

The Wizard's Game

A One-Round AD&D Living City™ Tournament

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The population is abuzz with the news that a visiting wizard from another plane is challenging the citizens of Ravens Bluff to a game! Open tryouts will be held tomorrow morning, and anyone can participate. The proceeds from the spectators will benefit many of the city's charities. However, it looks like you won't have a chance to participate, as the Wizards' Guild has summoned you for an important mission. This adventure for tiers 3-6 focuses on roleplaying adventure and requires going under cover.

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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

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

DM's Background

A faraway air elemental wizard, an ally of the Wizards' Guild, is facing an unknown menace. An unidentified foe has been sending him vague threats. Uncertain how to handle the threats, he has contacted Simon Regulus, a member of the Wizards' Guild of Ravens Bluff, seeking assistance. Regulus has many contacts among extraplanar wizards, and has corresponded with this wizard in the past.

This wizard teaches air elemental magic to several advanced students in a secure fortress located on a

demiplane near the Elemental Plane of Air. His fortress is no doubt secure against attack by any enemy. However, when he leaves his fortress, he will be vulnerable, and he can't be constantly prepared to face an unknown danger from an unknown foe.

He and Simon Regulus created a plan. The wizard, Aerathanis Silvaeris, would come to Ravens Bluff. They hope they can lure the foe into attacking while the wizard appears to be undefended. However, a group of adventurers will be nearby, cloaked by a powerful *polymorph* effect and appearing to be nothing but ordinary citizens of Ravens Bluff.

The cover for Silvaeris' appearance in Ravens Bluff is a game. Silvaeris created a simple game for his students, designed to help them learn how to function in the air, and how to work together. Two teams, while flying, try to throw their own balls into nets while preventing the other team from doing the same.

In addition to providing the means to stop an evil foe, the game will also benefit four of Ravens Bluff's charities. The city's many adventurers will give generously of their time and money to aid this game and the charities.

Adventure Summary

The PCs hear rumors about the wizard and his game, but expect they will have nothing to do with this game, as the Wizards' Guild summons them for a mission. Much to their surprise, the proposed mission will have a lot to do with this game! The game is being set up so that adventurers won't participate, with the hope of luring a foe of the wizard to attack him while he is "unprotected." The PCs are asked to temporarily assume the identities of normal Ravens Bluff citizens and enter the game.

After having some time to prepare, the PCs are brought to a level of the Wizards' Guild far below the surface, where a wizard who looks very much like a witch has brewed a foul-smelling potion for the PCs. This *polymorphing* brew will make the PCs appear ordinary, and will cloak any magic auras on them, including the one from the potion itself. Unfortunately, the potion has an alternate function, and one unlucky PC will get a potion that gives him or her the appearance of the witch.

The witch needs more of a particular root to brew more of the *polymorphing* potion. The PCs can volunteer to fetch these roots. While it's a short walk, their walk will be interrupted by a young hoodlum who mistakes the PCs for easy marks. He's really just a misguided youth whom the PCs can set straight.

After the last PC gets *polymorphed*, the PCs can rest the night and attend the tryouts the next day. The PCs will have the chance to use their new identities. In

the tryouts, they can test their ability to throw and catch, and have fun testing some items of flying that the Wizards' Guild has made available for this game. Afterwards, the PCs will make up one of the four teams selected, and everyone will be invited to a grand party at a warehouse, temporarily converted into a reception hall. Here, the players can role-play with the students of the wizard, as well as a number of others.

The next day, after players have the chance to practice a bit, Silvaeris addresses the crowd, and the games begin. Due to the PCs' skill, they will likely win their first game, as well as an optional second game. Facing the wizard's students will be harder, but the PCs will likely prevail.

Finally, when Silvaeris is alone on the field with the PCs, congratulating them for their skill, the foe attacks. Stepping in through a gate established in the ground, a powerful dao and several minions attempt to slay Silvaeris. Unfortunately for the dao, the PCs come out of their *polymorph* to fight these foes.

Introduction

The news was too interesting to keep to oneself, and soon the entire city had heard the rumor: A mysterious wizard, apparently from another plane, visited the Lady Mayor and suggested a friendly game between his students and the citizens of Ravens Bluff. Questions quickly arose: What was this game? Why Ravens Bluff? Was there some sinister purpose behind this game? Who was he working for?

Town criers quickly dispersed throughout the city, quashing the more outlandish rumors. The wizard, Aerathanis Silvaeris, had learned of the city from his wizardly correspondents, and admired the city's ingenuity and ability to overcome remarkable obstacles. The game would be training for his students, and would be staged as a benefit for four city charities. Finally, the wizard requested the ordinary citizens of Ravens Bluff to participate.

Ordinary citizens? Not adventurers? Several adventurers were grumbling at the taverns last night, but many were looking forward to adopting a team in this game and coming out in support for the charities. You were contemplating whether or not to attend yourself. But as the next morning dawns, an all-too-familiar knock sounds at your door. It looks like adventure will keep you from the game.

A young lad presents you with a message, or reads it to you, with one hand held out just slightly. It is a simple message, bearing the seal of the Wizards' Guild. The guild requests your attendance at a meeting at midday. All details will be discussed then.

The lad knows nothing about the message.

Note: It is summer, the 18th day of Flamerule, the moon is gibbous waning, and the weather is sunny and dry.

Scene 1: The Mission

The mere fact that you are escorted into a waiting room to await the arrival of Simon Regulus indicates that your mission will be an important one. And you are not kept waiting long, as the esteemed Dean of Planar Studies enters after a few minutes. Behind him, an unseen servant carries into the room a tray of tea and biscuits, setting them on a table in front of you.

"I thank you all for coming. I apologize for not saying more in my letter to you, but I didn't want the secret to spread. I am about to ask you to participate in a mission that will, I hope, defeat an unknown evil foe. You will be going undercover, but in no way will you be involved in any illegal activities. If you are not amenable to such a mission, do not be afraid to say so. I will in no way hold it against you if you wish to leave. Others may be showing up a bit later. What say you?"

Regulus will not divulge further details of this mission, though he will reassure the PCs that nothing illegal will happen. They should not fear being asked to go against their natures. Still, some PCs may not wish to undertake an undercover mission, such as a priest of Tyr. The player can take this opportunity to switch characters. Once all PCs present are amenable, Regulus will continue.

"I take it you have heard of this visiting wizard and his game, right? The visiting wizard, Aerathanis Silvaeris, is a colleague and friend of mine. He is a master of the element of air, and trains several dedicated students in a demiplane perpendicular to the Elemental Plane of Air and oblique to the Astral Plane.

"He wrote me several months ago about anonymous threats he had been continuously receiving. As any powerful wizard does, he has attracted rivals and enemies. It is his enemies, both fiends from the lower planes and denizens of the Plane of Earth, that worry him. These threats were not identifiable as being from one particular enemy, and all divination attempts were unsuccessful. This is not surprising, given that the foe is likely from another plane. His elemental fortress is quite strong, and could likely withstand any assault, but he fears an attack on himself or one of his students when any of them leave his secure base.

