

WHEN THE MAUL RAVENS BLUFF

A One-Round Living City Tournament
for Player Characters of Any Level

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Special thanks to Jim Ward for the use of his character Ren of the Cloak
and to Harold Johnson and Kevin Melka

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This scenario is comprised of 17 pages. This is a standard 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.

Adventure Background

This adventure involves the storyteller Drawmij and his tale of Ren of the Cloak--Ren of a Thousand Tricks and a Thousand Lives. It is also the tale of Cortuun of the Black Hammer and the cult that follows the evil god Cyric. The evil cult sacrificed several lives to retrieve the famed Black Hammer, and have established a shrine and temple. The cult has proclaimed Cortuun a martyr and has increased the followers of Cyric in the process.

Simply put, the Cult of the Black Hammer has returned--violently. The player characters will be drawn into the action by a local Harper named Patch, who wants the cult put out of business.

Players' Introduction

In your endeavor to find something adventurous to do today, you stroll with several of your friends in one of Ravens Bluff's bazaars, hoping to pick up some leads. Your attention is drawn to a large crowd gathered around an old storyteller.

The old man looks in your direction, beginning another tale--"Listen, gentle ladies and brave warriors, to a tale I have told often before. This is the tale of how the cult created the black temple outside our city. It is a tale of magic and danger, of enchanted weapons and Mighty Ren the Thief--Ravens Bluff's most famous scoundrel."

At the mention of Ren, the children's eyes widen and they give Drawmij their full attention.

"Ren of the Cloak, Ren of a Thousand Tricks and a Thousand Lives, ventured out of the city but six years ago, encounter a black cleric of a dark order who rode a large, ugly war horse.

"Give me some wine, unbeliever," the cleric demanded.

"Ren grabbed the skin and ran quickly to the cleric. Pretending to trip, Ren fell against the horse and the skin flew wetly into the cleric's face. "Fool! Be careful!" the cleric screamed.

"Ren's hands shot forward, and his questing fingers touched a glossy, black leather container. A flash of crackling, black lightning burst forth, and Ren was blasted to the ground, his hand smoking.

"Ho! My fine thief, know that you have tried to grab the Black Hammer of my order," said the cleric gleefully. "Your taste in enchanted weapons is excellent. Nevertheless, now that you, and unbeliever, have touched it and become burned--you must finish the feeding process." The cleric dismounted, the black case in his hands. From this container he pulled a glossy black hammer, which began to moan and gibber, to cry for his blood. The cleric moved forward and swung.

"A blow grazed Ren's cloak and struck a boulder--shattering it amid a cloud of brimstone. The next blow smashed against Ren's shoulder. The thief felt the pain, but wasn't destroyed as the cleric expected. In retaliation, Ren drew a long sword and long knife. Blade met a hammer shaft and sparks flew. Ren leapt back and disappeared into the folds of his cloak. The garment fell to the ground.

"By all the Dark gods!" the cleric cursed, as he prodded the cloak with his toe, finding it very heavy. Curiosity prompted him to bend and open the cloak, where he found Ren thrusting at his throat and ending his life. The fallen hammer moaned still louder. Ren did not even stop to rifle the body. The growing noise from the hammer unnerved him, and he felt certain something bad was going to happen. The thief beat an undignified retreat over the rocks, toward the safety of the city.

"He could hear the hammer even after the scene of the melee was lost from view. Ren reached the gates of Ravens Bluff in record time, and vowed not to leave again for quite sometime.

"Now, one would think our tale ends here. But word is, good people, that Ren claims the hammer has been recovered by some nefarious soul, and that Ravens Bluff could be in peril."

When Drawmij completes his story, he makes his way around the crowd extending his hand looking for coins. He finally makes his way to your group, rubbing his scarred hands as he looks at you. "Hail good folk and well met! Did you like my story? Perhaps you should take heed of my tale of Ren. Perhaps you should seek the clever thief out. Good advice for true adventurers, I'd say, especially adventurers who want to save the people of this city--and who are looking for something to do today."

If the players ask Drawmij where they can find the elusive Ren of the Cloak, he responds by putting his palm out. "My time is worth something," he says.

If they part with some silver pieces, he yawns and says his time is worth far more than that. If they instead offer him gold pieces, he says that the clever thief can be found at the Shod Talon just down the street a few blocks. He tells the PCs that adventurers who go elsewhere today likely will be very bored and find no excitement.

If the PCs rely on other sources to locate Ren--contacts, City Watch members, guild members, etc., they are still pointed to the Shod Talon.

Encounter One - The Shod Talon

You follow the story teller's advice and travel to the Shod Talon, an old stucco building with a slate roof. There is a patio perched atop the roof. A spiral staircase from somewhere inside the establishment accesses it. The sign in front of the tavern displays a giant roc with its talons outstretched. The talons are covered with steel. As you approach, you see male elf wearing a cloak of fine mail. The sun glitters off it, making it appear to be made of many different colors. With the speed of a cat, he enters the building and slips out of view.

When you look for a table, you notice some patrons glare at you and stop talking. It is obvious some of you, namely the humans, are not welcome. Even the elderly, one-armed elven tavern keeper takes his time pointing to the menu above the bar and then motioning the serving woman to attend you. Finally, the other patrons go about their business--talking, eating & drinking.

The serving woman asks what they want, being especially polite to elves and half-elves. If they say they are looking for Ren, she directs them to the bar and Voron--the owner.

If the PCs go to the bar to talk to him, Voron, puts down his glassware and scrutinizes them. After a few moments he speaks:

"What may I do for you, good people? Something from the bar perhaps? Or maybe you are hungry? No. I think you all have something else on your minds."

If the PCs ask about Ren, Voron says he does come into his establishment, but to predict when is very hard to say. If they state they just watched him enter the bar, he looks at the PCs sternly and says:

"Well it could have been Ren who just entered my store room to go to my upstairs patio." Do you wish to meet him?"

Before you can answer, a rather large, slow, happy, and drunk laborer with curving elven ears bumps into (the strongest PC). The big man shakes his fist, and a half-dozen leather-clad elves dart from a table toward you. The one in the lead has a star-shaped patch over his left eye. All are unarmed.

"Well, Crummn is strong and slow-witted," Patch says. "He's the perfect choice for your types to muscle in on. Perhaps you would rather to test your skills against people more clever and not so easy to hurt!"

The big laborer has decided to "help" the PCs by hooking them up with a local Harper. The man, a spy for the City Watch, knows the Harper is concerned about the cult, and figures the PCs can help. The Harper, Patch, knows the PCs didn't really hurt Crummn, but he is using this to discover if they are reasonably strong. He needs some strong folks to help him with the cult matter.

