

VEL2-02



A CUP OF TEARS

A One-Round D&D[®] LIVING GREYHAWK[®]
Veluna Regional Adventure

Version 2

by Peter Parker

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

In a hidden monastery, sealed away by a powerful curse, lies a lost artifact. Will you put Veluna's welfare above your own to find the *Cup of Tears*? An adventure for characters level 1-6.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 characters who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Veluna. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Since the coming of the wasting sickness to the Bishops of Veluna, Ervoul Tagorn, High Cleric of Zodal, has searched diligently for a solution, and he now believes he may have found one. His research has uncovered legends of a powerful artifact of healing, supposedly capable of curing nearly any disease, healing any injury, and even returning the dead to life. According to the legends, the Cup of Zodal once caught the tears of Rao's attendant himself, as he wept at the first death by violence. It is Tagorn's hope that the Cup can cure the wasting disease.

Unfortunately, Tagorn is wrong. The power of the Cup has been exaggerated through the centuries; in reality it is only a minor artifact. As such it is incapable of curing the wasting sickness. Tagorn is unaware of this, and so he gathers characters to seek out the Cup.

The Cup resides in a lost monastery, deep in the Lortmil Mountains. It has been hidden all these years by powerful magic, resulting from the residents' efforts on behalf of the people of the Flanaess.

Centuries ago, a great evil mage sought to enslave the people of the land that now comprises Veluna, through the foulest magic. He had developed a ritual that would turn all of the people of Veluna into his undead minions, and bend the inanimate to his will as well, creating an army of undead and constructs to fight for him.

The clerics of Zodal's Aerie, as the monastery was called, were warned of this great danger in visions and combined their faith to spare the land. They drew all of the power of the ritual onto themselves, and hid their monastery away magically, so no unwitting souls would be endangered by what they would become. They did not want to Cup to be lost to the world, however, so they sent magical manuscripts to be hidden away, until such time as someone worthy sought out a great healing power. Now the aerie is a den of chaos and danger, as the undead priests and monks sit in prayer, and the simplest objects wait to attack the unwary.

Ervoul Tagorn has found some of these magical writings and discovered how to enter the monastery, along with clues to the hidden location of the Cup. He has sent criers throughout Veluna City to announce that he has a mission for characters of good heart, for the good of Veluna. At the appointed time, the characters gather at the Temple of Zodal and are shown to a meeting room where Ervoul Tagorn explains their mission and gives them directions and clues from his notes, to get them into the monastery, and to help them find the Cup. He also gives the party a holy symbol of Zodal, necessary for entering the monastery.

In addition, he loans the party any mounts or supplies necessary for the trip, as well as three masterwork weapons of the characters' choice. He also loans them a potion and some vials of holy water for use on the mission. The party should depart immediately, as time is short.

The trip from Veluna City to the secret location in the Lortmil Mountains takes three to five days, depending on what mounts are used. The journey is pleasant and uneventful. Once they arrive, the characters need to wait for nightfall, as moonlight is required to find the door.

After following the directions to enter the monastery, the characters must use the clues in Tagorn's notes to find the four release points for the secret entrance to the Cup's hiding place. Along the way, they must deal with the undead clerics as well as various pieces of animated furniture. The release points are located in the entry guardroom, the high priests quarters, the library, and the infirmary. **They must be triggered in proper order, according to the clues, 1st: infirmary, 2nd: library, 3rd: high priest quarters, 4th: entry.**

After opening the way through the altar in the chapel, the characters must deal with the spirits of the high priests. They also find the dead bodies of those who came before them. Two days before them, in fact, a band

of orcs attempted to steal the Cup. They failed to penetrate the monastery. Once they are finished, the heroes may leave and return the Cup to Tagorn.

The trip back to Veluna City is identical to the trip out. Upon arriving, Tagorn asks that the party wait for him to test the Cup, before he rewards them for their valiant effort. After two days enjoying the temple's hospitality, Tagorn returns to inform the party that the Cup's power is insufficient to cure the Bishops, but that it is still a powerful item, and that he is grateful for its recovery. He then offers the party a choice of rewards.

INTRODUCTION

The criers calling throughout Veluna City have brought you here, to the Hall of Comfort, the main temple of Zodal. For the good of Veluna, the criers said. Maybe that moved you, or perhaps you seek to increase your reputation, or your purse. You might even be here for the sheer thrill of adventure. For whatever reason, you wait in a rather austere office, seated along with several others in a semi-circle of chairs facing an empty desk.