“I contacted the Lady Mayor and several other officials in the city government and the wizards’ guild. Silvaeris is a valuable ally to the city, who lent his talents to researching the mystery of the githyanki machine, among other things. Lady Mayor Thoden suggested we create a situation where the wizard would appear to be defenseless, to lure the enemy into the open. But, of course, he would not be defenseless. That’s where you come in.

“If you noticed, the wizard’s game is to be played against teams selected from the ordinary citizens of Ravens Bluff, with adventurers staying in the background. That is intentional. With only teams of ordinary men and women around him, who could come to Silvaeris’ aid?

“The one team of polymorphed adventurers, of course!”

At this point, Regulus will answer questions the PCs might have about the mission. His answers will mention the following points:

- The tryouts for the teams are tomorrow.
- I’m not sure what exactly the game is about. It involves flying and the moving of a ball with a strange contraption, a basket on a stick. There will be exercises in throwing, catching, and flying.
- The field will be covered by a temporary anti-magic dome. Ostensibly, this is to prevent magical influence from the crowd, but it will enhance the appearance that Silvaeris is completely defenseless.
- The wizard will not arrive until the day after tomorrow.
- We’ve identified several times when he will appear to be most exposed. He will address the four selected teams in the morning of the first day. He will be present when his team plays the next day, and will present awards to the victorious team.
- At other times, he will be with several city VIPs, and very well protected.

About the *polymorphing*, he can say the following:

- An alchemist in our guild is working on special *polymorph* brews. These are special in that when you imbibe them, your appearance will change to that of someone of the same race and sex, but more average.
- The brew should be ready at about 7 bells this evening.
- The benefit of this brew is twofold. You will have your magic items and weapons ready in an instant, but no one will know. Furthermore, the araxis root in the brew will confer magical *non-detection* for the duration of the potion, but will cover only those effects currently on you. ***Judges please emphasize:*** The whole point is to make it look like Silvaeris is

undefended, and if PCs around him are radiating magic, he’s not going to look undefended!

- This brew will last for 3 days.
- Tomorrow morning, you will go to the tryouts.
- Come back here at 7 bells. You might want to take some time to think about the identity you are going to assume, and maybe do some shopping for clothes.
- Clothes? Remember, everything you’re wearing will merge into your new form when you drink the potion.
- Please don’t mention your mission, of course.

Finally, Regulus will ask whether the PCs have weapons of suitable enchantment (+1 at Tier 3-4, +2 at Tier 5-6). If a PC does not have his or her main weapon(s) at that level of enchantment, Regulus will arrange a loan of such an item from the Wizards’ Guild’s resources.

Scene 2: Witch’s Brew

This time, as you enter the Wizards’ Guild, you are met by Rathar Greenflame, an instructor of invocation in the Guild. He escorts you down a winding staircase until you feel like you’ve descended into Sarbreen. Finally, you reach a subterranean level. At the end of a long hallway is a plain but solid wooden door. Greenish fog seeps out from under the door.

The gas is harmless, but let the party prepare as they see fit.

Entering the chamber, you find it appears to be a natural cavern, with damp stone walls and stalactites dripping with water. The cavern is dimly lit by an assortment of candles within the skulls of many creatures, and by the light of a fire under a steaming cauldron. The smell is quite unpleasant, a little like cabbage and old socks being stewed together.

An old woman is hunched over the cauldron, slowly turning a wooden spoon. She turns her hideous, wart-covered face to you. “Ahhhh,” she cackles, “my test subjects have arrived. Which of you cuties wants to taste my brew first?”

Grunhilda (hf W10) is a very skilled alchemist, with the appearance and mannerisms of a classic witch. She just loves to have fun with the people for whom she brews potions. She will ask for a kiss from the handsome male PCs, stroke a blackened, curled fingernail along a male PC’s face, or suggest a female PC try a foul-smelling beauty potion she created.

In this scene, you will have to choose a target. Choose one PC in the following order:

1. A PC with the Swashbuckler kit
2. Any other PC with a swashbuckler attitude
3. Clergy of Sune, Lliira, Sharess, or Hanali Celanil
4. PC most concerned with his or her appearance
5. PC with a self-important attitude
6. PC with high Charisma

This PC will receive a special potion (see below).

The potion is designed to *polymorph* the imbiber into a form midway in appearance between the imbiber and the average for his or her race and sex. For example, a tall, muscular human man with sharp facial features would become a shorter, less muscular man with smoother features. This change does not alter the PC's attributes, however.

There is another feature to this potion, however. If a bit of hair, skin, or nail from a person is added to the potion, the potion transforms the imbiber into an exact duplicate of this person for just 1d4+4 turns. In this case, the selected PC's potion has an eyelash from Grunhilda floating in it. The PC with the special potion may notice the eyelash with a successful *observation* roll or by looking at the potion carefully before drinking it.

If this PC notices and brings up the eyelash floating in the brew, Grunhilda will frown and say,

"Oh, dear, sweetie, that won't do at all, it's ruined! And I'm all out of putrex root. We're going to have to get more."

Grunhilda will explain the alternate use of the potion as above.

Scene 3: The Transformation

Rathar enters the cavern. "Grunhilda, are you just about done playing with them? If the potions are ready, I will lead each of you to a classroom, or storage room, or closet, so you can have a little privacy. You all brought clothes, right?"

If not, Rathar will *fabricate* some clothes. He will guess sizes fairly well.

"Now, all you need to do is think, and you will come out of your polymorph. However, this will end the potion's effect, so please don't end the magic unless absolutely necessary! It takes some time to make these brews, and only Grunhilda knows the recipe. Also, while it makes sense to leave a few things behind, perhaps some spell components, the whole point is NOT to look like an adventurer! So take everything magical with you."

Each PC is led to a small room. A mirror or glass window in each room will provide a reflective surface for the PCs to examine themselves after the transformation.

You bring the frothing, greenish-yellow brew to your face, and inhale its stale, acrid scent. Is this potion really going to work?

When the PCs drink, go on:

The brew is very foul-tasting, but you choke it down. You feel slightly disoriented as your body shifts noticeably, but painlessly. Looking into the mirror...

All but the chosen PC:

...you see someone of fairly average appearance. Peering hard, you see a resemblance to yourself, but you're sure no one would recognize your features unless they knew to look for them.

For the chosen PC:

...you see the hideous countenance of the witch Grunhilda! What happened?

Of course, if the PC noticed the problem with the potion and doesn't drink the potion, he won't be transforming.

Allow the PCs to don their new clothing and come out, probably to humorous effect if someone now looks like Grunhilda.

If a PC is transformed to Grunhilda, Rathar says:

"This won't do at all. I'm no specialist in alchemy, but I believe this potion can be contaminated, and a different magical effect is generated."