Patch and his associates will brawl with the PCs for six rounds. None use weapons, so PCs who draw weapons will be considered dishonorable. If Patch and his associates successfully punch the PCs, roll 1d10 and consult the following chart from the DMG:

Roll	Effect	Damage	% to Knock Out
20	Haymaker	2	10
19	Wild Swing	0	1
18	Rabbit Punch	1	3
17	Kidney Punch	1	5
16	Glancing Blow	1	2
15	Jab	2	6
14	Uppercut	1	8
13	Hook	2	9
12	Kidney Punch	1	5
11	Hook	2	10
10	Glancing Blow	1	3
9	Combination	1	10
8	Uppercut	1	9
7	Combination	2	10
6	Jab	2	8
5	Glancing Blow	1	3
4	Rabbit Punch	2	5
3	Hook	2	12
2	Uppercut	2	15
1	Wild Swing	0	2

Patch, high elf: INT Average; AL NG; AC 2 (leather, Dex); MV 12; HD 7 (F7); hps 74; THAC0 12; #AT 1; D per chart +1 for STR bonus; SA Nil; SD Nil; MR Nil; Size M (5' tall); ML 15

His associates vary in experience, based on the PCs' levels.

☉ If the PCs' levels total 6-13:

Elven toughs (5): INT Ave; AL N and NG; AC 3 (leather and Dex); MV 12; HD 1 (F1); hps 12 each; THAC0 18; #AT 1; D per chart; SA Nil; SD Nil; MR Nil; Size M (4 ½' to 5 ½' tall); ML 14

☉ If the PCs' levels total 14-25:

Elven toughs (5): INT Ave; AL N and NG; AC 3 (leather and Dex); MV 12; HD 3 (F3); hps 30 each; THAC0 16; #AT 1; D per chart; SA Nil; SD Nil; MR Nil; Size M (4 ½' to 5 ½' tall); ML 14

☉ If the PCs' levels total 26-37:

Elven toughs (5): INT Ave; AL N and NG; AC 3 (leather and Dex); MV 12; HD 3 (F3); hps 40 each; THAC0 16; #AT 1; D per chart; SA Nil; SD Nil; MR Nil; Size M (4 ½' to 5 ½' tall); ML 14

• If the PCs' levels total 38-56:

Elven toughs (5): INT Ave; AL N and NG; AC 2 (leather and Dex); MV 12; HD 4 (F4); hps 48 each; THAC0 15; #AT 1; D per chart; SA Nil; SD Nil; MR Nil; Size M (4 ½' to 5 ½' tall); ML 14

• If the PCs' levels total 57+:

Elven toughs (5): INT Ave; AL N and NG; AC 3 (leather and Dex); MV 12; HD 5 (F5); hps 55 each; THAC0 14; #AT 1; D per chart; SA Nil; SD Nil; MR Nil; Size M (4 ½' to 5 ½' tall); ML 14

Finishing the Fight

Patch and his toughs will melee for six rounds. However, if the PCs pull out weapons or attempt to kill his men, he calls a halt to the fight. He and his men truly brought no weapons inside this place, outside of a dagger Patch has hidden under his shirt.

If the PCs kill Patch and his men, they will be arrested by however many City Watch members as necessary, and carted off to the Golden Ball for five years. If the PCs have Patch raised, they still have to pay a 5,000 gp fine or face the same five years. In the Golden Ball, PCs have nearly a zero chance to survive, and are taken out of play until further notice. Record the name of people sent to prison on the Who's Who sheet.

If the PCs win fairly, in a punching match, Patch is very impressed, quietly displays his Harper's pin, and asks if the PCs would be so kind and reasonable as to join him for a few moments.

If Patch and his toughs win, he still thinks the PCs displayed great skill. He quietly displays his Harper's pin and asks them to join him for a few moments.

If either of the latter situations exists, read the following:

Patch tosses the Shod Talon's owner a sizeable sapphire. "That should more than cover any damages, good friend. I'll take my associates upstairs, if you don't mind."

The barkeep nods, and Patch directs you through a door and up a flight of steps.

"I really hadn't intended for anyone to get hurt," Patch explains. "I was looking for some local adventurers, and Crummn presented the perfect opportunity to test your mettle."

On the patio upstairs, Patch selects a comfortable chair. "Three young fighters, idealists with more ideals than ability, are missing. Duties to the Harper organization prevent me from attempting to find them. I must remain in the city. However, you have no such constraints. Finding these young people will be dangerous. You see, there have been rumors recently that the Cult of the Hammer has

resurfaced again! These young fighters were sent by an individual in the City Watch to investigate. The individual in the Watch has been . . . demoted . . . for his selection of adventurers."

He pauses, steeples his thing fingers, and coolly regards you. "If you accept this challenge, you must: one, determine whether the Cult is active again; two, if it is active, determine the temple's strength; and three, rescue any fighters you discover on the grounds. If you believe the cultists are beyond your abilities, come back to the city and contact me here. I will search for more experienced warriors.

"I can't offer you anything for undertaking this mission. But then, true heroes do not need recompense for heroic deeds. What say you?"

If the PCs do not accept the Harper's mission, the adventure ends here. Allow them to futilely search for Ren for a few moments, then pull out the scoring packet and vote. PCs who change their minds at this point can contact Patch at the Shod Talon and agree to go.

If the PCs accept the Harper's mission immediately, Patch gives them a description of the three fighters, Darden, Skoal, and Bresslet. He says the supposed location of the old temple is about a half day's ride southeast of the city.

"The place has been thoroughly investigated during the past several years by local adventurers. It is well looted. That it is the den of evil again is most disturbing. Be careful," Patch says.

The southeast road passes right by the crumbling building. He suggests that they get going as soon as they assemble any gear they might need. If the PCs do not have horses, Patch can make arrangements for light riding or light war horses for them to use.

Encounter Two - The Ambush

Allow the PCs to make whatever preparations they want and to select spells. A couple hours out of the city, as they're traveling on the southeast road, they encounter The Thong (pronounced Tong). Read the following:

The scenery is beautiful in its early summer splendor. For the past few hours, you've been the only individuals on the road.

That, however, has changed. Several yards ahead, two men are walking. They nod a silent greeting.

As you near them, you can tell that they are from the Far East, with yellow-tinted skin, almond-shaped eyes, and

coal-black hair. They are dressed in gray shirts and black trousers, and they wear simple black cloths on their heads, embroidered with red dragons.

"Good day, fellow travelers," says the one on the left. "Pleasant journey to you."

Try to use an oriental accent when talking for the two men. And use broken sentences, as if the men have trouble with the local tongue.

If the PCs stop to chat, the men oblige them. They state they are from Kara-Tur and are on a pilgrimage to study this foreign land. They are now heading toward the City of the Ravens. They say they are humble scholars. They appear to have no weapons, and their sole possessions are kept in black canvas packs on their backs.

If, after the PCs pass them by, one of the party members looks back, have that character make an Intelligence roll at ½ or make a successful Alertness or Observation proficiency check. If they are successful, read the following:

Both men continue on the road for several more paces, chatting to themselves. Then they dash off into the bushes a few yards away, quickly disappearing in the foliage.

The PCs who noticed this might be on the alert now. If this is the case, roll for initiative as The Thong springs its attack.

If the PCs did not glance over their shoulders and did not see the men disappear, they are automatically surprised in the following melee. If half of the men in any bracket fall, the remainder attempt to flee, using two *dust eggs* to help cover their escape. At higher brackets, they also use two *pepper eggs*.