Allow the players time to introduce each other and interact a little before continuing.

A slender man in the robes of Zodal enters the office, and sits at the desk. "I apologize for making you wait, but running a temple has many demands. I am Ervoul Tagorn, the head of the Church of Zodal in Veluna. I have called you here because I think I may have discovered a cure for our Veluna's stricken bishops. As you may know, a strange wasting illness and madness, has struck down seven of Veluna's College of Bishops. I have been investigating ancient tales of a powerful artifact, once held by our order, and have uncovered manuscripts indicating the location of the artifact, and its fate.

Unfortunately, my skills are needed here to care for Archbishop Fallsworth; otherwise, I would go myself. I need for you to travel into the Lortmil Mountains, to a lost monastery there, which has been long concealed by magic."

He places a packet on the desk, along with a holy symbol showing an open hand, palm forward, with the palm wrapped in cloth on a chain. "Here are the directions to the monastery's hidden entrance, as well as clues to the location of the artifact, a carved brass chalice. The symbol of Zodal is needed to open the hidden door, and may help to remove some of the obstacles you may encounter. Due to the curse the monastery is under, you may encounter some resistance. I am unsure what form this resistance might take, so I have therefore taken steps to be sure you are prepared for all contingencies. I will provide mounts, supplies, and three masterwork weapons of your choice from the city's supplies. The mounts and weapons are on loan. Will you take this mission?"

Tagorn makes good on his promise, loaning the party mounts, supplies, and weapons of choice. He also lends them a potion and some vials of holy water, as noted below. These are not treasure and are returned, if unused, at the end of the adventure.

APL 2: *potion of cure serious wounds*, 6 vials of holy water.

APL 4: *potion of cure moderate wounds*, 4 vials of holy water.

APL 6: *potion of cure light wounds*, 2 vials of holy water.

Tagorn has nothing else to add. He has told the heroes all he knows for certain, and hopes they will take the mission.

Once the party accepts, they are outfitted as Tagorn said, and sent on their way. The first three-fourths of the trip is on well-traveled, patrolled roads. Only toward the end, when they start to move into the mountains, does the going get harder. The party arrives just before dusk, on a plateau covered in a beautiful meadow.

Just before dusk, you arrive on the plateau indicated by your instructions. The plateau is covered in tall grass. Standing in the center of the plateau is a large rock formation, vaguely in the shape of an upright hand.

This rock formation is the one referred to in Tagorn's notes. When the full moon shines on it, a door becomes apparent, with a symbol of Zodal carved in it.

Note: Please thoroughly read appendix B regarding the animated objects found in the monastery.

INTO THE MONASTERY

Placing the holy symbol given to them by Tagorn in the carving on the door causes it to swing open.

Placing the symbol given to you by Tagorn into the carved carving in the door causes it to swing open. A wave of musty air, ripe with the stench of centuries washes over you. Stairs leading down into the darkness are visible on the other side of the door.

ROOM 1: ENTRY GUARDROOM

This 15 foot by 15 foot room contains one table and three stools. A successful Spot check (DC 15) or a successful Search check (DC 10) reveals a carving of Zodal's holy symbol on one of the walls. This is the trigger referred to as the final lock in Tagorn's notes.

The stairs lead down into a small room with a table and three stools in it. As you cross the threshold, you notice the broken and battered dead body of a powerful looking orc.

This room gives the characters a clue that something powerful enough to kill an orc resides here. If the characters aren't focused on the furniture, it almost looks as if a stool leg is "twitching", however if the characters look directly at the leg in question, it doesn't move.

ROOM 2: HALLWAY

This 10-foot by 20-foot hallway has double doors at each end and is otherwise unadorned.

This 30 hands by 60 feet hallway has double doors at each end and is otherwise unadorned.

As the characters cross the center of this room, have them make Listen checks (DC 15). A successful check hears scratching and shuffling coming from both the east and the west.

Note: As the characters leave room 2 through the north, they are entering room 9.

