be identifiable as Kima.

The PCs can either use a dispel magic to get her out, or wait another hour for the spell to end

*Emerging from the temple, you see a city covered in darkness. Quiet lies over a Ravens Bluff that seems as dead as midnight. As you stand and stare, suddenly light floods the scene. You are overjoyed to see the first bright rays of the sun begin to shine down, and as you watch, more and more of the sun begins to emerge. Off in the distance, you hear a bird begin to sing.*

The amulets that the hags were wearing were charged, and just ran out of charges. These include the *greenstone amulets* and the *amulet of insect repelling*.

## **EPILOG**

*As the sun returns to the sky over Ravens Bluff, the adventurers involved in the rescue of Kima Greyleaf gradually regather at Ravens Park. An impromptu celebration of the saving of Ravens Bluff begins, and lasts long into the night.*

**The End**

## Rewards for All Tiers

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### 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. 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:

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

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.

#### LOW TIER VERSION

The following awards apply if the group DID NOT call in a high level support team. For each encounter where the PCs called in support, they get only 25 xp.

<b>ENCOUNTER FOUR</b>	
Finding the note	50 xp
Finding the scroll	50 xp
<b>ENCOUNTER FIVE</b>	
Successfully rescuing the watch	100 xp
Getting the information on Bren	50 xp
<b>ENCOUNTER SIX</b>	
Defeating the rust monsters	100 xp
Finding the letter	50 xp
<b>ENCOUNTER SEVEN</b>	
Handling the crowd	100 xp
Handling the were-creatures	50 xp
<b>ENCOUNTER EIGHT</b>	
Getting the orb from the lay worshippers	100 xp

<b>ENCOUNTER NINE</b>	
Defeating the creature in the orb	100 xp
Role-playing experience:	0-500 xp
<b>Total possible experience:</b>	
Tier 1	1,250 xp
Tier 2	2,500 xp
Tier 3	3,750 xp
Tier 4	5,000 xp

#### HIGH TIER VERSION

<b>ENCOUNTER FOUR</b>	
Defeating the fire giants	200 xp
<b>ENCOUNTER FIVE</b>	
Rescuing the fighters	100 xp
Not losing any significant items to the rust monsters	50 xp
<b>ENCOUNTER SIX</b>	
Handling the crowd	50 xp
Handling the were-creatures	50 xp
<b>ENCOUNTER SEVEN</b>	
Bypassing the lay worshippers (or otherwise not being detected by the hag eyes)	100 xp
<b>ENCOUNTER EIGHT</b>	
Defeating Harven & co.	800 xp
Capturing Harven	100 xp
Capturing Bren	100 xp
Role-playing experience:	0-500 xp
<b>Total possible experience:</b>	
Tier 4	8,200 xp
Tier 5	10,250 xp

# TREASURE SUMMARY

If it is not on this list, the PCs CANNOT HAVE IT!

## LOW TIER ITEMS

### ENCOUNTER FOUR

- *Wizard scroll*: This scroll contains the spells *armor*, *Melf's acid arrow*, *monster summoning I*, *Evard's black tentacles*. They are written at the 11<sup>th</sup> level.

### ENCOUNTER SIX

- *wooden club* +2

### ENCOUNTER EIGHT

- *Short sword*+1

### ENCOUNTER NINE

- *bowl of monster summoning*: To activate, the user must pour a vial of holy water into this 2' diameter bowl, and meditate over the bowl for 1 round. Any monster summoning spell cast by the user on the following round summons monsters of the next highest category (i.e. a *monster summoning I* spell would instead summon creatures normally called by a *monster summoning II*). Number of monsters summoned is determined by the initial spell. The bowl is usable once per adventure. The bowl is usable only by wizards and bards.
- *ioun stone - pale green ellipsoid*: This ioun stone absorbs spells of up to 4<sup>th</sup> level directed at the user. After absorbing 10 spell levels, it burns up, forever useless. It cannot be recharged. The spell levels cannot be used by the owner of the ioun stone. Further, it only absorbs spells directed AT the owner specifically; it does not absorb area of effect spells if the owner happens to be in the area of effect.

#### **Fame Award:**

PCs successfully completing the scenario earn one fame point each in General.

#### **Chivalry Point:**

Any knight who volunteered to help with the rescue earns one chivalry point.

## HIGH TIER ITEMS

### ENCOUNTER SIX

- *wooden club* +2

### ENCOUNTER EIGHT

- *ring of protection* +2

- *chain mail* +3
- *flail of fury* +2: If wielded with one hand, this flail functions in all respects as a normal *flail* +2. If wielded with two hands, however, the flail grants the wielder one additional melee attack at the end of the round.