Grunhilda steps out of her cavern, and snickers at the scene. "You look beautiful! But I'm going to need to brew another potion for you, since that wasn't supposed to happen. Drat, I used up the last of my putrex root. Why don't they go get some more and I'll show you how to make a love potion, Rathar?"

Rathar pales at that thought....

If a PC noticed the surprise potion and ended up without a potion to drink, Rathar says:

"I see that your potion didn't work? Or was it contaminated? Anyway, Grunhilda will have to make another."

Grunhilda steps out of her cavern, waving her wooden spoon at Rathar. "Not so quick, there, I'm fresh out of putrex root! Why don't they go get some more and I'll show you how to make a love potion, Rathar?"

Rathar pales at that thought....

Scene 4: A Simple Errand

Rathar looks to you. “Well, you’re here, so would you mind fetching this root? There’s an herbalist just down the street, The Dragon’s Bane. I suppose I could fetch an apprentice, but maybe you’d like to try out your new identities?”

The PCs don’t have to go on this errand. If they don’t, then let them go to sleep and skip to Scene 5. If they do, continue.

Rathar hands you a small bag of 20 gold coins. “This should be enough to buy a dozen putrex roots. You can’t miss them, just look for the foulest-smelling root in the entire shop. It sure seems like you put them in everything, Grunhilda!”

Grunhilda flashes a grin, revealing rotting teeth.

Grunhilda doesn’t reveal her formulas, and so only she knows if the putrex root is really needed.

You climb the stairs, and finally reach the surface. The evening air is pleasantly cool, with a breeze coming in from the sea and carrying just a hint of the smell of the sea.

There are several sellers of herbs, reagents, and alchemical supplies strategically located near the Wizards’ Guild, in a row of small shops nestled along narrow alleys. The Dragon’s Bane is not too far away down one such alley.

A young thief, Kale, is in the alley. He will try to lure the lead PC, assuming he appears to be a normal person, into the alley to help him.

There’s a young lad, maybe 16 years old, in the alley. “Psst, can you help me? I sort of dropped my coin purse in that open sewer grate.”

Kale will keep up the helpless act, hoping to get a helpless PC into the alley. It’s not a very good ploy, but he’s not a very good thug!

This encounter can proceed in many ways. If the PCs ignore him, his cronies will step out of the shadows and confront the PCs, trying to rob them. If a PC helps Kale, then...

As you look into the sewer grate, you feel a dagger at your back. “On second thought, maybe I’ll just take your coin purse instead,” he whispers. You spot the motion of several other figures in the shadows.

When the confrontation occurs, make it **absolutely clear** that these are little more than kids, and no real

threat! In fact, the others are not entirely sure this is a good idea, but Kale has convinced them to try taking on an easy mark. Unfortunately, they got the PCs.

There are plenty of ways, other than fighting, to deal with these kids:

- A quick *hold person* will likely catch most of them, causing the others to flee. If the transformed PCs don’t have the material components, there’s a hardware store on the other side of the alley, with a keg of nails sitting near the door.
- Present the one PC not transformed. On a successful *fame* check in lower class, they try to flee. Even without the check, there is a good chance the presence of an adventurer will cause them to reconsider their actions.
- Any demonstration of the PCs’ actual power would cause them to break morale. For example, a fighter could tell Kale, “Go ahead, try to harm me with that dagger.” When the 73 hp fighter doesn’t even notice the scratch, Kale will pale with the realization that he picked on the wrong person.
- They are really just misguided youths, and a stirring speech from a noble PC could set them on the right path.
- If the PCs are maintaining their disguise, then they might just yell for the city watch! Two privates in the watch are nearby, and will react after 1 round if the PCs shout for the watch.
- They could just give the purse of 20 gp to Kale. He would consider that a big haul.

Kale, hm T1: AL CN; AC 10; MV 12; hp 4; THAC0 20; #AT 1, Dmg 1-4 (dagger); SA backstab x2 damage; SD nil; Str 12, Dex 14, Con 10, Int 10, Wis 8, Cha 10; MR nil; SZ M; ML 8.

Save vs. Paralysis: 13, Save vs. Spells: 15

Fen, Lorin, Tem, Sal, hm 0-level: AL N; AC 10; MV 12; hp 4; THAC0 20; #AT 1, Dmg 1-6 (club); SA nil; SD nil; Str 10, Dex 12, Con 9, Int 9, Wis 8, Cha 9; MR nil; SZ M; ML 6.

Save vs. Paralysis: 16, Save vs. Spells: 19

After dealing with this minor skirmish and its aftermath, the PCs can buy the putrex root, 12 roots for 18 gp. That’s all the putrex root available, but other herbs, such as healing herbs, can be purchased for normal prices.

The short trip back to the Wizards’ Guild is uneventful. Once again, Rathar leads you as you trek down the long staircase. Everyone but [the victim] is led to one of the small subterranean classrooms, where simple wooden chairs provide a slightly comfortable place to rest. Rathar turns to [the victim]

and sighs. “Grunhilda wants you to be present as she brews the replacement potion. The rest of you, well, you’re free to relax and talk.”

Rathar will talk with the other PCs for a while. If need be, Rathar can be used to remind the players not to cast spells on each other, since the magical auras will be detectable.

The player whose character is waiting for the potion can decide whether or not to endure Grunhilda’s comments. She might suggest how the PC’s hair/skin/whatever would make a nice component in a brew, or that she could improve the PC’s appearance, or similar remarks.

The brew will take an hour to complete, and this time, the brew works fine. Afterwards, the PCs are free to go to sleep. Rooms have been reserved for them at an inn two blocks from the coliseum. The walk there will be uneventful.

Scene 5: The Tryouts

It looks like the wizard’s game has really caught the city’s fancy! At least two hundred people are milling about the coliseum. A young priestess of the temple of Deneir is at a table near the entrance, collecting the names of everyone stepping through the gate.

Manami, the priestess of Deneir, will politely request that the PCs sign in (name, occupation, location) before going further into the coliseum. The players can interact with random citizens for a little while. But soon, volunteers (adventurers) will start to gather the people into groups for three tests.

Throwing

Each PC will be given one of the throwing sticks, which looks like a lacrosse or jai alai stick. It’s strapped tightly to the arm, and is moved without using the hand or wrist. The balls are solid wooden spheres, like bocce balls, painted various primary colors. The first few throws the PCs make will likely miss their target. Fortunately, several volunteers (warriors and priests) in full plate armor are ready to catch the balls with their own sticks, not minding if the balls hit their armor. There is one priest of Ilmater who is volunteering to catch without any protection at all.

Have the players make a few to-hit rolls against AC 4, modified by Dexterity bonuses and non-proficiency penalties. Misses thud against the catcher’s body or bounce off the ground.

Catching

In a reverse of the above, adventurers throw the balls at the PCs, who will try to catch them. Among the

adventurers throwing are several capable warriors (THACO of 14) and one aged wizard with thick spectacles (THACO of 19).

