

If Only

A One-round Living City Tournament

By Joseph Russell

As you return to Ravens Bluff, a chance encounter leads you to a ransacked village and lands you in the middle of a harrowing rescue attempt. Can you once again be the hero before it is too late? An adventure outside Ravens Bluff for tiers 1-5.

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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>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

DM Background

The adventure takes place outside of Ravens Bluff in the Earthfast Mountains. It will take the PCs 2 ½ days on foot to reach their first destination near the mountains. It is a small village, Darospur, which was settled 3 months ago. There are currently 30 men, women and children inhabiting the village. Unfortunately for them, the village was near a secret mountain pass that has been recently discovered by the

Zhentarim. The Zhentarim, being fearful that their presence in the mountain will be detected, allied themselves with the monsters living in the area.

Two days ago, acting upon orders of the Zhentarim, the monsters attacked and ransacked the village. They took prisoner all of those villagers that were still alive. The very young and very old villagers were taken back to the monster hideout and the others were given to the Zhentarim as slaves. The villagers that are being held by the monsters have a very limited life span. They will be the main course for dinner starting in 4 days from the time the PCs meet Lucas. There are ten villagers being held by the monsters and two will be eaten each night.

The Zhentarim prisoners are faring a bit better but not much. They have been taken farther into the mountains to work the mine. The prisoners are taken care of somewhat, as they are needed. The Zhentarim are exploring deeper into the mountain following veins of ore as they go. The Zhentarim are actually trying to locate a source of great evil in the Earthfast Mountains. The PCs need only to rescue the prisoners and eliminate the current Zhentarim presence in the mountains. The evil will not be encountered in this event.

The only one to escape from the raid was a man named Lucas. He has been on the road since the attack. The PCs will encounter him outside of Ravens Bluff. He will ask for help and tell what he knows of the attack before collapsing from exhaustion. Once Lucas is brought back to consciousness, he will tell what little information he has to the PCs in exchange for their help. He will tell them of his cousin, Juliana, who is a priestess of Tyr in Ravens Bluff to whom he wants to go.

At Ravens Bluff and the temple of Tyr, Lucas will receive some more healing and Juliana will supply the PCs with a couple of bags containing healing ointments and food for the villagers. Once the PCs get to Darospur, they will see that it has been completely ransacked and destroyed. Most of the wooden buildings are now rubble.

A trail leads off to the Earthfast Mountains. They will discover an unknown path that leads up into the higher parts of the mountains. After four hours, the PCs will encounter a side path off the main trail that leads to the monster encampment. If the PCs had waited to set out until the next morning after meeting up with Juliana, then they have an hour until the first villager is set to the knife and cooked up for dinner.

Three sentries are watching the side path as the PCs approach. The PCs will encounter the main host outside of the caves if one of the sentries was able to warn the others, or in the main dining hall otherwise. The leader, Graltag, would rather live than die and will offer a deal with the PCs, telling them how to get past the boulder and the first set of guards in exchange for

his life. If the PCs try to force him to give up the information without any deal, he will fight rather than be bullied.

Once the PCs have freed the villagers that are here, they will have to decide what to do next. The villagers held by the Zhentarim are not in immediate danger, so the villagers rescued so far can be taken back to Ravens Bluff or the PCs can secure the caves from wandering monsters and leave the freed villagers there. The PCs then can return to deal with the Zhentarim. The only way to get the villagers killed is to send them on their own back to Ravens Bluff or take them into the Zhentarim mines.

Once the PCs have found the secret entrance to the Zhentarim mine, then they will have to get past the sentries one way or another. If fighting ensues, then the rest of the Zhentarim in the mine will come after a couple of minutes to re-enforce the guards, with all pre-cast spells active. Once the PCs have navigated the two sets of tunnels to get to the lower level, the fight with the Zhentarim will commence. There will be no one here but the prisoners if the PCs have already defeated the Zhentarim. One of the last actions done by the villagers before they are found and set free, is the discovering of what might be a wall to something. Whatever it may be, the PCs will not be able to find out during this event, as they have pressing matters, such as the health of the villagers and their return to Ravens Bluff.