☛ If the PCs' levels total 6-13:

Thong (12): INT Ave; AL N; AC 6 (Dex); MV 12; HD 1 (F1); hps 10 each; THAC0 18; #AT 1; D 1-8+1 (wakizashi sword, Str bonus); SA Nil; SD Nil; MR Nil; Size M (5 ½'-6' tall); ML 15

☛ if the PCs' levels total 14-25:

Thong (12): INT Ave; AL N; AC 4 (Dex, leather); MV 12; HD 1 (F3); hps 25 each; THAC0 16; #AT 3/2; D 1-8+1 (wakizashi sword, Str bonus); SA Nil; SD Nil; MR Nil; Size M (5 ½'-6' tall); ML 15

☛ If the PCs' levels total 26-37:

Thong (12): INT Ave; AL N; AC 3 (Dex, leather); MV 12; HD 1 (F5); hps 35 each; THAC0 14; #AT 3/2; D 1-8+2 (wakizashi sword, Str bonus); SA Nil; SD Nil; MR Nil; Size M (5 ½'-6' tall); ML 15

☛ If the PCs' levels total 38-56:

Thong (12): INT Ave; AL N; AC 2 (Dex, leather); MV 12; HD 1 (F7); hps 40 each; THAC0 11; #AT 2; D 1-8+2 (wakizashi sword, Str bonus); SA Nil; SD Nil; MR Nil; Size M (5 ½'-6' tall); ML 15

☛ If the PCs' levels total 57+:

Thong (12): INT Ave; AL N; AC 2 (Dex, leather); MV 12; HD 1 (F7); hps 50 each; THAC0 11; #AT 2; D 1-8+2 (wakizashi sword, Str bonus); SA Nil; SD Nil; MR Nil; Size M (5 ½'-6' tall); ML 15

The Thong attack by dropping out of the trees during the first round, and swinging their swords. They are a band of thugs intent on raiding the wealthy coming out of Ravens' Bluff. If half their number falls, the rest attempt to flee. At the first three brackets, they throw two *dust eggs* to help cover their escape. At the higher three brackets, they also throw two *pepper eggs*.

Dust eggs: When hurled, the egg breaks open releasing a cloud of dust roughly 15 feet high by 30 feet wide and 30 feet deep. All those caught in the area of effect, must make a successful saving throw versus paralyzation or fall into a fit of coughing and sneezing for the next four rounds. Those who save can act, though they suffer -1 penalties to attack and damage rolls.

Pepper eggs: When hurled, the egg breaks open releasing a cloud of dust roughly 15 feet high by 30 feet wide and 30 feet deep. All those caught in the area of effect, must make a successful saving throw versus paralyzation or fall to the ground, effectively blinded, for the next six rounds. Those who save can act, though they suffer a -2 penalty to attack rolls and a -1 penalty to damage rolls. These penalties are cumulative with the effects of *dust eggs*.

If the PCs question any capture any Thongs, they learn that the Thongs are part of a gang in the area that is preying on merchants and adventurers. The Thongs are not murderers, preferring to beat people to within an inch of their lives. They know that the authorities from Ravens Bluff and nearby communities would hunt them down if they killed important people. If the PCs press them for more information, the Thongs admit that they sometimes work for the priests at the old temple. They bring the priests unusual treasures they collect and occasionally hunt for them. If the PCs ask about three young fighters, the Thongs say three young men are being held in the temple, and they do not know what the priests have

planned for them, though they suspect it involves torture or death.

Each Thong carried a nonmagical wakizashi, worth roughly 30 gold, well-made sandals, and 20 gold pieces.

If the PCs captured or killed *all* twelve Thongs, they notice that one of the burliest toughs has a tattoo of a massive red dragon across his chest. He was the leader of the band and chose who to attack along the road. This individual carried a *wakizashi* +2. It is an especially fine, sharp blade with a carved ivory handle in the shape of a dragon's head. The eyes are twin, sparkling rubies. A certificate for the item is attached to the end of this adventure.

Encounter Three - The Temple

As the PCs continue along the road, they find an old, partially-crumbling temple. There are no signs of tracks around it, and no indication of activity.

As you approach the temple, you find it exactly where the Harper said it would be. It appears in a state of decay. The southeast corner of the temple has crumbled, as if it had been rocked by an explosion or great magical spell. A crude path turns from the road northeast toward the temple, with a slight spattering of thorny bushes paralleling it. There are few animals in the area. A pair of crows flies overhead. A woodchuck scurries down the path in front of you.

Speaking with plants or animals reveals nothing. If the PCs continue on the path, they hear moans coming from a thorny shrub ahead and to the right.

Ahead you hear moans coming from a thorny shrub. As you approach, you see a fighter, reeling in pain. "Bresslet. Ugg! Almost gone! . . . Help Him! Right at an alcove . . . Secret! . . . Below! Dardan in bars! They're placing the red stone incorrectly. Good for the world they are wrong. But wrong for how much longer? Not forever wrong. They'll find the combination. I am done! Help my friends, please!" With that he slumps, and is silent.

From the description given to the PCs by the Harper, the PCs can tell this is the young fighter, Skoal. He has been hurt badly. But except for some odd burn marks, no wounds other than those inflicted by the thorny outgrowth appear on his body. Nevertheless, he is near death. If the PCs immediately cast a cure spell on him, his breathing becomes regular, though he does not regain consciousness. However, the PCs have saved his life. Nothing short of a *heal* spell or a *limited wish* will make him regain consciousness. If the PCs are able to make him conscious, he can offer nothing useful other than to

say he escaped from the temple, where his two friends are still held.

Determine what the PCs are doing with him. PCs who look around can find hiding places for him in a large hollow tree, the center of a thick briar, or in a small cave.

If the PCs did not cast a healing spell on him, he dies. Casting any *speak with dead* magics on his corpse reveals that he escaped from the temple, where his two friends are being held. He was cursed, the reason for his injuries, and was not pursued, as the priests thought he would die. He does not know exactly where his companions are now.

If the PCs strike off to the temple, consult your map. The rubble area in the southeast corner is impassable, unless the PCs use magic such as *stone shape* or *passwall*.

The temple has been looted through the years by adventurers. However, some adventures, who ran afoul of priests or wandering monsters, died here and left behind their own treasures. The current inhabitants of the temple are the new cultists.

As far as temples go, you have seen more impressive ones in your day--both good and evil. This one seems definitely evil, although there are no evil symbols, wards or glyphs evident.

As you enter the temple, you notice it's in a shambles! Pews are tipped over, tapestries are strewn about as if some great battle took place not long ago. You notice two atriums before the vestibule leading to the altar. One to the right and one to the left. As your attention focuses on the right altar, you can just barely make out some scratching noises coming from your left.

Determine what the PCs are doing and continue with the adventure based on where they go.

Left Vestibule

The door slowly creaks open, and you look inside. You see a desk piled with all types of books and papers.

The trapper on the floor waits until two or three juicy morsels are atop him, then he engulfs them. The trapper is the pet of the high priest. PCs trapped must make a successful saving throw vs paralyzation at a -3 penalty to fight. Victims' ACs are figured *without* Dex bonuses.