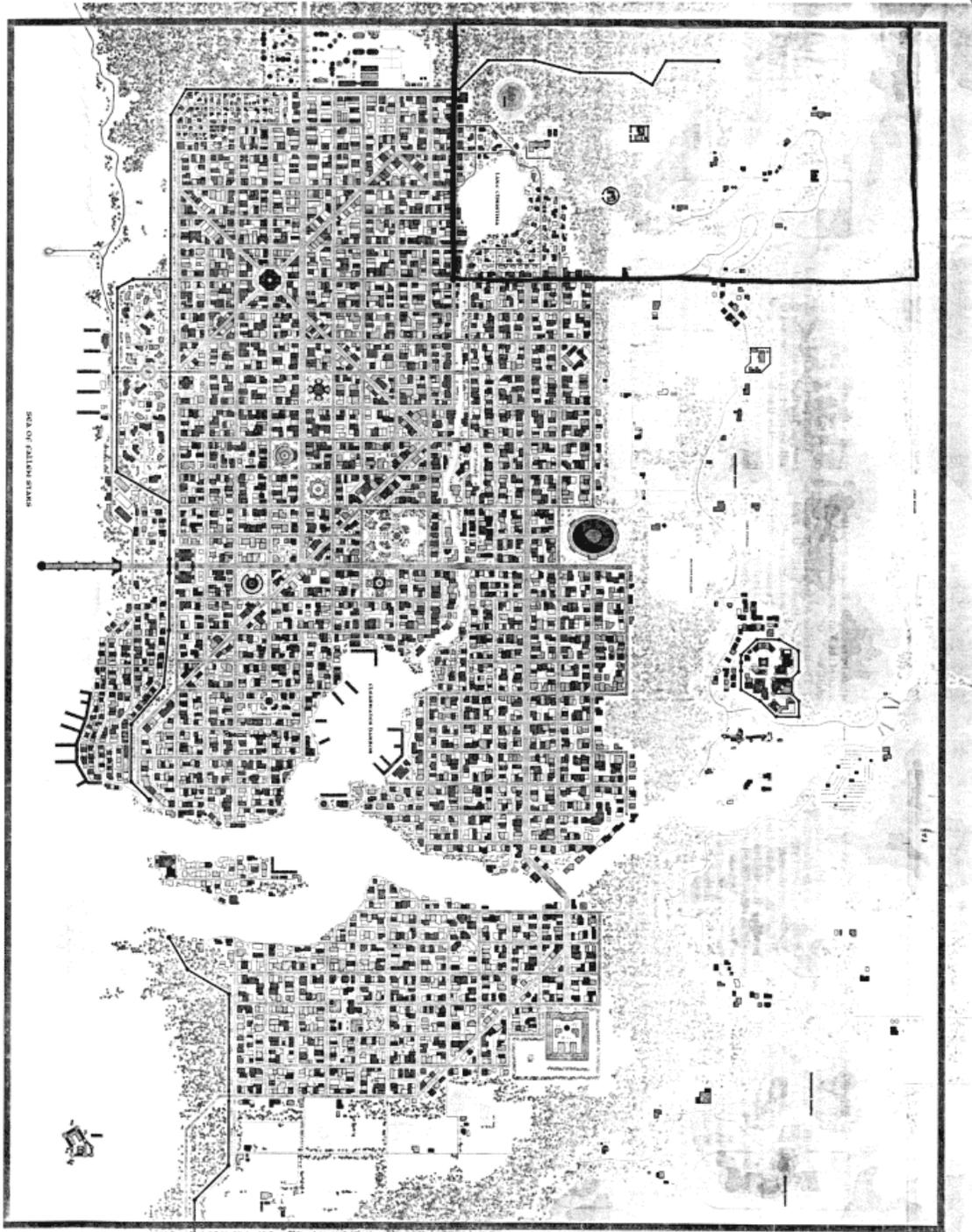
#### **Fame Award:**

PCs successfully completing the scenario earn one fame point each in General.

#### **Chivalry Point:**

Any knight who volunteered to help with the rescue earns one chivalry point.