Have each PC attempt to catch a few balls. They must make a Dexterity for each catch. If the thrower does not hit AC 4, the PC must make a Dexterity check by the amount by which the thrower missed AC 4. For example, if the throw hits AC 8, the PC must make a Dexterity check by 4.

Flying

In this exercise, the most entertaining exercise for those watching, the PCs try out a variety of flying devices crafted by the mages studying at the Wizards’ Guild.

You are next brought to the far end of the coliseum, where a large net has been strung. It’s a good thing the net is there, because, as you watch, one of the participants falls off a flying carpet when it suddenly thrusts upwards.

A heavysset man in purple wizard’s robes approaches your group, smiling broadly. “Greetings, friends. I am Silas Remora, Associate Dean of Enchantment. I’m afraid I’m ultimately responsible for the magical flying devices that you see here. Some of the wizards I am instructing in the art of enchanting objects volunteered to craft these flying items, but some of the items seem to have minds of their own. They reflect their creators’ mindset very well, I’d say. In any case, try to find one that suits you.”

There are eight items of flying here.

1. **Electric Bolt**, a broom of flying.
2. **Sandstorm**, a carpet of flying.
3. **Solarus**, wings of flying. These angelic wings attach to one’s back.
4. **Migi** and **Deroshi**, boots of flying. They have a tendency to want to go in different directions.
5. **Raptor**, a cloak of the hawk, with a pattern like feathers and a hood shaped like the face of a hawk. The edges of the cloak must be grasped in the hands in order to fly. Donning the hood improves the wearer’s hearing and vision.
6. **Azure Streak**, another broom of flying.
7. **Green Fire**, another broom of flying.
8. **Monster**, an oversized broom of flying. It looks like it was fashioned from a sapling.

The PCs can try out these items over the net. Descriptions for these items are included on [Player Handout 1](#). Feel free to have the items unexpectedly zoom up or down, spin, attempt to buck the rider, or otherwise toy with the PCs.

Scene 6: The Celebration

At the end of the day, four teams are announced. Each team has a number of members equal to the number of PCs playing at the table.

At the end of the day, the participants rub sore muscles and bruised arms, but the mood is incredibly upbeat. Adventurers supply you with water as you wait.

Finally, the priestess of Deneir carries a scroll to the wizard, Silas Remora. He approaches the crowd, and the talking drops to soft murmuring.

“I would like to thank you all for coming out today, and supporting the spirit of Ravens Bluff. The Wizards’ Guild is thrilled to engage an associate in the study of the Art, the city is proud to have such supportive citizens, and, most important, the four charities that will benefit from tomorrow’s match are grateful to share in the windfall generated by this unique event.

“I’d like to call up representatives of the four charities. They would each like to thank you...”

The murmuring rises, and a few voices from the crowd call, “Get on with it!” Remora notices the restlessness, and changes course.

“Ah, the heck with that. They will be present at the party later, and can thank you there. The first team will consist of the following people. Please come up as you are called. First...”

The PCs are called first. They will be asked which charity they would like to represent (the winning team’s charity will get a larger share of the proceeds). Their options are the Animal Victims of War shelter, the soup kitchen at the Temple of Eilistraee, the farmland restoration project, and the city’s orphanages. The PCs need to decide together, and if they can’t decide quickly, the crowd will start grumbling.

After all four teams are named, Remora continues:

“As a thank-you, the adventurers of Ravens Bluff and the Wizards’ Guild have donated a feast for all of you participants. This celebration will be held near the docks. If you will follow the volunteers, they will lead you to the party.”

A long line of people, both normal citizens and adventurers, snake their way through Ravens Bluff towards the docks. Surprisingly, they head into an old, run-down warehouse. There are cracks between the wood planks, the paint is peeling, and you swear you just saw a rat crawling out of the building. Why are you headed there?

However, once you get to the door, you can see a lavishly appointed reception hall. The party is well underway. Just about everyone is impressed by the place, with a seemingly limitless spread of food and

drink, and adventurers working as servers. Where else will powerful adventurers bring you your drink?

In addition to the adventurers, some other visitors stand out. They are of a variety of races, but all bear a foreign heraldic symbol. The word whispered through the crowd is that these are going to be tomorrow’s opponents!

The warehouse is actually just a run-down warehouse. It has been enchanted by a *mirage arcana* spell, which will last all night. The spell makes the interior appear to be a reception hall.

The heraldic symbol upon the opposing team members is a representation of the wizard school founded by Silvaeris. However, this can’t be identified by a simple check against the *heraldry* proficiency.

The party is hosted by Silas Remora and several adventurers. These adventurers can be anyone you know, or players of your creation. Some comments they may make to other NPCs (while in earshot of an appropriate PC) include:

- A priest NPC: “Many of my temple were eager to assist this charity endeavor. I wonder why [priest PC] is not participating?”
- A bard NPC: “It looks like I’ll be the first to tell the tale of this party. Good thing there aren’t any other bards here!”
- Anyone: “This food is sure good, better than [PC who likes to cook] can make!”

DM Aids 1 and 2 outline Silvaeris’ team and some of the Ravens Bluff citizens who will make up the other teams from Ravens Bluff. Feel free to add other NPCs as you desire.

As DM, run this encounter for as long as it’s interesting for the PCs. PCs should talk to the wizard’s students to learn more about Silvaeris, and to possibly learn more about these students’ strategy in playing the game. They may also talk to the other Ravens Bluff teams to learn about their strategies.

Scene 7: The Game

Prior to the game, between dawn and five bells past dawn (near midday), the teams may take the field to practice. In other words, the PCs can have a chance to try out the mechanics of the game.

Player Handout 2 and DM Aid 3 describe the play of the game. A map of the playing field is included as Player Handout 3.

Scene 7a: Introduction

You couldn’t summon nicer weather than that which greets you this morning. From the cloudless sky to the mild warmth to the slight breeze, few people will be able to find any reason to stay indoors today.

When you get to the coliseum, it sure looks like few people are staying inside. A long line of citizens awaits entrance through the main gate, and adventurers line up at a ticket booth.

A representative of your chosen charity hurries up to approach you. "Good, you're here! I've been asked to take you down below. There is a changing room, and some matching tunics and trousers for you. The opening ceremony is in 30 minutes, and the mysterious wizard is going to speak!"

The PCs' uniforms are navy blue in color. They can change, head out to the field, grab their magical items of flying, and wait for a few moments.

The sight of so many people filling the stadium is daunting. There must be thousands of adventurers in the closest seats, many of which look to have been made quite luxurious. Beyond them, thousands more of Ravens Bluff's citizens watch the field, eagerly awaiting the action.

The center of the field is marked with a nearly hexagonal pattern. Six tall poles surround the field, at three different heights. Each pole is topped with a circular hoop perpendicular to the ground, with a net extending from the hoop. Three are blue, and three are red.