The trapper's attack damages the desk and other furniture.

C If the PCs' levels total 6-13:

Baby trapper (1): INT Low; AL N; AC 3; MV 3; HD 7; hps 40; THAC0 13; #AT 1; D 4+ the victim's AC; SA Suffocate trapped victims in six rounds; SD Immune to heat- and cold-based attacks; MR Nil; Size H (40' square); ML 13

⊕ If the PCs' levels total 14-25:

Young trapper (1): INT Low; AL N; AC 3; MV 3; HD 9; hps 65; THAC0 11; #AT 1; D 4+ the victim's AC; SA Suffocate trapped victims in six rounds; SD Immune to heat- and cold-based attacks; MR Nil; Size H (40' square); ML 13

⊕ If the PCs' levels total 26-37:

Trapper (1): INT Low; AL N; AC 3; MV 3; HD 12; hps 80; THAC0 11; #AT 1; D 4+ the victim's AC; SA Suffocate trapped victims in six rounds; SD Immune to heat- and cold-based attacks; MR Nil; Size H (40' square); ML 13

⊕ If the PCs' levels total 38-56:

Trapper (1): INT Low; AL N; AC 3; MV 3; HD 12; hps 80; THAC0 9; #AT 1; D 4+ the victim's AC; SA Suffocate trapped victims in six rounds; SD Immune to heat- and cold-based attacks; MR Nil; Size H (40' square); ML 13

⊕ If the PCs' levels total 57+:

Big Trapper (1): INT Low; AL N; AC 3; MV 3; HD 14; hps 100; THAC0 7; #AT 1; D 4+ the victim's AC; SA Suffocate trapped victims in six rounds; SD Immune to heat- and cold-based attacks; MR Nil; Size H (40' square); ML 13

If the PCs defeat the trapper, they can search the room. There is an assortment of papers on what is left of the desk, most of them blank. There are also a few papers in the broken desk drawers. Looking through the drawers reveals the high priest's notes on gems. If the PCs find this, give them Handout #1.

Right Vestibule:

As you approach the right vestibule and open the door, you spy in the dim light a body lying in a left-hand corner of the room. The body is twisted, its arms and legs at grotesque angles. In life, he was likely a warrior, judging by his build that of a young warrior. There are no major wounds, only odd burn marks about mid-body. Though his features are contorted, you can tell he fits the description of the fighter Bresslet.

If they move the body, they will discover the trap door beneath it. The door is not locked or trapped, but it groans low and long when it is opened. It descends into darkness. The PCs will need a light source to see. When travel into the hidden temple, read the following:

As you descend, you notice that the walls are brick, old but in good condition. At the base of the stairs, you spot sconces, with stubby candles in them burning dimly.

You can also pick out some footprints in the thick dirt on the floor. They hint that someone has passed this way.

Looking east, you notice bodies just before an alcove. They are dressed in black cloaks and they are stacked rather neatly, almost like cord wood.

Their facial features are contorted to reveal that they died in extreme pain. The east passage ends in a cave-in. The west passage is filled with rubble. The north passage continues.

There are four bodies. If the PCs investigate, tell them that the third body has a greenish-blue iridescent rock hidden inside the folds of his cloak. This is one of the stones referenced on the high priest's papers from the left vestibule.

Consult the DM map. The east passage appears to stop with a cave-in. However, the north passage appears open. If the PCs follow the north passage, they find a crude jail for prisoner storage. Here is the last missing fighter--Dardan. He is weak, but at least alive. If the PC question him, he relates the following story:

"I was the first one set out to investigate the temple. Seems that the priests here had a band of Thongs who were raiding some merchants close by. I was to report to the City Watch with what I found. However, I was ambushed, then jailed.

"After a long time without being fed, I mistakenly drank a potion that made me incredibly receptive to suggestion. It was as though I was in a dream. They commanded that I move a series of stones around an altar containing the undead body of some cleric and that cursed Black Hammer! I did as they commanded me, first the red stone, then the yellow, followed by the green, and finally the black. I noticed the other priest who was ordering me getting more frustrated that it was not working! Something is amiss it appears, in either their understanding of the riddle of the stones or in the stones themselves, But, I do know this, we must neutralize the Black Hammer at all cost! Otherwise, the city is in great peril. Everyone in the entire area could suffer.

"I've seen a dozen priests here, and a leader. And I know that there were more--for some reasons the priests are

disappearing. I heard them talking, though, and within a few weeks three dozen more priests will arrive."

Dardan is weak, but would recover well if a healing spell were cast on him. His armor and weapons have been taken. But if the PCs help supply him, he volunteers to accompany them. Otherwise, he's willing to wait here for them.

If Dardan is asked about the riddle of the stones, he searches his cloudy memory and says:

"Follow the rainbow, the colors friendly, to its end to seal the Hammer, till it takes another life my friends."

That's all he can remember. The PCs can leave at this point if they desire. They've discovered that there are evil priests in the temple, that more are arriving, and they've saved one of the young fighters. However, like all good adventurers, they'll likely press on.

Dardan: INT Average; AL NG; AC 8 (Dex); MV 12; HD 2 (F2); hps 15; THAC0 19; #AT 1; D by weapon; SA Nil; SD Nil; MR Nil; Size M (6' tall); ML 19

The Rubble to the West

If the PCs investigate the rubble, tell them the collapsed bricks and masonry look impossibly heavy. However, the rubble is a permanent illusion, placed over the top of a pit trap, and used to keep any nosy adventurers away from the main temple.

Casting a *dispel magic* or successfully disbelieving the rubble will show the corridor as clear--though it will not reveal the pit trap. Otherwise, the PCs work and work and work to clear away rocks. And there always seems to be more rocks. In other words, physical labor will get them nowhere.

As they are investigating the rubble, read the following:

From somewhere beyond the rubble, you hear wailing and moaning! Listening closely, you pick up words.

Though you can't understand them, you can tell that they are almost musical, as if they were part of a chant.

Determine what the PCs do. If they charge through the illusory rubble, they'll tumble into the pit, which is 10 feet deep and filled with bits of metal and glass.

Those falling suffer 2d6 points of damage. Checking for traps or casting a *find traps* spell reveals the trap door and pit. If the PCs are eventually able to get past the

"rubble," they can continue with the rest of the adventure. Keep track of the PCs' marching order, consult the next encounter and read the following when the turn the corner down:

Encounter Four - The Great Anvil

You pass through the illusory rubble, get by the trap, and head toward the chanting sounds. The corridor is long and dark, and the chanting becomes rhythmic and louder as you approach closer and closer.

A second trap waits just a little further down the corridor. It can be detected by a thief successfully checking for tracks or via a *detect traps* spell. If the PCs blindly step into it, they will activate a *glyph of warding* that inflicts 1d4+ 12 points of damage to all those within a 5' radius. The *glyph* can be deactivated by speaking the name *Cyric* or by casting *dispel magic*.

Setting off the *glyph* alerts the priests on guard duty. If the priests are alerted, read the following:

You make your way carefully down the corridor when suddenly the air around you begins to crackle and burn!