Back at Ravens Bluff, the PCs will receive a heroes' welcome by the common people on the street as the returning villagers speak highly of them. At the Temple of Tyr, the PCs will get their reward from Juliana. Either it will be the gold they asked for, or a powerful blessing if they refused to accept payment in the beginning or didn't ask for it.

Possible Outcomes

The PCs may help Lucas back to Ravens Bluff but decide against investigating the story. If this happens, then all of the prisoners of the monsters will be eaten and most of the Zhentarim prisoners will die in the mines. The remaining prisoners will be given over to the great evil and transformed into powerful undead.

The PCs may raid the monster's lair and rescue the prisoners and eliminate the current Zhentarim threat, saving the prisoners from certain death or worse.

Encounter 1: Plea for Help

The PCs have just completed a routine mission of guarding a caravan to the south. It was the kind of mission that every adventurer loves: easy and good money. The guard duty was uneventful and the PCs

have not encountered any hostilities on the entire trip. If only the rest of their contracts were this easy. They are riding north and are about two hours walking distance or one hour on horseback from Ravens Bluff. A man from a small village of Darospur near the Earthfast Mountains has been on the move for many days without nourishment and rest. He is delirious and completely exhausted. He will break from the surrounding area right into the middle of the group. He doesn't see them until he collapses at one of the PC's feet. He can talk to the PCs for 3 minutes in a barely coherent conversation before he collapses from the exhaustion. Have the PCs introduce each other and role-play for a few minutes then read the following.

You are traveling back to Ravens Bluff from a recent mission to the south, guarding a caravan that was not attacked and getting good money for the journey. Ahhhh, this is the life. If only all of your missions were so easy and profitable. Going through the rolling hills you see the river in the distance and figure you are about two hours from Ravens Bluff and a decent meal. Just then the monotony of the trip is broken as you hear something approaching you. At last some excitement! Over a hill to your right a humanoid figure crests the top and starts to stumble down the side right towards you. (pause for character reaction) As it gets closer you see that it is a man that is in bad shape. He stumbles right into you without knowing where he is going. He looks up at you and speaks. "Help me please. You have to save them." Then he simply crumbles to the ground, exhausted, but still alive.

The PCs can cast curative spells on Lucas and most or all of his wounds will heal but he is still exhausted from two days of no nourishment or sleep. The following is all of the information that Lucas has about the attacks. Remember that the PCs only have a few minutes to talk to him.

- If asked where he is from:

I am from the village Darospur. It is about two days from here near the Earthfast Mountains. Follow the cut off from the Fire River for about a day's walk and then head east for another day's walk and you will come upon Darospur.

If asked about what monsters attacked the village he will tell the PCs. The descriptions of the monsters will be general such as "huge one eyed monsters" for the cyclopes.

- ◆ Tier 1: a band of orcs
- ◆ Tier 2: a band of orcs and orogs

- ◆ Tier 3: a band of ogres
- ◆ Tier 4: a band of giants and ogres
- ◆ Tier 5: a band of giants and cyclopes

- If he is asked where the villagers were taken:

I watched the <monsters> take them towards the Earthfast Mountains but not near any known pass. It was towards the south and east of Darospur.

- If asked how he was able to get away:

I was out in the far west fields bringing back a troublesome goat. I saw the village being attacked. Fearful for my life I stayed hidden.

I saw my wife (sob) and daughter taken away. Please help me!

- If Lucas is asked about any friends or relatives in Ravens Bluff:

I have a cousin, Juliana, that is a cleric of Tyr. I was going to her for help.

If asked about payment for helping him out. Lucas will tell the PCs that he has no money on him but maybe Juliana will cover the costs, but make the PCs feel guilty for asking.

Lucas will be unconscious and therefore unable to answer any more questions for a while. The PCs have a choice, either they can go directly to Darospur and leave Lucas here, or they can take Lucas back to Ravens Bluff and his cousin Juliana. It is currently 3 PM in the afternoon and the PCs need to reach the caves within four nights if they want to save the villagers from the monsters. So they have time to go to Ravens Bluff to see Juliana and pick up supplies, but it will be dark by the time they get all situated. After talking to Juliana, if the PCs want to head out, they will reach Darospur before noon on the fourth day, giving them time to check out the place. They will reach the caves well before dinnertime that night, giving the PCs some time to develop and execute a well-organized attack on the caves. If the PCs leave early the next morning, they will reach Darospur in the afternoon and the caves about a half-hour before the first of the villagers go into the cooking pot.