As you and three other teams from Ravens Bluff watch, a lone figure walks onto the field. By his silvery robes and silver skullcap, this has to be Silvaeris. He's younger than one might have thought, being just into middle age. He carries only a small cone.

Silvaeris speaks into the cone, and you hear him clearly. "I would like to thank all of you, the people of Ravens Bluff, for responding so enthusiastically to my friendly challenge. I and my students of air need to travel elsewhere to study at times, and at these times we hope to learn a little more about the nature of the planes. This game, really an exercise in motion and teamwork, is a great way to learn about motion on the planes. More important, I'm happy to help out your city.

"In addition to the game itself, which I hope you will enjoy watching, four of your city's charities will benefit. My hosts inform me that the Animal Victims of War shelter, the soup kitchen at the Temple of Eilistraee, the farmland restoration project, and the city's orphanages stand to collect thousands of gold coins from you generous people!

"The rules are simple. Both teams will fly in the area marked, trying to throw their own ball into the rings of their own color. The higher rings score higher points. The teams will also try to prevent one another from scoring.

"For all of you who might have some bets riding on these games, fear not. An anti-magic dome has been temporarily established over the field to prevent outside influences from reaching the coliseum floor. So, as you might say, only Tymora's hand will influence the events on the field.

"But enough talking. Let's play! First up are four teams from Ravens Bluff. The first match will be Team Blue, representing [charity], and Team Red, representing [charity]."

Silvaeris takes a seat outside the playing field and watches as the PCs play.

Play a game between four or five of the PCs and the team of ordinary citizens. (Other players can act as coach, or just watch out for signs of trouble.) For convenience, assume the NPCs to have 12 in all ability scores, THAC0s of 20, and varied flying devices that are similar to those of the PCs.

The PCs should easily trounce these people, thanks to higher stats and THAC0s.

Scene 7b: The Game – Playoffs (Optional)

If the PCs enjoyed playing the game, and there is sufficient time in the slot, the two teams who won the initial matches can face off for the right to play the wizard's team.

The second match probably lasted longer than yours. Still, watching the match has shown how fast-paced this simple game can be.

Silvaeris rises from his seat and holds the magical cone to his face. "Now, let's see the two victorious teams match up face to face."

Again, play a game between the PCs (switching players if desired) and the team of ordinary citizens. For convenience, assume them to have 13 in all ability scores, THAC0s of 19, and varied flying devices that are similar to those of the PCs. The PCs should again win.

Scene 7c: The Game – Final Match

If you did not run the optional encounter, read the following:

The second match probably lasted longer than yours. Still, watching the match has shown how fast-paced this simple game can be.

Silvaeris rises from his seat and holds the magical cone to his face. "For demonstrating their skill at this game, Team Blue has earned the right to face my students. Team Blue may know this plane, but can they beat the experience of my students? If they can, their charity will get another thousand pieces of

gold!” The crowd cheers at Silvaeris’ demonstration of generosity.

If you did run the optional encounter, read the following:

Silvaeris rises from his seat and holds the magical cone to his face. “For defeating all comers from Ravens Bluff, Team Blue has earned the right to face my students. Team Blue may know this plane, but can they beat the experience of my students? If they can, their charity will get another thousand pieces of gold!” The crowd cheers at Silvaeris’ demonstration of generosity.

The students are detailed in DM’s Aid 1. Assume they have THAC0s of 16 and 16 in all ability scores. They are more skilled in flying; they can turn 180 degrees, and move 7 hexes.

Scene 8: The Grand Finale!

You will need to modify Silvaeris’ speech if for some reason the PCs did not win even once.

The crowd cheers as the final game ends. The other teams head off the field, heading towards adventurers who offer drinks and towels. Before long, you are alone on the field with the wizard. Silvaeris again heads to the center of the arena, cone in hand.

“Again, let me thank you all for welcoming us to your city, and for supporting your charities. After I speak, some representatives from these charities have a few words to say. But let me first congratulate the victorious team [or the best team from Ravens Bluff]...”

NOTE: If the PCs used any spells on themselves after taking the potion and were in the arena, they were noticed, and this attack will not happen. For example, if they *hasted* themselves before the wizard’s introduction in anticipation of the attack, or cast a *stoneskin* after taking the potion, this magic is detected, and Silvaeris’ foe knows he is not unprotected. In this case, go to Conclusion – Unsuccessful.

The ground trembles, and a circle of stone shifts to the consistency of sand. From this portal rises a three-meter tall manlike figure in expensive silk garments of Zakharan style. He is followed by several other creatures.

“At last we meet, Silvaeris, master of the air, and for once we meet on MY terms! You have aided the djinn too often, and the Khan has wanted your head.

So I shall be the one to deliver it to him! Prepare to meet your end, air-mage!”

As the dao gloats, the PCs can come out of their *polymorph*. Then roll for initiative.

Aerathanis Silvaeris, hm W(Air)11: AL NG; AC -4 (armor spell, ring of protection +3, cloak of protection +3, Dexterity); MV 12; hp 48; THAC0 17; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells, fly precast, can save to see *invisible* or *improved invisible* enemies; Str 14, Dex 18, Con 16, Int 19, Wis 18, Cha 14; MR nil; SZ M; ML 16.

Save vs. Paralyzation: 5, Save vs. Spells: 2 (+4 magical defense adjustment, +4 defensive adjustment)

Magic Items: ring of protection +3, cloak of protection +3.

Spells: 1st level - magic missile x2, feather fall x3; 2nd level - mirror image, ride the wind, levitate x3; 3rd level - dispel magic, fly, lightning bolt, gust of wind, fly; 4th level - fumble, solid fog x2, fire shield; 5th level - cone of cold, cloudkill x2, wall of force.

Tier 3:

Anwar al-Demwa, dao: Int Very; AL NE; AC 3; MV 9, Fl 15 (B), Br 6; HD 8+3; hp 52; THAC0 11; #AT 1; Dmg 3-18; SA granted powers; SD granted powers, double damage from holy water; MR nil; SZ L; ML 16.

Save vs. Paralysis: 8, Save vs. Spells: 11

Granted Powers (at 18th level, 1/day unless noted): change self, detect good, detect magic, gaseous form, invisibility, misdirection, passwall, spectral force, wall of stone, rock to mud 3/day, dig 6/day.

Pech (9): Int Exceptional; AL NG; AC 3; MV 9; HD 4; hp 32; THAC0 17; #AT 1; Dmg 4-7; SA full damage to earth creatures. Pech have an effective strength of 18/51; SD each pech can cast four stone shape and four stone tell spells per day. four pech can band to together to cast a wall of stone spell as a 16th-level mage. Eight together can cast a stone to flesh spell. Group spells can be cast but once per day by any group. Pech are immune to petrification.; MR 25%; SZ S; ML 15.

Save vs. Paralysis: 13, Save vs. Spells: 16

These pech are controlled by the dao and attack the PCs.