Your body aches as waves of heat sear through you. As the air and your senses clear, you hear--"Defilers have breached us. Kill them!" You spot two priests dressed in black robes and wearing the holy symbols of Cyric. They mumble strange words and gesture.

Roll for initiative. The priests begin their assault by casting the spells numbered 1, 2, and so on in their spell repertoire. They try to stay far enough back so they can use their spells. If the PCs close, or if spell-casting becomes a poor choice, they melee with their maces. At higher brackets, the priests have one or two aerial servants. The priests and servants fight to the death.

C If the PCs' levels total 6-13:

Priests (2): INT High; AL CE; AC 4 (chain mail under robes, Dex); MV 12; HD 4 (P4); hps 32 each; THAC0 17; #AT 1; D 1d8+1 (mace and Str bonus); SD Immune to fear, emotion-affecting spells; MR Nil; Size M (6'); ML 20

Spells in memory: 1-*Faerie fire*, 2-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 3-*Charm person*, 4-*Cause light wounds* (inflicts 1d8 damage)

C if the PCs' levels total 14-25:

Priests (2): INT High; AL CE; AC 2 (chain mail under robes, Dex); MV 12; HD 7 (P7); hps 54 each; THAC0 15; #AT 1; D 1d8+1 (mace and Str bonus); SD Immune to fear, emotion-affecting spells; MR Nil; Size M (6'); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Bestow curse* (targets one individual, saving throw negates, drops the victim's Wisdom to 3 for the next 7 turns--PC clerics cannot cast spells) 3-*Charm person*, 4-*Cause serious wounds* (inflicts 2d8+1 damage)

☉ If the PCs' levels total 26-37:

Priests (2): INT High; AL CE; AC 2 (chain mail under robes, Dex); MV 12; HD 7 (P7); hps 56 each; THAC0 15; #AT 1; D 1d8+1 (mace and Str bonus); SD Immune to fear and emotion-affecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Bestow curse* (targets one individual, saving throw negates, drops the victim's Wisdom to 3 for the next 7 turns--PC clerics cannot cast spells) 3-*Charm person*, 4-*Cause serious wounds* (inflicts 2d8+1 damage), 5-*Cause serious wounds*, 6-*Bestow curse*

Aerial Servant (1): INT Semi; AL N; AC 3; MV FI 24 (A); HD 16; hps 56; THAC0 5; #AT 4-16; SA Surprise; SD +1 or better weapon to hit; MR Nil; Size L; ML 14

☉ If the PCs' levels total 38-56:

Priests (2): INT High; AL CE; AC 2 (chain mail under robes, Dex); MV 12; HD 8 (P8); hps 64 each; THAC0 15; #AT 1; D 1d8+2 (mace and Str bonus); SD Immune to fear and emotion-affecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Bestow curse* (targets one individual, saving throw negates, drops the victim's Wisdom to 3 for the next 7 turns--PC clerics cannot cast spells) 3-*Charm person*, 4-*Cause serious wounds* (inflicts 2d8+1 damage), 5-*Cause serious wounds*, 6-*Cause serious wounds*, 7-*Bestow curse*

Aerial Servant (1): INT Semi; AL N; AC 3; MV FI 24 (A); HD 16; hps 80; THAC0 5; #AT 5-20; SA Surprise; SD +1 or better weapon to hit; MR Nil; Size L; ML 14

☉ If the PCs' levels total 57+:

Priests (2): INT High; AL CE; AC 2 (chain mail under robes, Dex); MV 12; HD 8 (P8); hps 64 each; THAC0 15; #AT 1; D 1d8+2 (mace and Str bonus); SD Immune to fear and emotion-affecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Flame strike* (6d8, save for ½), 3-*Bestow curse* (targets one individual, saving throw negates, drops the victim's Wisdom to 3 for the next 7 turns--PC clerics cannot cast spells) 4-*Charm person*, 5-*Cause serious wounds* (inflicts 2d8+1 damage), 6-*Cause serious wounds*, 7-*Cause serious wounds*, 8-*Bestow curse*

Aerial Servant (2): INT Semi; AL N; AC 3; MV FI 24 (A); HD 16; hps 64 each; THAC0 5; #AT 5-20; SA Surprise; SD +1 or better weapon to hit; MR Nil; Size L; ML 14

Combat notes: Pay attention to which spells the PCs cast and where they are in the corridor. For example, *lightning bolt* spells might come back and zap them.

If the PCs defeat the priests and search the bodies, they discover holy symbols of Cyric. The priests had nothing else of value on them.

Store Room

The door to this room opens easily. Beyond, you see barrels, bins, boxes, and crates lining the walls, a big chest against the far wall, and several hooded black robes hanging on pegs.

If the characters search the room, refer to the following:

Barrels: Pure, clean water--lots and lots of it.

Bins: Dried meats and fruits--enough to feed an army.

Boxes: Bolts of cloth, ceramic plates and bowls, wooden cups.

Robes: A dozen of them, all just like the priest guards were wearing. Smart PCs might think to put them on.

Chest: The chest is locked and trapped with a poison needle. If the trap is not successfully removed, an individual opening the chest suffers 1d4 points of damage and must save versus poison or further suffer the equivalent of a *harm* spell--he or she is left with 1d4 hit points. Inside are three long swords (belonging to the three young fighters), three suits of chain mail (ditto), a small velvet bag with seven rubies inside (each worth 300 gold), two unlabeled vials (fine perfume from Kara Tur), and one small jar with a lid in the shape of a sea shell (inside is a pasty material--*Keoughtum's ointment*). A certificate for the *Keoughtum's ointment* can be found at the end of the tournament. However, it is possible the PCs will use it up. If so, tear up the certificate.

Tell the PCs they still hear chanting. If they decide to take the long corridor toward the noise, continue with the following. If they decide to cut their losses and leave, conclude the adventure.

If the PCs are wearing the black robes, they will not be immediately attacked. They will be mistaken for some of the Cyric priests due to arrive. The priests conversing down the hall will suitably welcome them. The priests did not hear the melee with the priest-guards, as they were in the magically silenced area at the time (see map).

Your confrontation with the guards behind you, the chanting becomes more intense as you venture farther down this dimly lit corridor. As you approach a corner, you notice two figures straight ahead--they are engrossed in some sort of conversation.

"Whom is Casper going to pick today?" the taller asks. "I hope it is the prisoner. We are losing too many of our own."

The other priest replies "It does not matter, since Cyric is pleased. What a greater death than to fall in the service of our dark god. Enough talk let us go join the others. New recruits will be arriving any day, with more chances to control the hammer."

Determine whether the PCs attack the priests--any combat here will draw the attention of those in the main temple; converse with them (if they are wearing black robes); or avoid them and let them go on their way.

Conversing with the priests: Harlo and Brother Angus say they are awaiting the ceremony in the main chamber. They are excited by it, and a little scared. The ceremony will result in someone's death. The weapon kept inside demands blood, and the high priest accommodates it. The priests are pleased with the progress of the cult so near Ravens Bluff. And they say that in just a few short months, with the weapon's help, they will be able to take over ever more land and spread the faith and power of Cyric. The priests have no other useful information.