Encounter 2: Ravens Bluff

Temple of Tyr

The characters deciding to help Lucas may take him to his cousin at the temple of Tyr. Any Tyrian priest or paladin can get the group inside fairly quickly. Also, if the group tells the acolytes sorting out those that have come to the temple for help that Lucas' cousin, Juliana, is a priestess here, the PCs will be able to enter see her immediately.

Approaching the temple the characters see that it is a massive structure that has a keep-like defense to it. A parapet lines the walls surrounding the temple and the gate is made out of thick wood banded in iron. Standing at the gates are two men dressed in chain mail with a surcoat depicting the Scales of Justice. Armed with a sword and a long spear, the warriors stand at attention. There are a couple of acolytes moving around in the courtyard talking to various supplicants that have come to the church.

The characters are instructed to go down the hall to the right into a small room with a single bed in it. They are informed that Juliana will arrive shortly. Juliana sees her cousin on the bed and asks what has happened. The characters can inform her of what they know of the situation. Juliana will repeat the request for help for the village of Darospur. She will tell the party that she will take care of Lucas and that the PCs should leave as soon as they can to help the villagers. If there are any members of the Church of Tyr in the group, they can pick up some bandages and extra food as the villagers are probably in bad shape. If there are no Tyrians in the party, Juliana will tell the party that the bandages and food are available.

If the PCs ask for monetary compensation for this job, Juliana will pay up to 100 GP to each PC.

A young woman enters the room and upon seeing Lucas on the bed, she cries out and rushes over to him. She cradles his head in her arms and cries softly. The woman looks up at you and between her choked sobs, "Thank you for helping my cousin. (sobs) I told him that I had a bad feeling about the location of the village. (sniffs) I just knew something like this would happen. Please, you have to help the others. "

Juliana is 5'6" tall with dark brown hair, in a single braid, down to the middle of her back. She has green-blue eyes that flare when she gets angry or upset. She believes that laws are there to help the citizens live a better life. Juliana works to make the laws fair for all people and easy to understand.

If the PCs do not agree to help the other villagers have them fill out their scoring form and ask them to leave the table. They are done for this event.

- If asked about payment:

"I can pay you some money that I have set aside. It is not very much. I can pay each of you 100 gold pieces." She then looks down at her cousin and says, "I am sure the villagers had some money, but it is probably all gone now."

Juliana will not offer any more money than this, as she does not have any more to offer.

- How large is the village:

"I do not know for sure, as new people were settling there all of the time. Lucas would be able to tell you for sure if he was able. But from his last letter, I think there would be about two score or so."

- Monster activity

"I have not heard of any significant increase in attacks from the creatures that dwell in the mountains and the surrounding areas. I don't know what prompted this attack."

If the PCs have no more questions and decide to help the villagers, read the following.

"Thank you. I will arrange for supplies to help the villagers. I will be right back." Juliana leaves and after a few minutes returns. "On your way out, you can pick up the supplies. Please hurry." With that Juliana gently ushers you out of the room and goes back in to tend to Lucas.

There are three small sacks that the PCs can pick up on their way out of the temple. One contains bandages and cloth, the second contains small jars of ointment, and the last one has fruits, hard bread, and waterskins. It is almost 7 PM at this point. The PCs can either wait until morning or they can leave now and get a head start.

The Vast

Darospur

The two and half day journey to Darospur on foot (1 3/4 days by horse) is uneventful. The PCs, following the directions to the village, come upon a ransacked and decimated village about three miles from the base of the Earthfast Mountains. It is obvious that something had attacked the village and left no stone unturned. If the PCs explore what's left of Darospur, they will notice

that there is not a single corpse in the whole place. It looks like every villager was taken alive. There are obvious tracks leading from the village to the southeast towards the mountains.

You break from one of the western fields and come over the top of a small hill to see a decimated village before you. It looks like most if not all of the buildings here were torched. There are one or two buildings still somewhat standing but the rest have burned to the ground.