PLAYER'S HANDOUT # 1



**LEGEND**

FOREST	FENCE	WATER	DITCH	CITY GATE	STREET/ROAD
FIELD	GRAVES	ROPE BRIDGE	SWAMP	TENTS	CITY WALL/DOOR

SCALE (yards): 0 300 600 900

ELEVATION (feet): 0 500 1000 1500 2000 2500 3000

## PLAYERS HANDOUT # 2

...while the orb does not seem to remember me, its effects on my spells have not been changed during the time away from being fully charged. In fact, summoning seems to be more powerful than before! I find however that as time goes on it takes more and more of my energy to achieve the proper state, and that once achieved, it is lasting for a shorter and shorter period. I hope that with her help, I can realize the full potential of...

**PLAYERS HANDOUT # 3**

Jillian;

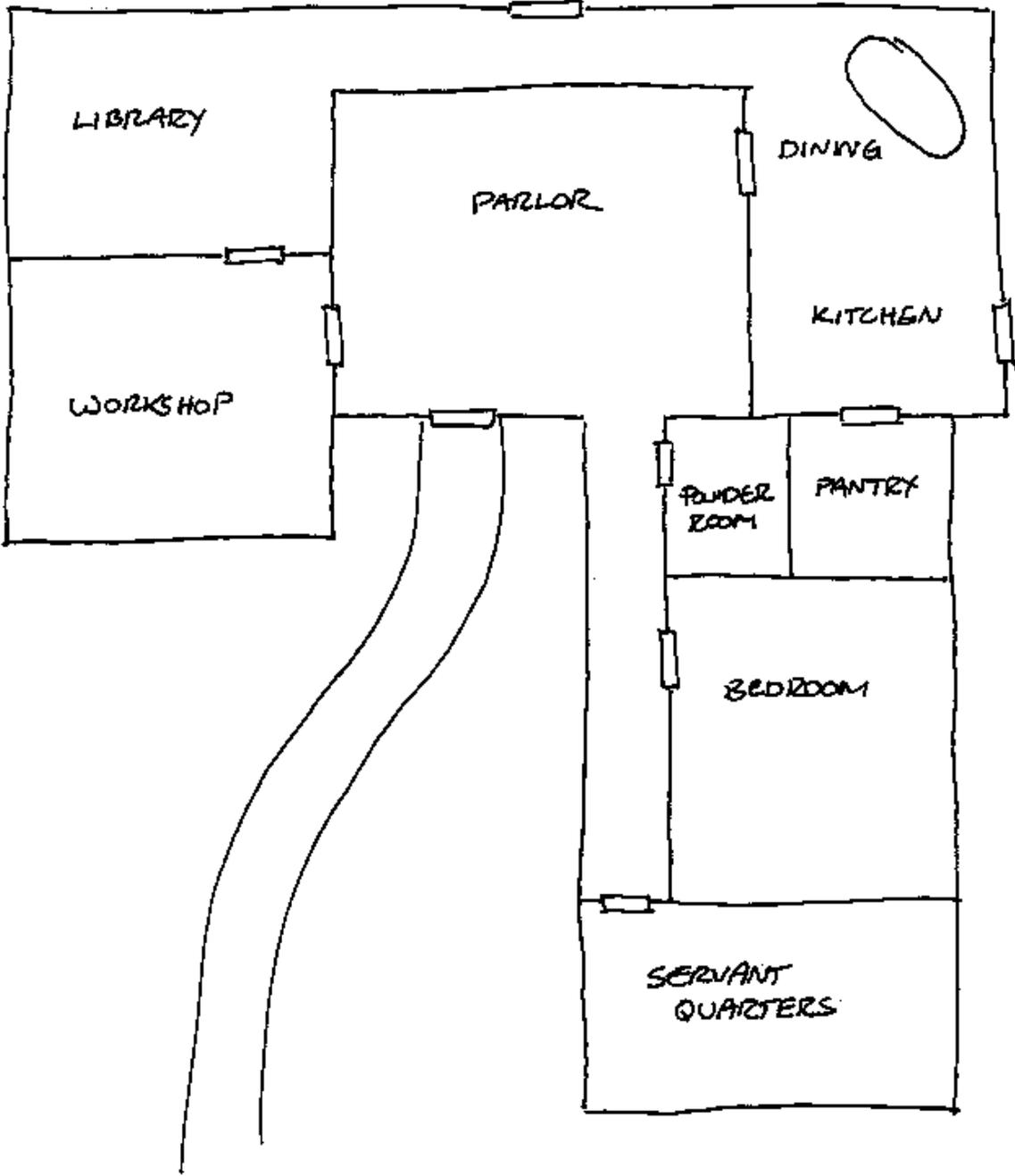
Please use this property to store the weapons and other equipment that I ordered from you. I don't expect to need the items until after the event, so make sure that they are well protected, and will not rot or rust in the meantime.