If the PCs attack the priests, use these statistics, regardless of the PCs' levels:

Priests (2): INT High; AL CE; AC 2 (chain mail under robes, Dex); MV 12; HD 7 (P7); hps 54 each; THAC0 15; #AT 1; D 1d8+1 (mace and Str bonus); SD Immune to fear, emotion-affecting spells; MR Nil; Size M (6'); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Bestow curse* (targets one individual, saving throw negates, drops the victim's Wisdom to 3 for the next 7

turns--PC clerics cannot cast spells) 3-*Charm person*, 4-*Cause serious wounds* (inflicts 2d8+1 damage)

If the PCs explore the priests' barracks, continue with the following. If they go on to the main temple, jump ahead to that--they might be able to come back to the barracks later. The barracks are magically silenced to allow the priests to sleep and meditate uninterrupted. When the PCs enter, they will not be able to hear each other.

Priests' Barracks

Everything becomes suddenly and eerily quiet as you step through the archway. Looking in the room beyond, you see several rows of three-high bunk beds. There is no one in the room.

If the PCs search the room, they find clothing, maces, common items, and three black robes. There are pieces of parchment under some of the beds. These are notes by the various priests who live here, and they discuss the worship of Cyric, the need to recruit more followers, and how they believe Cyric will one day rule all of Faerun. A couple of the pieces of parchment are notes on recipes, and one is a letter from a priest's brother, saying how much the family misses him.

Main Temple

If the PCs are disguised as priests of Cyric and are in the company of the other two priests, they can slip into this room, see what is going on, and act by gaining one round of surprise. If the PCs are not disguised, they cannot gain a round of surprise, as the priests are always alert to the possibility of interlopers from Ravens Bluff. The three young fighters arriving last week has kept them on their toes. Combat will commence immediately.

You travel down the corridor to yet another turn. The chanting at this point is loud, and the light from the room beyond glows brightly. You hear a voice scream out. "Oh great one guides us in our endeavors with the tool of your conquest. Who will be the one to seal our victories? Who will drink from the cup of truth?"

As you look around the corner, you take in a vast temple room. The floor and ceiling are made of black marble, and the walls are painted red. The great stone altar in the center of the room is as black as night, as are the robes of the priests in the place.

One priest advances and whispers something into another priest's ear.

"What do you mean a stone is missing?" the second priest snarls. "Who had it last? The blue-green one?"

“Brother Thorn had it sir!”

“Where was his body taken after he died? Find it, and retrieve the stone at once.”

“Yes, sir, at once!” The priest rushes toward you. The other priests continue their chant.

The PCs can either attack at this point, capture or question the young priest as he is leaving, or wait and see what happens.

If they capture or question the young priest, he explains that Brother Thorn was one of the last priests who died trying to place the stones. He must still have the stone. If the players already have the stone, they'll have to decide what they're going to do with it. He says it is essential that all the stones be placed properly for everything to work.

He's too new to the temple to know exactly what is supposed to happen. But he knows that fewer priests will die if they just figure out what to do with the different stones and how to place them. He has no other information.

If the PCs continue to watch the proceedings in the temple, read the following:

The eldest of the robed men paces in front of the altar, humming and fuming. “Cyric will be most displeased if things are not done properly,” he says.

The priest raises his head, finally notices you, and speaks. “You must be new brothers come to aid us. State your names, and tell us how you came to know Cyric.”

This is an opportunity for the PCs to try to bluff their way along. Despite their best attempts, however, there will be some slip-up, something to hint that they aren't really priests of Cyric. When the high priest catches them, continue:

Also use the following passage if the PCs did not try to bluff and were detected right away:

The high priest glares at you and snarls. “How dare you enter our sacred temple--unbelievers! I was hoping for new meat for our god, but this is too good to be true.” Brothers--kill them! My good undead friend Brother Cortuun, let them taste the Black Hammer!”

The priests' advance, and as if on cue a form rises from the altar. The site of this creature runs shivers up your spine. It is the body of a man in some sort of decay. His hand reaches into a container and pulls forth a war hammer like none you have ever seen.

As it rises into the air, the hammer moans and gibbers, cries out loudly for fresh blood. The Cult of the Black Hammer advances toward you.

At the lower brackets, the **lesser priests** must melee the PCs, as their spells are not very effective in combat. At the higher brackets, the priests first try to attack with their spells, meeleing only if the PCs close. In all cases, the priests' spells are numbered in the order in which they will cast them.

At all brackets, the **high priest** wears *plate mail +1* and wields a *mace of darkness +2*. The *mace of darkness* is aligned to a priest of Cyric. When grasped and the word “Cyric” spoken, it also creates an area of darkness with a 15' radius, which lasts two rounds. The wielding priest can see through this darkness. The priest can use this ability in addition to casting spells or attacking. This darkness can be called forth three times a day. The high priest can use it to cover himself while casting *cure* spells or, at higher brackets, *spell immunities*. If grasped by non-Cyric priests, the individual suffers 2d4 points of electrical damage per round. Keep this in mind in the event the PCs defeat the priest and try to grab the mace.

The zombie, which is a zombie lord at the higher brackets, has been in this temple since he met his fate on the end of Ren's blade--as told by Drawmij. Dead, he was raised, but something went wrong and corrupted him into this creature. He is under the influence of the high priest, and therefore cannot be turned until the high priest is killed or incapacitated. Once this happens, he can be turned as a vampire. The zombie wields the Black Hammer of Cyric. It is a *war hammer +6*. When this hammer strikes an opponent, the victim must make a successful saving throw vs. spells or lose one level. Do not drain levels in the first bracket, however! This is how the priests were killed, and two of the young fighters. If a person of non-Chaotic Evil alignment attempts to pick up the hammer, he or she must make a successful saving throw vs. spells each round or lose one level. The level loss is cumulative until the offending wielder dies. Note that the PC in possession of the greenish-blue stone is immune to the level-draining attack of the hammer. It is important to use miniatures or markers to indicate the positions of the PCs, the priests, and the undead creature. This will aid in determining where spells are cast and who is being attacked by whom.

• If the PCs' levels total 6-13:

Priests (5): INT High; AL CE; AC 6 (Dex); MV 12; HD 2 (P2); hps 16 each; THAC0 19; #AT 1; D 1d8 (mace); SD Immune to fear and emotion-affecting spells; MR Nil; Size M (6' tall); ML 20 Spells in memory: 1-*Faerie fire*, 2-*Cause light wounds* (1d8 damage), 3-*Cause light wounds*, 4-*Cause light wounds*

Casper, High Priest (1): INT High; AL CE; AC 0 (*plate mail* +2 under robes); MV 12; HD 3 (P3); hps 20; THAC0 16; #AT 1; D 1d8+2 (*mace* +2); SD Immune to fear and emotion-effecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Cause light wounds* (inflicts 1d8 damage), 2-*Cause light wounds*. He retains two *cure light wounds* spells to heal himself.