- If the PCs enter the town

As you walk through the town you see signs of a small confrontation all over the place. Bits of dried blood and broken weapons litter the ground. You can tell that something not human had attacked the village and taken all of the villagers with them. Following the path of destruction, you see an old path formed by scores of feet heading towards the Earthfast Mountains.

Earthfast Mountains

Mountain Pass

The PCs can follow the trail towards the mountains. They will encounter the trail that is used by the Zhentarim to transport the mined ore out of the region when they are about one hour from entering the pass into the mountains. The PCs will be able to either ride or guide their mounts up the pass. However, if they ride their mounts, they will only be able to move at a walking pace without having to make riding checks to keep from slipping off the trail when the left side drops down to a canyon.

Three hours after entering the mountain pass, the characters will notice a small path that leads down the left side of the path in the break of the cliff wall. This side path leads down to the cave where the monsters are holding the villagers as dinner. This is the PCs first stop, and time is running out for the villagers.

After another hour of further travel along the main path the characters will go around a bend. If no PC has tracking or observation, they have a 5 in 20 chance of noticing that some of the wagon tracks appear to start at the right side of the path in the cliff wall. If the PCs go past this point, have a Ranger roll tracking or any PC that has observation can make a roll and notice that the trail has disappeared somewhere along the way. Otherwise, you can have the PCs roll intelligence checks every 5 minutes (RL) to realize that the trail is gone.

Edit the following description for the PCs to give it your own style and flair. It is mainly here to give the PCs a sense of what is around them.

The trail of the captured villagers begins to fade as you get into rockier hills. You are about one mile from the mountains when you notice another trail join up with the one you have been following. From the condition of the new trail, it looks like it was made by wagons and is used fairly often. It is odd though, you had never heard of a pass in this part of the mountain range.

The combined trail seems to lead right into the mountainside, but as you get closer the trail cuts back around an outcropping of stone and leads up into the mountain.

The steep sides of the path tower about 80' over you. After a half-hour the left side of the path drops down to a chasm over 100' deep and over 120' across in places. A cliff once again forms the barrier on the left side of the pass at the other end of the chasm after 30 minutes. The path winds its way through the mountains. After the hour of travel, you figure you have gone about 100' up the mountain. It is a fairly easy grade and it is not surprising that it is favored for wagon traffic. There are a couple scrubs and a tree here or there on the mountainside, but it is mostly barren and the path looks well maintained. There is very little debris on the path. It seems like forever, but it is only a few hours since you entered the mountains when you notice a side path off to the left. The quiet mountain pass does not sound so quiet anymore.

Judge's Map 1 is the map of the pass through the mountains.

Encounter 3 A: The Passage

As the characters leave the main path and head down the small trail, there are monsters on the mountainside watching the pass.

- ◆ **Tier 1:** 3 orcs
- ◆ **Tier 2:** 2 orogs and an orc
- ◆ **Tier 3:** 3 ogres
- ◆ **Tier 4:** 2 hill giants and 1 ogre
- ◆ **Tier 5:** 3 cyclopes

One of the monsters will try to run and alert the camp, while the others try to stop and capture the PCs. The group has three rounds to kill all the monsters and stop the one that got away. If they don't reach the other monster by the end of the third round then he will be across the bridge and his shouts will be heard by the others inside the caves, announcing the presence of the group. The main objective of the monsters will be to capture the group and sell them off to the Zhentarim. If the characters succeed in killing the monsters on patrol

in time, then they will be able to enter the area without being spotted.

As you turn down the small path, you hear voices talking and arguing ahead of you. There standing in the middle of the path are a group of humanoids talking loudly. One of them looks up and sees your group and alerts the others. They all break out their weapons and advance, except for one that turns and runs towards the other exit to the path.

Tier 1

Orc Swordsmen (3): Int Average; AL LE; AC 4 (chain mail and shield); MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 12

Tactics:

Two of the swordsman will advance on the PCs and the third will go for reinforcements. The one that got away will alert the rest of the tribe at the end of the third round and in 3d3 rounds the rest of the orcs from the cave will arrive to attack the PCs, if this is not stopped.