Take care,

Harven

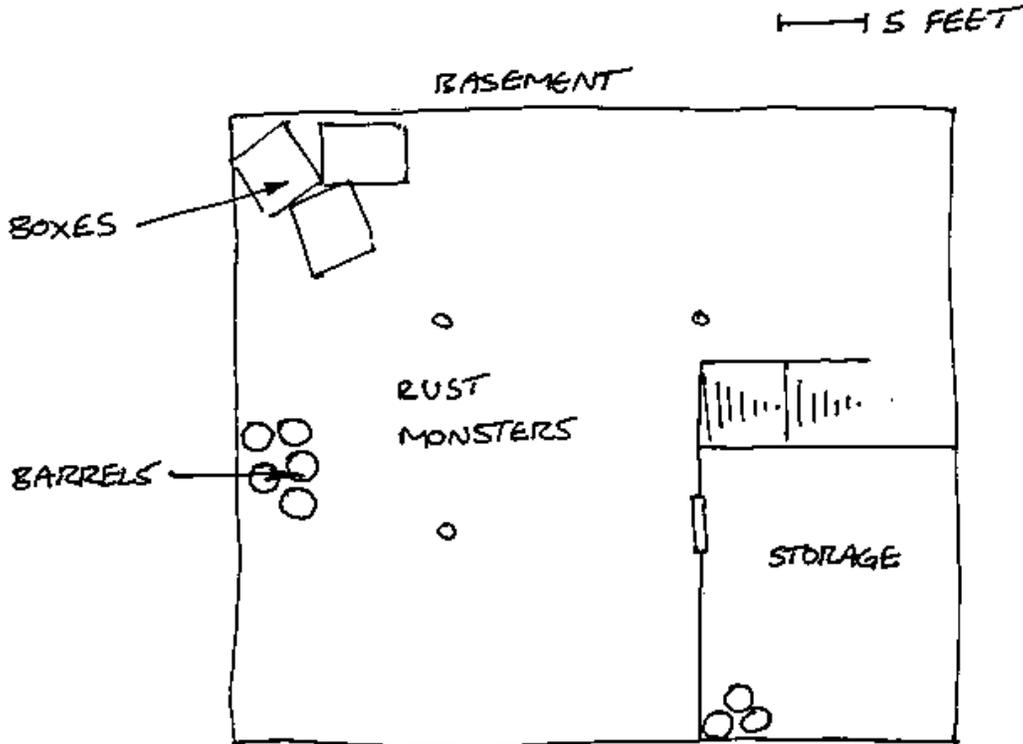
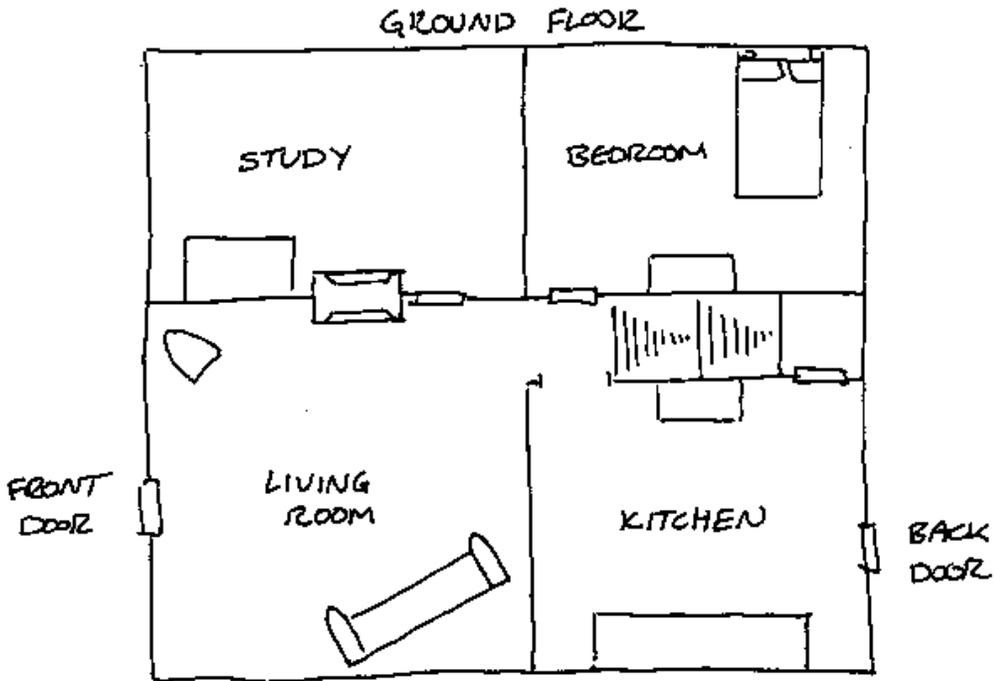
TOTAL ECLIPSE  
DM'S HANDOUT #1