Cortuun of the Black Hammer, zombie (1): INT High; AL CE; AC 6; MV 6; HD 3; hps 20; THAC0 18 (12 with hammer); #AT 1; D 1-8+6; SA Immune to all mind-effecting spells; SD +1 or better weapon to hit; MR Nil; Size L; ML 14

☉ If the PCs' levels total 14-25:

Priests (5): INT High; AL CE; AC 4 (chain mail under robes, Dex); MV 12; HD 3 (P3); hps 24 each; THAC0 18; #AT 1; D 1d8 (*mace*); SD Immune to fear and emotion-effecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Cause light wounds* (inflicts 1d8 damage), 3-*Cause light wounds*, 4-*Cause light wounds*, 5-*Cause light wounds*

Casper, High Priest (1): INT High; AL CE; AC -1 (*plate mail* +2 under robes, Dex); MV 12; HD 4 (P4); hps 32; THAC0 15; #AT 1; D 1d8+4 (*mace* +2, Str); SD Immune to fear and emotion-effecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Charm person*, 2-*Cause light wounds* (inflicts 1d8 damage), 3-*Charm person*, 4-*Cause light wounds*. He retains two *cure light wounds* spells to heal himself.

Cortuun of the Black Hammer, zombie (1): INT High; AL CE; AC 6; MV 6; HD 4; hps 30; THAC0 17 (11 with hammer); #AT 1; D 1-8+6; SA Immune to all mind-effecting spells; SD +1 or better weapon to hit; MR Nil; Size L; ML 14

☉ If the PCs' levels total 26-37:

Priests (5): INT High; AL CE; AC 4 (chain mail under robes, Dex); MV 12; HD 4 (P4); hps 32 each; THAC0 17; #AT 1; D 1d8 (*mace*); SD Immune to fear and emotion-effecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Charm person*, 3-*Cause light wounds* (inflicts 1d8 damage), 4-*Cause light wounds*

Casper, High Priest (1): INT High; AL CE; AC -2 (*plate mail* +2 under robes, Dex); MV 12; HD 5 (P5); hps 40; THAC0 15; #AT 1; D 1d8+4 (*mace* +2, Str); SD Immune

to fear and emotion-effecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Charm person*, 2-*Charm person*, 3-*Cause light wounds* (inflicts 1d8 damage), 4-*Cause light wounds*. He retains two *cure light wounds* spells to heal himself.

Cortuun of the Black Hammer, zombie (1): INT High; AL CE; AC 6; MV 6; HD 5; hps 35; THAC0 16 (10 with hammer); #AT 1; D 1-8+6; SA Immune to all mind-effecting spells; SD +1 or better weapon to hit, Spell immunity to all fire- and cold-based spells; MR Nil; Size L; ML 14

☉ If the PCs' levels total 38-56:

Priests (5): INT High; AL CE; AC 2 (chain mail under robes, Dex); MV 12; HD 5 (P5); hps 40 each; THAC0 16; #AT 1; D 1d8+2 (*mace*+Str); SD Immune to fear and emotion-effecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Bestow curse* (targets one individual, saving throw negates, drops the victim's attribute to 3 for the next 7 turns--roll 1d4: 1-Str, 2-Int, 3-Wis, 4-Dex) 3-*Charm person*, 4-*Cause light wounds* (inflicts 1d8 damage), 5-*Cause light wounds*

Casper, High Priest (1): INT High; AL CE; AC -2 (*plate mail* +2 under robes, Dex); MV 12; HD 7 (P7); hps 48; THAC0 13; #AT 1; D 1d8+4 (*mace* +2, Str); SD Immune to fear and emotion-effecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Spell immunity* (*fireball*), 2-*Charm person*, 3-*Cause serious wounds* (inflicts 2d8+1 damage), 4-*Cause light wounds* (1d8 damage), 5-*Hold person*. He retains two *cure light wounds* spells to heal himself.

Cortuun of the Black Hammer, zombie lord (1): INT High; AL CE; AC 6; MV 6; HD 6; hps 40; THAC0 15 (9 with hammer); #AT 2; D 1-8+6/1d8+6; SA Immune to all mind-effecting spells, Odor of death--those within 30 yards must save vs. death or suffer -2 attack and damage penalties; SD +1 or better weapon to hit, spell immunity to fire- and cold-based spells; MR Nil; Size L; ML 14

☉ If the PCs' levels total 57+:

Priests (5): INT High; AL CE; AC 2 (chain mail under robes, Dex); MV 12; HD 6 (P6); hps 48 each; THAC0 15;

#AT 1; D 1d8+2 (mace+Str); SD Immune to fear and emotion-affecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Heat metal* (in second round causes 1d4 damage, 3rd-5th rounds 2d4, 6th 1d4), 2-*Bestow curse* (targets one individual, saving throw negates, drops the victim's attribute to 3 for the next 7 turns--roll 1d4: 1-Str, 2-Int, 3-Wis, 4-Dex) 3-*Charm person*, 4-*Hold person*, 5-*Hold person*, 6-*Cause light wounds* (inflicts 1d8 damage), 7-*Cause serious wounds* (2d8+1)

Casper, High Priest (1): INT High; AL CE; AC -3 (*plate mail* +2 under robes, Dex); MV 12; HD 8 (P8); hps 56; THAC0 12; #AT 1; D 1d8+4 (*mace* +2, Str); SD Immune to fear and emotion-affecting spells; MR Nil; Size M (6' tall); ML 20

Spells in memory: 1-*Spell immunity (fireball)*, 2-*Spell immunity (lightning bolt)*, 3-*Charm person*, 4-*Flame strike* (6d8, save for ½), 5-*Cause serious wounds* (inflicts 2d8+1 damage), 6-*Cause light wounds* (1d8 damage), 7-*Hold person*. He retains two *cure light wounds* spells to heal himself.

Cortuun of the Black Hammer, zombie lord (1): INT High; AL CE; AC 6; MV 6; HD 7; hps 45; THAC0 14 (8 with hammer); #AT 2; D 1-8+6/1d8+6; SA Immune to all mind-affecting spells, Odor of death--those within 30 yards must save vs. death or suffer -2 attack and damage penalties; SD +1 or better weapon to hit, spell immunity to fire- and cold-based spells; MR Nil; Size L; ML 14

The Aftermath

If the PCs won the battle and were able to take any prisoners, they can question them and/or turn them over to the Ravens Bluff authorities. They learn from any survivors that Casper was sent here to set up the new order of the Cult of the Black Hammer. To accomplish this he had to completely bring the undead cleric Cortuun under his control. He has been using the magical gems to attempt this but has been unsuccessful.

Dealing with the weapons: pay attention to which character touches which weapon and apply appropriate damage and effects. Determine whether the PCs are leaving the weapons here or taking them back to the city (without touching them). In any event, the PCs cannot have the weapons. They might be able to dispose of the hammer in the altar if they find the correct combination of the stones.

Searching the high priest's room: The priest was interested in aiding Cyric's goals and was unconcerned

about earthly wealth. Simply put, there's nothing of any value here.