ROOM 3: PRIOR'S QUARTERS

This small room contains furniture adorned with symbols of Zodal and scenes of comfort healing and contemplation. They include a bed, a chest, a desk and a stool. This was the quarters of the head of the monastery. A successful Spot check (DC 15) or a successful Search check (DC 10) reveals a carved symbol of Zodal in the wall above the head of the bed. This carving is the trigger referred to in Tagorn's notes as the third lock. As the characters enter the room, all sounds cease from this room (but continue, somewhat louder from room 4 & 7 – (DC 10 Listen to hear it).

This small room contains furniture adorned with symbols of Zodal and scenes of comfort healing and contemplation. They include a bed, a chest, two desks, and a stool.

As long as the characters have done nothing to provoke the furniture, it simply does nothing. However, if the characters leave this room, and at any future point return to this room, the furniture has rearranged itself, so that the bed is against a different wall, the desk is in a different part, etc. This continues to happen. The furniture will simply keep rearranging itself when the characters leave the room.

APL 2 (EL 2)

☛ **Medium-size Animated Object (Bed):** hp 20; see *Monster Manual*.

APL 4 (EL 4)

☛ **Medium-size Animated Object (Bed):** hp 20; see *Monster Manual*.

☛ **Small Animated Object (Stool):** hp 5; see *Monster Manual*.

➤ **Small Animated Object (Chest):** hp 10; see *Monster Manual*.

APL 6 (EL 6)

➤ **Medium-size Animated Object (Bed):** hp 20; see *Monster Manual*.

➤ **Medium-size Animated Object (Desk) (2):** hp 20; see *Monster Manual*.

➤ **Small Animated Object (Stool):** hp 5; see *Monster Manual*.

➤ **Small Animated Object (Chest):** hp 10; see *Monster Manual*.

ROOM 4: BEDROOM

This small room contains unadorned furniture. They include a bed, a chest, a desk and a stool. As the character enter the room, all sounds cease from this room (but continue, somewhat louder from room 3 – (DC 10 Listen to hear it).

This small room contains unadorned furniture. They include a bed, a chest, a desk and a stool.

As long as the characters have done nothing to provoke the furniture, it simply does nothing. However, if the characters leave this room, and at any future point return to this room, the furniture has rearranged itself, so that the bed is against a different wall, the desk is in a different part, etc. This continues to happen. The furniture will simply keep rearranging itself when the characters leave the room.

APL 2 (EL 2)

➤ **Medium-size Animated Object (Bed):** hp 20; see *Monster Manual*.

APL 4 (EL 4)

➤ **Medium-size Animated Object (Bed):** hp 20; see *Monster Manual*.

➤ **Small Animated Object (Stool):** hp 5; see *Monster Manual*.

➤ **Small Animated Object (Chest):** hp 10; see *Monster Manual*.

APL 6 (EL 6)

➤ **Medium-size Animated Object (Bed):** hp 20; see *Monster Manual* page 17.

➤ **Medium-size Animated Object (Desk) (2):** hp 20; see *Monster Manual*.

➤ **Small Animated Object (Stool):** hp 5; see *Monster Manual*.

➤ **Small Animated Object (Chest):** hp 10; see *Monster Manual*.

ROOM 5: KITCHEN

This large kitchen contains two large counters in its center, and a large stove against the east wall. The western of the two south doors leads to a well, filled with dark stinking sludge. Any character scanning the room with *detect magic*, notices the faint aura of a recently triggered magical trap on the stove. The trap has killed two orcs, their bodies still smoldering.

➤ **Burning Hands Trap:** non-hazardous, already triggered.

This large room contains two large counters in its center, and a large stove against the east wall. Dominating the room in spirit, although not by mass, are the burned bodies of two dead orcs mercenaries. In a parody of humor, one of the orcs has a pot over his head, and his hands are locked on the handle of the pot.

Treasure :

APL 2 – Ring of Warmth (315gp) – Search Check (DC 10) to find. (On left hand third finger of orc with pot on its head).

APL 4 – Ring of Warmth (315gp) – Search Check (DC 10) to find. (On left hand third finger of orc with pot on its head). Great Axe +1 (348 gp) – Search Check (DC 15) to find under the body of the other orc.

APL 6 – Ring of Warmth (315gp) – Search Check (DC 10) to find. (On left hand third finger of orc with pot on its head). Shatterspike (647 gp) – Search Check (DC 15) to find under the body of the other orc.