BREN'S HIDEOUT



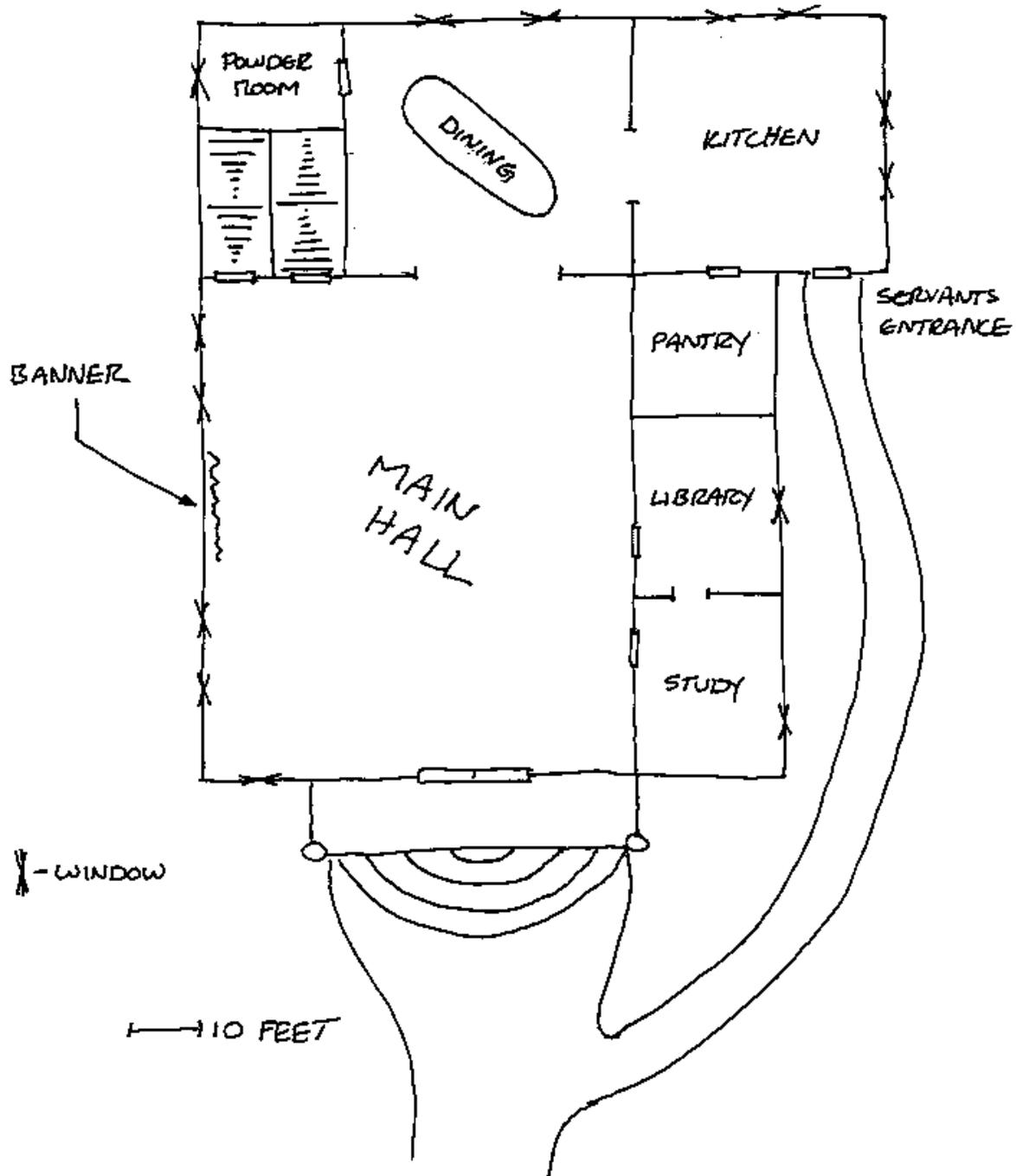
TOTAL ECLIPSE  
DM'S HANDOUT #2

WEAPON'S CACHE



TOTAL ECLIPSE  
DM'S HANDOUT #3

THE CULTISTS



TOTAL ECLIPSE  
DM'S HANDOUT #4

THE TEMPLE