Searching the temple room: They find nothing other than dead bodies, the altar, a diagram with four points on the altar (see the diagram on the player handout), and three stones--a piece of onyx, a cut lapis lazuli, and a ruby. Two of the stones are magical--the piece of onyx and the blue-green chrysolite. These are detailed in the treasure summary.

Solving the riddle of the stones: If the PCs found the notes in the upper study, they might try to solve the riddle. Here's how the riddle would indicate that it works: the red gem goes in the top hole, the yellow (which has an orange tint) in the one to the right, the blue-green gem in the bottom, and the black to the left. This is incorrect, the priests somehow got their research wrong (and accidentally used a magical stone to complicate matters). This combination, and any other incorrect combination, inflicts 1d12 points of damage on the person making the attempt.

The correct combination is: the blue-green gem goes in the top hole, the yellow in the one to the right, the red gem in the bottom, and the black to the left.

If the right combination is found, read the following:

The stones shimmer, as does the top of the dark altar. Suddenly, a hammer-shaped hole appears on the altar's surface, and the air crackles with energy. Your skin tingles, and goosebumps race up and down your spines.

If the PCs place the hammer in the hole, the altar flows around it, sealing it off. At the same time, the body of the zombie lord crumbles to dust. A moment later, the walls of the temple start shaking, and the ground rumbles as if there was an earthquake. Bits of masonry start falling--which should be a good clue to the PCs that they should leave the place. They have 20 rounds to get upstairs before the temple collapses. The reason for the temple's destruction was the use of two magical stones. Using nonmagical stones would not have released so much energy and brought about the quake.

Optional Encounter

If the PCs rushed through the tournament, and there is considerable time to spare, have them see Drawmij as they return to the city. The old story teller spots them, waves, and yells to the crowd that these fine adventurers have an interesting tale to tell.

He asks the PCs if they found Ren and any trace of the Black Hammer or the rumored evil cult. This gives them an opportunity to tell him a tale.

When they've finished, he winks, says he'll have another tale for them another day, another adventure perhaps for them to pursue. Then he mysteriously disappears into the crowd.

Conclusion

Patch, the Harper, meets you later at the Shod Talon and buys you a sumptuous dinner of roast beast, boiled potatoes, spiced carrots, and elven wine. The music is lively, and the bard sings of the defeat of an evil temple. He doesn't mention you by name in the song, but he describes you well enough. Patch waves to the barkeep and orders another round of wine. "Thanks so much for your help in this dire matter. I'm sorry for any inconveniences you suffered. Perhaps, sometime in the future, I can aid you."

Experience Point Summary

Experience is being calculated as follows:

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience 0-300. These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Multiply the total by the tier according to this chart:

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

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

Defeating the Thongs during the ambush	100
Curing Skoal, found in the thorn bushes	100
Discovering the stone on the dead priest	100
Discovering the pit trap without falling for it	100
Defeating the guard-priests	100
Defeating the high priest	100
Defeating the zombie	100
Discovering the riddle of the stones	100
Total Experience for objectives:	800

Role-playing experience: 0-500

Total Experience Possible:	1,300
For Tier 2:	2,600
For Tier 3:	3,900
For Tier 4:	5,200
For Tier 5:	6,500

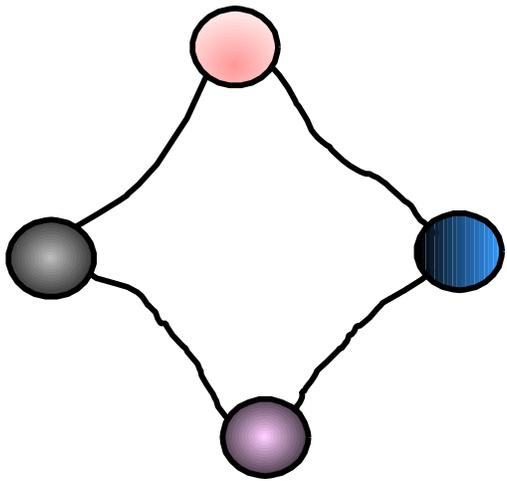
Treasure Summary

- *Wakizashi +2*: This fine curved sword of highly-polished steel is an especially sharp blade with a carved ivory handle in the shape of a dragon's head. The eyes are twin, sparkling rubies. The sword, for its craftsmen, gems, and enchantment, is valued at 22,000 gold. The blade can be wielded by those proficient with wakizashi. Those proficient in long sword can use it with a -1 penalty, and everyone else takes the standard non-weapon proficiency penalty.
- Up to 11 normal wakizashis worth 30 gold each
- Up to 240 gold pieces
- Seven rubies, each worth 300 gold
- *Jar of Keoughtum's ointmen*, 3 uses
- *Plate mail +1*: This armor is of polished black steel and is ornate, fitting humans, half-orcs, and half-elves only. The armor will never dull or dent, and it will never lose its polished appearance (unless, of course, it is destroyed). Incredible images of dragons, wyverns, and hippogriffs are etched into the breastplate. Images of griffons are etched into the arm pieces, and images of manticores and winged serpents are on the leg sections. When the wearer walks, it appears that the creatures' wings are in motion.
- *Onyx stone of darkness*: When a charge is expended, it releases the darkness 15' radius spell. The spell lasts 4 rounds. When the gem is no longer magical, it is worth 100 gold.
- *Chrysolite gem of spell warding*: When a charge is expended, this magical gem releases an effect that makes its owner immune to *ice storm* spells. This protection does not affect individuals near the gem holder. The gem is destroyed when all charges have been used.

Fame Point Awards

Priest and paladin PCs gain 1 Fame Point in the Temples Category. All other PCs receive 1 Fame Point in the General Category.

Player Handout



I've discovered the gems that are needed to neutralize the great maul and to gain complete and utter control over the zombie-creature. They are red--I've selected a ruby; Orange--I've discovered that a topaz or the like will do, and I've had to rely on the golden lapis lazuli; Green or Blue--I've settled on a pretty piece of chrysolite; and Black, my favorite color--I've found a nice hunk of onyx. It is important only nonmagical gems are used, lest the power they release. Well . . . I wouldn't want to think about it.

Red Jet-Ruby--stands for soul and object control

Orange-Golden Lapis Lazuli--represents secrecy, raises morale and courage

Green or Blue-Chrysolite--a symbol for rebirth, resurrection, warding of spells

Black-Onyx--the essence of darkness, which causes discord among our enemies

These gems must be placed in the correct order, starting at the top. Upon placing the final gem, recite the passage: Follow the rainbow, the colors friendly, to its dark end to seal the hammer--lest it takes another life, my friends.

This must be done freely. It seems the suggestion spells and potions clouds the mind. I must put more pressure on the young acolytes to place the stones correctly. I cannot stand to lose too many more of them.

More members of our great cult will be arriving within a few weeks. Once our forces are strong and the hammer controlled, we will set our plans in motion for gaining control of Ravens Bluff. I have met with a group that moved into the area recently. They call themselves Thong. Of eastern descent, they are willing converts to Cyric. They are cunning and a useful tool.

When the Maul Falls, DM's Map