ROOM 6: PANTRY

This small room has walls covered in shelves, the contents of which have long since turned to dust. At the southern end of the room is a large dumbwaiter, whose shaft is filled with debris.

This small room has walls covered in shelves, the contents of which have long since turned to dust.

ROOM 7: LIBRARY

Prior to entering, the characters can hear the sounds of shuffling coming from this room again. Characters succeeding at a Listen check (DC 10) hear sounds of shuffling coming from Rooms 3 and 8. This large library has six sets of shelves, with a stool at the front of each set of shelves. The contents of these shelves are animated books. A long table fills the center of the room. Succeeding at a Search check (DC 12) reveals an inscribed symbol of Zodal carved into the end of one of the shelves. This carving is the trigger referred to in Tagorn's notes as the second lock. As with rooms 3 and 4, sounds emanating from this room ceases as characters enter it.

This large room has six sets of shelves, with a stool at the front of each set of shelves. The contents of these shelves have long since turned to dust. A long table fills the center of the room with stools along it. It has deep jagged scars in it, evidence of recent chopping with a strong arm and an axe. The splintered and blood stained remains of stools which likely stood around the table are scattered about the room.

If the characters don't mess with the books at all (as they do look brittle and ready to fall apart), upon returning to the room at any time, the books will have come off the shelves and stacked themselves on the table and the floor.

The next view has them stacked vertically instead of horizontally. Then they color coordinate themselves, etc.

The books do not wish to be forcibly removed from the shelves or picked up (if they are stacked). Any initial attempt to pull a book from the shelf or pick it up fails (the book won't budge.) If the PC puts some effort behind it, it will slowly come out, struggling all the way. If the PC pulls the book fully from the shelf, this is considered an act of aggression and causes all of the furniture to act aggressively (see Appendix B).

APL 2: (EL 2)

☛ **Small Animated Object (Book) (8):** hp 2; see *Monster Manual*.

APL 4: (EL 3)

☛ **Small Animated Object (Book) (10):** hp 2; see *Monster Manual*.

APL 6: (EL 4)

☛ **Small Animated Object (Book) (12):** hp 2; see *Monster Manual*.

Tactics: The books attack with a +2 ranged attack (Dex) as they are throwing themselves at the characters. However, like arrows, once the books attack and hit, or miss, they've done enough damage to themselves to kill them. So the books only attack once. Also note that *all* of the books will leap off the shelves and attack, however only the number listed in the APL are sturdy enough to actually

make it to the characters to have a chance to cause damage. The rest of them fall apart from the violent action of throwing themselves at the characters.

ROOM 8: INFIRMARY

Prior to entering, the characters can hear the sounds of shuffling coming from this room again. Characters succeeding at Listen check (DC 10) hear sounds of shuffling coming from Rooms 7. This large room contains five simple beds with small tables beside them lined up along the walls. Succeeding at a Search check (DC 12) reveals an inscribed symbol of Zodal carved into the wall at the head of one of the beds. This carving is the trigger referred to in Tagorn's notes as the first lock.

This large room contains five simple beds with small tables beside them lined up along the walls.

As long as the characters have done nothing to provoke the furniture, it simply does nothing. However, if the characters leave this room, and at any future point return to this room, the furniture has rearranged itself, so that the bed is against a different wall, the desk is in a different part, etc. This continues to happen. The furniture will simply keep rearranging itself when the characters leave the room.

APL 2 (EL 3)

☛ **Small Animated Object (Stool) (5):** hp 5; see *Monster Manual*.

APL 4 (EL 5)

☛ **Medium-size Animated Object (Bed) (5):** hp 20; see *Monster Manual*.

APL 6 (EL 7)

☛ **Small Animated Object (Stool) (5):** hp 5; see *Monster Manual*.

☛ **Medium-size Animated Object (Bed) (5):** hp 20; see *Monster Manual* page 17.

ROOM 9: CHAPEL

This large room contains the skeletal remains of nearly thirty humanoids, apparently gathered in prayer. They sit quietly with bowed heads in benches neatly arranged in the center of the room. Upon a dais at the north end of the room are an altar, a font, and a human-size statue of Zodal, portrayed as a kindly, beatific, older man, his hands spread before him in a gesture of giving. In the north wall of the chapel, behind the altar is a secret door that requires a successful Search check (DC 20) to find. This

door is referred to in Tagorn's notes as the way to the *Cup of Tears*. It cannot be opened without first triggering the four locks in proper order. As soon as any character enters the room, the skeletons stand, some of them raising their hands, some dancing slightly. They are singing. These are *not* undead. They're animated objects. The object just happens to be a humanoid skeleton. They do not attack or defend themselves, but do continue to move through a set series of motions, reliving the last service held here.