Tier 4:

Anwar al-Demwa, dao ataman, W9: Int Exceptional; AL NE; AC 0; MV 9, Fl 15 (B), Br 6; HD 10+3; hp 72; THAC0 9; #AT 1; Dmg 4-24; SA granted powers, spells; SD granted powers, spells, +1 or better weapon to hit, shield precast, 8 stoneskins, double damage from holy water; MR 25%; SZ L; ML 16.

Save vs. Paralysis: 7, Save vs. Spells: 10

Granted Powers (at 18th level, 1/day unless noted): *change self, detect good, detect magic, gaseous form, invisibility, misdirection, passwall, spectral force, wall of stone, rock to mud* 3/day, *dig* 6/day.

Spells: 1st level - *magic missile* x2, ~~*shield*~~, *enlarge*; 2nd level - *Agannazar's scorcher, Melf's acid arrow, mirror image*; 3rd level - *dispel magic, flame arrow, Melf's minute meteors*; 4th level - *fumble, Evard's black tentacles*; 5th level - *cone of cold*.

Sandman: Int Average; AL NE; AC 3; MV 9; HD 4; hp 32; THAC0 17; #AT 1; Dmg nil; SA sleep; SD innate *protection from normal missiles*; MR 20%; SZ M; ML 14.

Save vs. Paralysis: 13, Save vs. Spells: 16

Anyone coming within 20 feet of a sandman must save vs. spells or fall asleep, making this save each time hit by the sandman or touching the sandman. This sleep lasts a minimum of 3 turns.

Pech (14): Int Exceptional; AL NG; AC 3; MV 9; HD 4; hp 32; THAC0 17; #AT 1; Dmg 4-7; SA full damage to earth creatures. Pech have an effective strength of 18/51; SD each pech can cast four stone shape and four stone tell spells per day. Four pech can band together to cast a wall of stone spell as a 16th-level mage. Eight together can cast a stone to flesh spell. Group spells can be cast but once per day by any group. pech are immune to petrification.; MR 25%; SZ S; ML 15.

Save vs. Paralysis: 13, Save vs. Spells: 16

These pech are controlled by the dao and attack the PCs.

Tier 5:

Anwar al-Demwa, dao subkhan, W13: Int Exceptional; AL NE; AC -3; MV 9, Fl 15 (B), Br 6; HD 12+4; hp 82; THAC0 7; #AT 1; Dmg 5-30; SA granted powers, spells; SD granted powers, spells, +2 or better weapon to hit, *shield* precast, 10 *stoneskins*, double damage from holy water; MR 50%; SZ L; ML 16.

Save vs. Paralysis: 5, Save vs. Spells: 8

Granted Powers (at 18th level, 1/day unless noted): *change self, detect good, detect magic, gaseous form, invisibility, misdirection, passwall, spectral force, wall of stone, rock to mud* 3/day, *dig* 6/day.

Spells: 1st level - *magic missile* x3, ~~*shield*~~, *enlarge*; 2nd level - *Agannazar's scorcher, Melf's acid arrow* x2, *mirror image* x2; 3rd level - *dispel magic* x2, *flame arrow* x2, *Melf's minute meteors*; 4th level - *fumble, Evard's black tentacles, stoneskin, wall of fire*; 5th level - *cone of cold, wall of force, chaos, feeblemind*; 6th level - *disintegrate, flesh to stone*.

Sandman (3): Int Average; AL NE; AC 3; MV 9; HD 4; hp 32; THAC0 17; #AT 1; Dmg nil; SA sleep; SD

innate *protection from normal missiles*; MR 20%; SZ M; ML 14.

Save vs. Paralysis: 13, Save vs. Spells: 16

Anyone coming within 20 feet of a sandman must save vs. spells or fall asleep, making this save each time hit by the sandman or touching the sandman. This sleep lasts a minimum of 3 turns.

Earth Elemental (3): Int Low; AL N; AC 2; MV 6; HD 16; hp 103; THAC0 5; #AT 1; Dmg 4-32; SA structural damage; SD +2 or better weapon to hit, 9 *stoneskins*; MR nil; SZ L; ML 16.

Save vs. Paralysis: 4

Save vs. Spells: 7

Tier 6:

Anwar al-Demwa, dao subkhan, W16: Int Exceptional; AL NE; AC -5; MV 9, Fl 15 (B), Br 6; HD 12+4; hp 97; THAC0 7; #AT 1; Dmg 5-30; SA granted powers, spells; SD granted powers, spells, +2 or better weapon to hit, *shield* precast, 12 *stoneskins, contingency (ironguard* activated when weapons affected by *ironguard* approach within 3 cm), spell turning (10 levels), double damage from holy water; MR 75%; SZ L; ML 16.

Save vs. Paralysis: 5, Save vs. Spells: 6

Granted Powers (at 18th level, 1/day unless noted): *change self, detect good, detect magic, gaseous form, invisibility, misdirection, passwall, spectral force, wall of stone, rock to mud* 3/day, *dig* 6/day.

Spells: 1st level - *magic missile* x3, ~~*shield*~~, *enlarge*; 2nd level - *Agannazar's scorcher, Melf's acid arrow* x2, *mirror image* x2; 3rd level - *dispel magic* x2, *flame arrow* x2, *Melf's minute meteors*; 4th level - *fumble, Evard's black tentacles, stoneskin, wall of fire, haste animation*; 5th level - *cone of cold, wall of force* x2, *chaos, feeblemind*; 6th level - *disintegrate, flesh to stone, chain lightning*; 7th level - *prismatic spray, spell turning*; 8th level - *sink*.

Sandman (5): Int Average; AL NE; AC 3; MV 9; HD 4; hp 32; THAC0 17; #AT 1; Dmg nil; SA sleep; SD innate *protection from normal missiles*; MR 20%; SZ M; ML 14.

Save vs. Paralysis: 13, Save vs. Spells: 16

Anyone coming within 20 feet of a sandman must save vs. spells or fall asleep, making this save each time hit by the sandman or touching the sandman. This sleep lasts a minimum of 3 turns.

Earth Elemental (5): Int Low; AL N; AC 2; MV 12; HD 16; hp 123; THAC0 5; #AT 2; Dmg 4-32; SA structural damage; SD +2 or better weapon to hit, 11 *stoneskins*; MR nil; SZ L; ML 16.

Save vs. Paralysis: 4, Save vs. Spells: 7

These earth elementals have been hastened by *hasten animation*, a spell created by the dao, which doubles the movement and attacks of a construct.

Running the Combat:

The creatures try to get at Silvaeris, who defends as best he can. They attack the PCs if they get in the way of their target. Silvaeris does his best to aid the party and hurt the enemies, but his studies haven't led him to learn many effective combat spells. He'll try a *cone of cold* first, then *lightning bolt*.

Conclusion: Successful

You meet Silvaeris and Simon Regulus in a private session at the Wizards' Guild. Silvaeris shakes your hand. "Thank you. You have done well in defeating an evil enemy, and giving me and my students peace of mind. I would like you each to have a small gem as a token of my thanks." He hands each of you a small diamond.