Tier 2

Orog Axemen (2): Int Average; AL LE; AC 4 (chain mail + shield); MV 12; HD 3; hp 24; THAC0 17; #AT 1; Dmg 1-8+1 (battle axe + str); SA nil; SD nil; MR nil; SZ M; ML 14

Orc Swordsman (1): Int Average; AL LE; AC 4 (chain mail and shield); MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 12

Tactics:

The orogs advance into melee and the orc will go for reinforcements. The orc will alert other humanoids at the end of the third round if not stopped. 3d3 rounds later the rest of the orogs and orcs from the cave will arrive to attack the PCs.

Tier 3

Ogre Guards (3): Int Average; AL LE; AC 4 (hide armor +shield); MV 9; HD 4+1; hp 25; THAC0 14 (STR bonus); #AT 1; Dmg 1-6+6 (clubs + str); SA nil; SD nil; MR nil; SZ L; ML 14

Tactics:

Two of the ogres will engage the PCs and the third ogre will go for help. The third ogre at the end of the third round will alert the others if not stopped, 3d3 rounds later the rest of the ogres and half-ogre from the cave will arrive to attack the PCs

Tier 4

Hill Giants (2): Int Average; AL LE; AC 3; MV 12; HD 12+1; hp 60; THAC0 9; #AT 1; Dmg 2-12+7 (giant club + STR), 2-16 (thrown boulders); SA throwing boulders; SD nil; MR nil; SZ H; ML 14

Ogre: Int Average; AL LE; AC 4 (hide armor +shield); MV 9; HD 4+1; hp 25; THAC0 14 (STR bonus); #AT 1; Dmg 1-6+6 (club + str); SA nil; SD nil; MR nil; SZ L; ML 14

Tactics:

The giants will throw boulders at any obvious spell casters or archers. The ogre will run for help. The giants will engage in melee combat on the second round. If the PCs have not stopped the ogre by the end of the third round, 3d3 rounds later the rest of the ogres and hill giants will come out to play.

Tier 5

Giants, Cyclopes (3): Int low; AL CE; AC 2; MV 15; HD 13; hp 90; THAC0 7; #AT 1; Dmg 6-36, 4-40 (hurled boulders); SA Hurl Boulders (4d10dmg); SD nil; MR nil; SZ H; ML 16

Tactics:

Two cyclopes will throw boulders at any obvious spell casters or archers. The other cyclopes will run for help. The cyclopes will engage in melee combat on the second round. If the PCs have not stopped the fleeing cyclopes by the end of the third round, 3d3 rounds later the rest of the cyclopes and mountain giants will come out to play.

The main tactics of the rest of the monsters are described later on in the event. Their main objective is to capture the PCs, but their deaths will do just as well.

After the brief skirmish, if the PCs advance towards the cave or are taken there:

A steep pass leads down from the path between two cliffs and comes to a bridge that crosses over a small river that empties into a small lake on the left. The lake is about 70' wide and 180' long. At the southern end of the valley is a narrow pass and on the west bank of the lake is a grassy area about 90' by 120'. There are some tables and two banners, one bearing a flaming sword and the other the symbol of some god. Behind the tables is a cave entrance.

By making a religion check, the PCs will be able to determine the symbol is that of the orc god Gruumsh.

If the PCs did not succeed in stopping the humanoid that was running away to alert the rest of the tribe, then

the tribe will be assembled outside here waiting to do battle with the PCs and the encounter in the Great Hall will not take place. The statistics and logistics should be modified and used here instead.

At the south side of the lake there is a narrow pass in the mountains. After 120' the pass opens into a grass covered canyon floor that is obviously being used to raise cattle. There are about ten cows and a bull grazing in the field. There is a gate in the wooden fence at the mouth of the pass by the cave entrance. The cows will make noise and the bull will charge if the characters enter the corral.

The height of the caves will be just large enough for the largest creature to be able to stand and swing a weapon. At the higher tiers where giants make up the group, double the size of all of the rooms.

Judge's Map 2 is the map of these caves.

Encounter 3 B: The Caves

1. Cave Entrance

The entrance to the cave is about 10' by 8' and slightly set back into the cliff wall. Inside the cave is a carved tunnel that goes on for about 20' then opens into a 20' x 30' room with three stalagmites in the middle of the room. There is an opening in the northwest corner of the room that goes on for 20' then makes a right turn and dead ends after 20'. There is a hidden latch that opens the secret door to allow entry into the cave proper.