This large room contains the skeletal remains of nearly thirty humanoids, apparently gathered in prayer. They sit quietly, with bowed heads, in benches neatly arranged in the center of the room. Upon a dais at the north end of the room are an altar, a font, and a human-sized statue of Zodal, portrayed as a kindly, beatific older man, his hands spread before him in a gesture of giving. As you enter, all of the skeletons stand!

ALL APLS

👉 **Medium-size Animated Object (Skeletons) (30):** hp 10; see *Monster Manual*.

These "skeletons" *will not* attack or defend themselves.

ROOM 10: DINING ROOM

This large room contains two very large tables, large enough to seat forty men. A full half of the stools have been destroyed, and it is clear that five orcs and a half-orc gave their lives to perform this act. All of these animated pieces are in "provoked mode" and act accordingly below.

However, attacking any of these items, even in defense, is considered a provoking attack, and will put the rest of the animated items into "provoked mode." This encounter is meant to frighten the characters. None of the objects leave the dining room, and the characters have no real reason to stay here. They should flee for their lives. Please encourage them to do so, and don't kill them unless they refuse to flee.

This large room contains two very large tables, each large enough to accommodate twenty diners at a time. The splintered remains of many stools cover the floor and the bodies of six dead orc warriors. There appears to be huge rends in the table faces, and one of the tables even has a great axe still sticking in it.

As the characters investigate the orc bodies (as characters are want to do) the following occurs:

Round 1: The chairs begin to quiver and make some scuttling noises.

Round 2: The chairs begin making their way to the two sets of doors (half to each set). The characters can still easily get out of the room.

Round 3 : The chairs make more progress towards the doors. They are now about $\frac{3}{4}$ of the way there. They can

still get out, avoiding the chairs (and attacks of opportunities).

Round 4: The chairs have barred the ways to the doors. They begin to close on the party. The tables stand up, and initiative begins.

APL 2 (EL 6)

👉 **Huge Animated Object (Table):** hp 60; see *Monster Manual*.

👉 **Large Animated Object (Table):** hp 30; see *Monster Manual*.

APL 4 (EL 8)

👉 **Huge Animated Object (Table) (2):** hp 60; see *Monster Manual*.

👉 **Small Animated Object (Stool) (10):** hp 5; see *Monster Manual*.

APL 6 (EL 10)

👉 **Huge Animated Object (Table) (2):** hp 60; see *Monster Manual*.

👉 **Small Animated Object (Stool) (20):** hp 5; see *Monster Manual*.

ROOM 11: PRIESTS' CELLS

These long hallways contain the cells that once housed the priests, monks, and healthy guests of the monastery. Each cell is empty except for a thick layer of dust.

ROOM 12: PRIVY

This large room contains small open stalls along the west, north, and east walls. Each stall contains a small stool. The south wall has three wells, the source of the foul smelling sludge that has flooded this room to a depth of about one foot.

This large room contains small open stalls along the west, north, and east wall. Each stall contains a small stool. Foul smelling sludge has flooded this room to a depth of about one foot.

As soon as any character enters the room, have them make a Spot check (DC 20) to avoid being surprised by ooze mephit(s).

As soon as you enter, impish creatures seeming formed of filth erupt from the sludge and attack you!

The mephit(s) use their ability to create a *stinking cloud* as their first action. They use their breath weapon and acid blobs in preference to melee, and try to stay out of range of melee by flying away from attacking characters. Any

mephit reduced to less than one half its hit points attempts to summon another mephit.

APL 2 (EL 3)

☛ **Ooze Mephit**: hp 20; see *Monster Manual*.

APL 4 (EL 5)

☛ **Ooze Mephit (2)**: hp 20 each; see *Monster Manual*.

APL 4 (EL 5)

☛ **Ooze Mephit (4)**: hp 20 each; see *Monster Manual*.