Regulus smiles at you. "I understand you met Grunhilda. Well, the guild wanted to reward you, and Grunhilda volunteered to make some more brews for you. She said you will find these brews to be familiar."

Each PC is given a diamond of 1000 gp value and a boon for their service to the Wizards' Guild (see the Treasure listing).

Conclusion: The Party Falls

After the last party member falls, the dao (or his minions, if the dao has been defeated) grapple Silvaeris and *plane shift* to the Elemental Plane of Earth. Three rounds after the last party member falls, a hit squad enters the arena to try to save Silvaeris – too late. They will save any PCs they can.

Any PCs who are dead will be spoken to, to determine if and how they want to come back. Spells will be provided, with the Wizards' Guild meeting 20% of the cost.

The foes from the Elemental Plane of Earth prove to be much for you. The last of you fall into darkness...

You revive, resting on simple cots in a stone room. From the garb of the priests near you, you figure you are within the walls of the Temple of Mystra. An unfamiliar wizard bearing a sealed parchment stands nervously near you.

Seeing you stir, he speaks, breaking the seal on the parchment. "I was told to address you as you recovered. Dean Regulus wishes to inform you that

Aerathanis Silvaeris was taken by the earth creatures. Your assistance was helpful, as the fallen foes are helping the wizards trace the dao back to his plane, but at this point, rescue is far from certain.

Each PC is given a pouch of 50 pp to help pay for their time.

Conclusion: The Trap Was Unsuccessful

Use this conclusion if, despite warnings, the PCs used magic on themselves after drinking the potions.

After the conclusion of the wizard's game, you meet Silvaeris and Simon Regulus in a private session at the Wizards' Guild. Silvaeris shakes his head. "I only wish my mysterious foe had attacked. Your efforts, and the efforts of the guild, were for naught. I hope you enjoyed the game."

Regulus looks at you. "Silvaeris and the guild have collected some coin to help pay for your time. I wish we were celebrating a successful mission."

Each PC is given a pouch of 50 pp to help pay for their time.

So ends *The Wizard's Game*.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-750 points). These should reward accurate character portrayal throughout the adventure, not just how well the PCs interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier (as calculated above). For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 3: Character levels 1 through 6

Tier 4: Character levels 7 and 8

Tier 5: Character levels 9 and 10

Tier 6: Character levels 11+

Dealing with Kale without revealing power:	50 xp
Trying to learn opponents' game plan:	50 xp
Winning first game:	50 xp
Winning against visiting wizards:	50 xp
Defeating dao and minions:	250 xp

Total Experience for Objectives:	450 xp
Roleplaying Experience:	0-750 xp

Total Possible Experience:	1,200 xp
Maximum for Tier 3:	3,600 xp
Maximum for Tier 4:	4,800 xp
Maximum for Tier 5:	6,000 xp
Maximum for Tier 6:	7,200 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

- 50 pp per PC, if unsuccessful.
- 1000 gp diamond per PC, if successful.
- *Boon of the Wizards' Guild:* (1 per PC) This boon is granted to a PC who aided the Wizards' Guild in rooting out and defeating an unknown foe threatening the air mage Aerathanis Silvaeris, an ally of the Guild. This boon may be redeemed in one of four ways:
 - 20% off the price of a spell from the wizards' guild.
 - One spell or spell combination, of up to 7th level, excluding limited wish, steal enchantment, or any abusive spell, cast to directly benefit this PC. This spell, as well as any other spells cast in the redemption of this boon, is cast at the 15th level of ability
 - 20% fewer time units required to advance one rank in the Wizards' Guild.
 - Recharge up to six spent charges to a rechargeable item.

This boon expires August 1st, 2001.

Fame Award

The PCs gain 1 Fame in City Government or General, if they defeat the dao and his minions.

DM Aid 1: The Opposing Team

Elethario Argentus, male avariel. An aloof man with great respect for Silvaeris' knowledge. He hopes to use this knowledge to better his own race

Cirrus, female sylph. A warm, caring woman. She enjoys making small talk. She has a sweet tooth.

Tamarak Yellowfeather, male aarakocra. A loud, boisterous fellow who is overly proud of his orange-yellow plumage. He will accept any kind of challenge.

Sama'ar, male aasimar. A shy man. He has always felt like an outcast, and is happy to talk to anyone who will not look down on him.

Nobelis Hydrargyrum, male half silver dragon. A quiet man who appears to be an extremely handsome elf with unusual silver features. He likes to comment on personality quirks of other races.

Wilhelma, female human. A very honorable warrior and a very honorable woman. She was chosen for instruction by Silvaeris, who recognized her latent talents in the Art. She wants to do her teacher proud.

Gimlick, male gnome. A tinker with a bubbly personality. He greatly admires Silvaeris' knowledge of the element of air and hopes to create devices that utilize this knowledge. He is most likely to talk about the team's plan.

They all can reveal their basic strategy for the game. They tend to have one or two of their number focus on stopping the opponents' throws while most of their team concentrates on scoring.

All of these NPCs are in attendance, but only four (or five) of them will actually be playing in the game.

DM Aid 2: Other team members at the celebration

Jerome, a young candle-maker. He will discuss his new creation, scented candles, which command a premium price. He hopes adventurers will be interested in these scented candles.

Max, a former army private with a wounded leg. He is a woodworker now, and wonders if the PCs need any furniture for their businesses or homes.

Annie, a barmaid. She will be embarrassed by any attention she gets.

Jacob, a middle-aged baker. He relishes the chance to leave the shop to the kids and get away for a couple of days.

Natalie, a wealthy and civic-minded money-lender. She views this as a chance to help the charities of Ravens Bluff.

Cornelius, a private in the Harbor Patrol. A gruff, no-nonsense type.

Harold, a large cooper with a booming laugh. Friendly and outgoing, he's sure he will win.

There are many more people just like these, ordinary folk excited about being the center of attention for one day of their lives.

DM Aid 3: Running the Game

Two recommendations are offered for representing the players in the game. Use one or the other.