ROOM 13: SECRET ROOM

This room is accessed through the secret door at the back of the altar in the chapel. This room contains a giant statue of Zodal, portrayed as a kindly, beatific older man, his hands spread before him in a gesture of giving. In his hands is a simple wooden cup. As soon as all of the heroes have entered and begun to search the room, the restless spirits of the high priests attack. The cup is virtually immobile while the priest's spirits are present. The undead in this room have an additional +2 turn resistance, due to being on consecrated ground.

You have come down a set of stairs accessed through the secret door at the back of the altar in the chapel. This room contains a giant statue of Zodal, portrayed as a kindly, beatific older man, his hands spread before him in a gesture of giving. In his hands is a simple wooden cup. Hanging on the west wall of the room is what appears to be a large shield. It has the markings of Rao upon it. The darkness of the room seems oppressing, and almost appears to be moving. Suddenly, shadowy figures detach themselves from the surrounding darkness and move towards the party.

APL 2 (EL 3)

☛ **Shadow**: hp 20; see *Monster Manual*.

APL 4 (EL 5)

☛ **Shadows (2)**: hp 20 each; see *Monster Manual*.

APL 6 (EL 7)

☛ **Wraiths (2)**: hp 35 each; see *Monster Manual*.

Once the spirits have been dealt with, the heroes present find their attention drawn to the statue of Zodal. A voice echoes about them, but it does not come from the statue or the cup. It comes from an animate Holy Symbol of Rao that is a full three feet in diameter. It gives the following speech. It is not sentient, and cannot be conversed with. Attempting to interrupt or otherwise question the symbol only makes it difficult to understand.

“Three times will I speak of the destruction of the world; once to the discoverer, once to the deliverer, and once to the hero. The Mighty Serpent is coming, and will leave only death and destruction in his wake. All of Rao’s people in the Vale will be returned to the earth and eaten by worms if he is not stopped.

“In the place of power, the place of might, the place of reason, and the place of light there will be found a second object of power which can prevent these blasphemous schemes from succeeding.

“Remember the teachings of the past and The Vale of Luna may have a future.”

This symbol is mobile, and it is hoped that the heroes take it back with them as well. It does not speak again during this adventure.

EXODUS

As the party moves through the monastery with the Chalice, any objects they encounter will attack them. (Taking the chalice is a provoking trigger.) As the characters re-enter room 9 (The Chapel) read the following if any animated skeletons remain:

As you climb the stairs and step on the dais, you notice something odd. All of the animated skeletons stop moving, and turn towards the party. They seem to be looking straight at the chalice. They take a step forward, and then fall to one knee, as if in thanks. A moment later, and they fall apart to the ground, finally having found their eternal rest.

Any furniture not yet destroyed is making a lot of noise to gain attention. Again, anyone investigating the sounds comes across the animated furniture in that room (that is now in provoked mode).

The trip back to Veluna City is as uneventful as the trip to the monastery with the exception being that they are traveling under a full moon, which may cause situations and complications of a completely irrelevant sort.

CONCLUSION

Upon their return to The Hall of Comfort, the party is immediately taken to see High Cleric Ervoull Tagorn. He thanks them greatly, and asks that they wait at the temple while he tests the cup to see if it will cure the stricken bishops. After two tense days, Tagorn returns with both good and bad news. The cup's power is insufficient to cure the bishops, however its removal from the monastery has ended the curse. Tagorn is grateful to the characters, and offers them a choice of rewards, as well as his eternal gratitude. They may keep the masterwork weapons provided at the beginning of the module, or trade one of them for a cure from the cup. The cup is capable of curing any diseases the characters may have, including lycanthropy. In addition, it can restore any lost

attribute points or levels, as per *restoration*. Drained levels restored must have been drained within 2 TUs of this adventure, or it fails to work. It can also return the dead to life, as per *raise dead*. Each use of the cup costs the characters one of the three masterwork weapons.

Upon your return to the Hall of Comfort, you are taken immediately to see High Priest Tagorn. As you enter his office, he stands and speaks. "I thank you very much for your efforts. Please avail yourself of our hospitality while I test to see if the Cup's has the power to cure our stricken bishops. Then you shall be rewarded."

Two very tense days pass before you are called back into the office of the High Comfort. He looks weary and sad, though he bears both well.

"I am afraid that the news is not all good. Although the Cup is powerful, the affliction that has struck down our bishops is beyond its power. However, the news is not all bad. According to my research, the curse on our monastery was actually fueled by the power of the Cup. Its removal has ended the curse, so the monastery can once again become a place of refuge and healing. In gratitude for your service, I offer you a choice of rewards. You may keep the weapons I loaned you before, or you may have the benefit of three uses of the Cup, or any combination of the two. In addition, the Church of Zodal owes you a great debt, and you have our gratitude."

Thus ends *A Cup of Tears*. However, the adventure is not yet over. The Holy Symbol of Rao, if it was given to Tagorn, becomes the subject of much discussion. The Guild of Messages and Missives ensures its safe and speedy delivery to the Cathedral of Rao where it can be researched properly. Someday, maybe its message is understood. Someday, maybe it will speak again.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Room 3: Prior's Quarters

Defeat the animated furniture.

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP

Room 4: Bedroom.

Defeat the animated furniture.

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP

Room 8: Library

Defeat the animated furniture.

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP

Room 8: Infirmary

Defeat the animated furniture.

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP

Room 12: Privy

Defeat the ooze mephit(s).

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP

Room 13: Secret Room

Defeat the undead.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and

because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Room 5: Kitchen

APL 2: L: 0 gp; C: 0 gp; M: 315

APL 4: L: 0 gp; C: 0 gp; M: 663

APL 6: L: 0 gp; C: 0 gp; M: 962

Conclusion

The characters can choose the three masterwork weapons, or drink from the *Cup of Tears* up to three times. Each masterwork weapon is worth a maximum of 400 gp, which means 20 gp per character per weapon.

APL 2: L: 60 gp; C: 0 gp; M: 0

APL 4: L: 60 gp; C: 0 gp; M: 0

APL 6: L: 60 gp; C: 0 gp; M: 0

Each player receives one Influence point with the Church if Zodal.

Total Possible Treasure

APL 2: 375 gp

APL 4: 723 gp

APL 6: 1022 gp

PLAYER'S HANDOUT – NOTES FROM ERVOUL TAGORN'S RESEARCH

Upon the plain of peace, above the valley's strife, the full moon's light shows the door in the comforting hand.

The way to the cup of tears hides at the focus of prayer.

Four locks secure the path.

Close to the heart of his servants, lies the Key.

Seek the locks, in the image of the Key.

The first lock waits where comfort is most needed.

The second lock is where druids mourn, for knowledge's sake.

The third lock is in the place of rest for he who goes before.

The final lock is the first found; it will be found where first danger looms.

Anguished souls guard the cup; they must be sent to their rest.

The cup, and the name of its patron, will secure your egress.

Appendix A: DM's Key to Tagorn's Notes

This appendix gives the correct interpretation of Ervoul Tagorn's notes, along with skills and DC's for clues to the answers. These clues are **ONLY** to be used if the party is truly stuck on a clue, or if they specifically ask for an appropriate die roll for an individual clue. They are **NOT** to be used as an excuse to avoid the puzzle entirely.

Upon the plain of peace, above the valley's strife, the full moon's light shows the door in the comforting hand. (This describes the plateau Tagorn directs the party to. The comforting hand is the rock formation described in the read-aloud text.)

The way to the cup of tears hides at the focus of prayer. (This refers to the secret door behind the altar. A successful religion check (DC 10) or a successful Intelligence check (DC 15) is required to recognize the altar, when seen, as the focus of prayer.)

Four locks secure the path. (This refers to the number of triggers.)

Close to the heart of his servants, lies the key. (This refers to the holy symbol of Zodal. A successful religion check (DC 10) or a successful Intelligence check (DC 15) is required to realize that holy symbols are worn over the heart.)

Seek the locks, in the image of the key. (This refers to the carved carving of Zodal's symbol. A successful Intelligence check (DC 10) allows the characters to realize that the symbol would fit into the carving, like a key in a lock. Assuming the players fail to figure this out on their own.)

The first lock waits where comfort is most needed. (This refers to room 8, the infirmary.)

The second lock is where druids' mourn, for knowledge's sake. (This refers to room 7, the library.)

The third lock is in the place of rest for he who goes before. (This refers to room 3, prior's quarters.)

The final lock is the first found; it will be found where first danger looms. (This refers to room 1.)

Anguished souls guard the cup; they must be sent to their rest. (This refers to the undead in room 13.)