- Stack six-sided dice to represent the level a player is flying at. Use eight-sided dice to represent each flier, pointing the die in the direction the player is facing. A smaller die can be used to represent the ball. This presentation is quite visual, but dice stacks tend to get knocked over.
 - Use an eight-sided die for each player, but use the numbers 1-4 to represent the player's height (10' to 40').
1. Alternate between the PC team and the opposing team. The PCs can move first, if they desire.
 2. Movement. Each item of flying can move 6 units. The following actions cost movement points (MP):
 - Moving a hex counts 1 MP.
 - Rotating up to 120 degrees counts 1 MP.
 - Rising or falling one hex counts 1 MP.
 - Picking up a dropped ball costs 1 MP.
 3. Move around the tables, getting movement in order. A player's movement must stop if they enter a hex with another player. Everyone must move at least 3 MP if possible, and cannot block a hex where the opponent's ball rests.
 4. Throw and Catch. A player who began the movement phase with his team's ball must throw the ball, either at the goal or another PC. Use base THAC0, modified only by Dexterity. The goal is AC 4 from one of the two adjacent hexes, AC 0 from one hex away, and AC -4 from two hexes away. It is not accessible from farther away. Another PC is AC 8 if in an adjacent hex, -3 per hex away. A difference in level is counted as an additional hex away. On a throw that misses another player, the player can attempt a Dexterity check; if the margin of success meets or exceeds the margin of the missed throw, he has caught the ball.
 5. Drops. After scoring a goal, the ball is placed beneath the opposing goal directly opposite where the goal was scored. Drop balls that were not thrown to the ground below the holder. Drop balls that were not caught to the ground below the would-be catcher.

These rules are designed to make the game move as quickly as possible. There are a lot of things that players might want to do, such as stealing the ball (the PC must throw the ball away to any hex afterwards), deflecting it, flying interference patterns, and the like. Allow rolls as you see fit, and penalize the opponents' throws. Feel free to have the opponents do the same to the PCs! By adjusting on the fly, try to keep the game moving as smoothly as possible.

Player Handout 1: The Items of Flying

(Cut up this sheet and hand a slip to each PC for the item he or she is using)

Electric Bolt, *broom of flying*

Command word: zapazap

Sandstorm, *carpet of flying*

Command word: akbar

Migi and Hidari, *winged boots*

Command word: atatakai

These boots almost have a mind of their own. They have a 10% chance each turn to try to move in different directions, giving you a -2 penalty to throw or catch.

Solarus, *wings of flying*

Command word: beneficus

These appear to be angelic wings, and look very attractive.

Raptor, *cloak of the hawk*

Command word: saibot

This cloak is patterned like feathers and has a hood resembling a hawk's head. Its edges must be grasped to fly, similar to a *cloak of the bat*.

Azure Streak, *broom of flying*

Command word: aoi

Green Fire, *broom of flying*

Command word: midori

Monster, *broom of flying*

Command word: abunai

This is a huge broom that looks as if it was fashioned from a sapling.

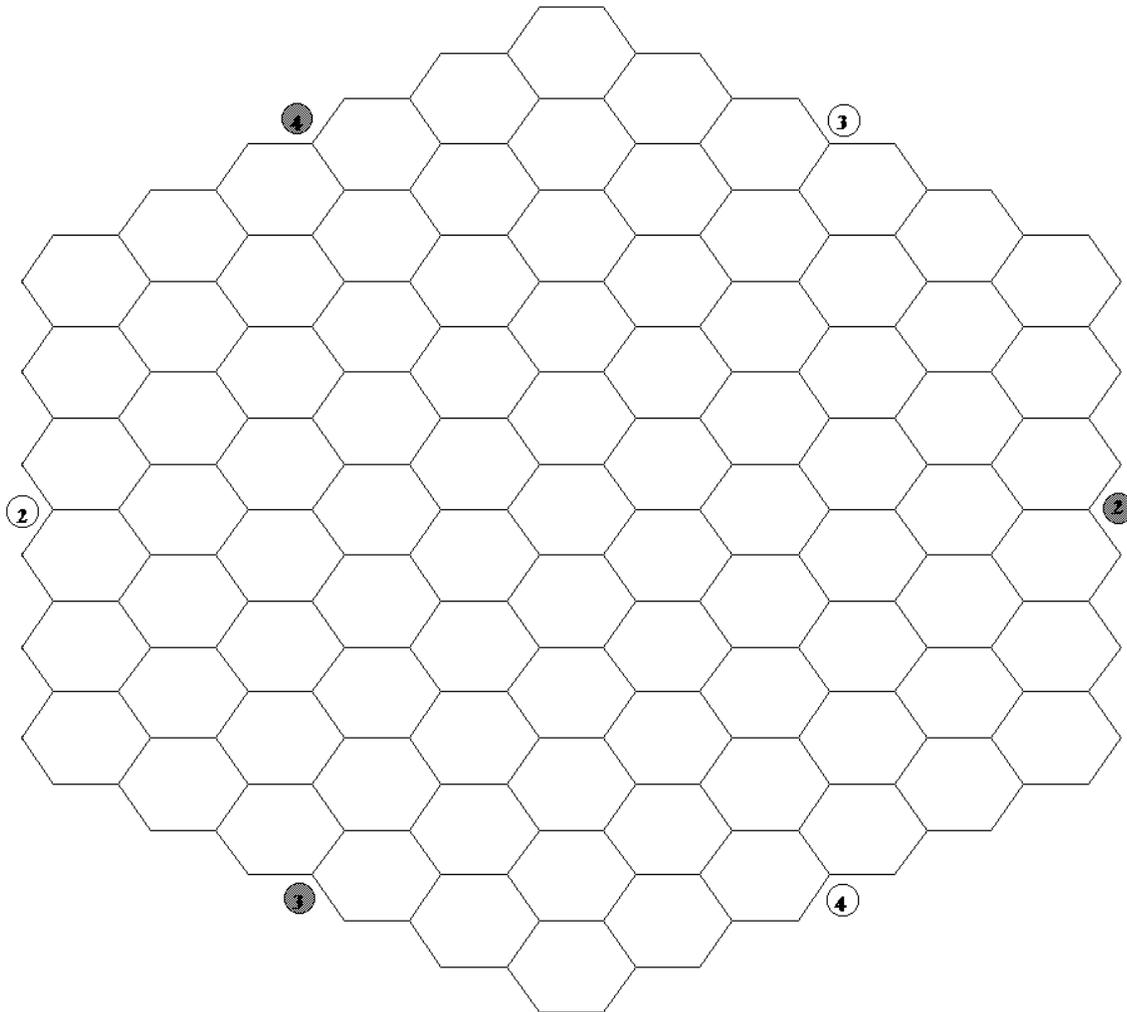
Player Handout 2: The rules of the game

The game is played with two teams of four players (can be played with five, but it is too crowded with more players). Each player starts at the edge of the playing field, under one of the opponents' goals. By throwing your team's ball into your own net, you score points for your team. The opposing team has their own ball, and will be trying to do the same.

The player with the ball can move a short distance, but must then either pass the ball, throw it at a goal, or drop it. A goal scores points equal to the level of the goal: 2, 3, or 4. If goals are scored in the sequence 2-3-4, the second goal has a +1 bonus, and the third goal has a +2 bonus. The first team to reach 12 points wins the game.

If you're not throwing or catching your own ball, you can try to interfere with your opponent's game. You could steal the opponent's ball and throw the ball away from the foes. You can also try to deflect the ball, making it harder for the opponent to catch it. Just flying between two opponents might hurt their throw.

Player Handout 3: The Playing Field



○ Blue Goal

● Red Goal

3 Height of Goal, in Levels