The cup, and the name of its patron, will secure your egress. (Holding the Cup and calling on Zodal destroys animated objects in any given room.)

Appendix B: DM's Guide to Animated Furniture

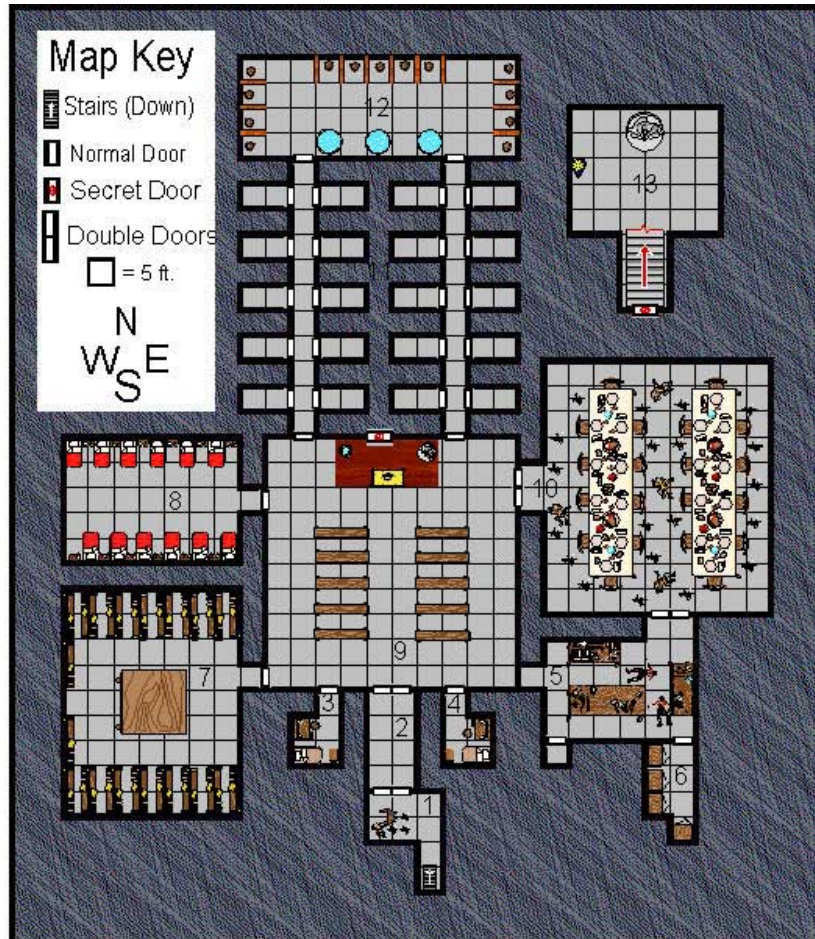
The magic that the clerics of the Aerie drew into themselves has since warped and gone awry, causing some very odd changes.

All of the furniture in the Aerie has gained a very small sense of sentience (since there has been no one living to give it orders to follow). The furniture now has a sense of self-preservation, and sense of mischievousness.

Basically, (with the noted exception in room 10), none of the furniture will actively attack characters. Instead, it will behave as noted in the room descriptions.

However, if for any reason the furniture interprets any attacks, or acts of aggression towards it (like slamming your hand on a desk, shoving a chair in frustration, etc), then ALL of the furniture will be aggressive to the characters when the characters are in the area. (The furniture will not actively leave rooms to hunt down characters, but will attack characters in their area.)

APPENDIX: MAP OF MONASTERY



CRITICAL EVENT SUMMARY

This form needs to be filled out at every table run at the convention OrbCon 2002 and turned in to the convention coordinator in order for the results of the table's actions to count in the development of the campaign. Failure on the part of the convention coordinator to pass these forms on to the Triad will prevent OrbCon from holding premier events in the future.

- 1) Was the Cup of Zodal retrieved?
- 2) Was the talking Holy Symbol of Rao retrieved or left in the monastery?
- 3) Was the message that the Holy Symbol gave received?
- 4) Was it passed on to anyone? Who?
- 5) Who has the talking Holy Symbol now?
- 6) Which character first touched the Cup of Zodal? Does that hero have a Mark of the Legendary Hero?
- 7) Which character first touched the talking Holy Symbol? Does that hero have a Mark of the Legendary Hero?

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.