The cave mouth leads into a chamber where the light from outside ends just a few feet inside.

Continue once the PCs have a method of seeing in the darkness ahead.

You are standing in a large oval shaped room with three stalagmites near the middle of the room. The walls are dull and do not reflect the light. At the far end is another exit leading out of the room.

As you walk down the passage leading out of the room, you notice that it has been expanded from its original size. The passage quickly makes a turn to the right and the edge of your light you see that the passage just ends.

2. Hallways

After the characters find the latch to the secret door, the north end of the passage swings open away from the

group. The walls show evidence of being excavated and the natural tunnels widened and lengthened. There are torches every ten feet along each hallway. The hallway goes north for 60' then splits with one passage going to the southwest and one continuing north. The passage that continues to the north has a left exit to another passage 30' past the first split. This side passage leads to the kitchen. 40' further down the north passage, the passage makes a turn to the west and ends at a door to the barracks 20' down. The passage that went to the southwest leads to the shaman's room and the altars. The passage goes for about 40' then it turns to the south and there is a side passage to the east that leads to the Great Hall. A river cuts across the south passage and it is 10' to the other side. On the right hand wall is a stone which, if depressed, will extend a narrow bridge across the river and deactivate the pit trap on the other side (1 in 6 chance of finding the stone). If the stone is not pressed and the characters manage to get to the other side, the first character across will trip the trap and fall 10' per tier into a pit. The bottom of the pit is damp and covered in slime because of the stream. This will prevent a character from climbing up without aid. Only a thief can do it but at a 20% penalty. After the pit, there is a door 15' down on the right, which leads to the altar, and at the very end of the hall (25' further down) is the door that leads to the shaman's room.

The secret door swings open to the left allowing you to continue. On the other side of the door is another worked passage, but this one is lined with torches along the walls. In the flickering light you see some passages leading off of this one. There is one left hand passage over 60' down the passage. Maybe another 30 feet past that is another left hand passage. At the very end, the tunnel turns to the left.

- If the PCs take the first left

This passage cuts back at an angle to the one you just left. After going for about 40 feet it turns slightly to the left. Almost immediately to your right there is another passage about 30 feet long that ends at a door. In front of you there are two doors. One at the end of the corridor and on the right side of the wall about 40 feet down. About 10 feet after the right passage exit, there is a pit in the middle of the floor and you can hear the sounds of water.

The pit is about 10 feet deep and at the bottom is a stream that is running to the left. There is very little lichen on the walls near the bottom as the water washes it away.

- If a PC falls into the trap

Jumping over the pit in the middle of the floor, you realize that you made a mistake as the floor gives out from underneath of you. You land in a slime and muck covered pit. The walls are too slippery to climb by yourself and offer no hand holds.

- If the PCs take the second left

The corridor goes straight for about 30 feet and then makes a turn to the left, which turns right again after 15 feet. 10 feet in front of you is a wooden door that is slightly ajar.

- If the PCs go all the way to the end of the passage

When you reach the end of the passage, you turn left to see a wooden door about 20 feet away at the end of the passage.

3. Craltin's Room

For being such a respected member, the shaman is afforded a large room all for himself. It is about 20' wide by 40' long. It is sparsely furnished with a bed, chest and a desk. There are hand drawn pictures on the wall depicting the various fates that await those who oppose the orc god Gruumsh.

Craltin is currently siding with Graltag on aiding the Zhentarim but is waiting a sign from Gruumsh to spread the word that is time to kill the Zhents and take the mine away from them. Craltin is unaware of the size of the Zhentarim force or believes that Gruumsh will give the orcs the power they need to defeat the Zhents.

Opening the door at the end of the passage leads you into a sparsely furnished room that is about 20 feet and twice as long. The only thing in here is a bed with a chest at the foot of it and a desk. What catches your eye though is the hand painted drawings on the walls. They depict all sorts of horrors being done to humans, elves and especially dwarves by orcs and a large one-eyed orc.

The chest contains some clothes and at the bottom is a small red bag with some coins amounting to 50 gp and 70 sp.

4. Altar of Gruumsh

Opening this door leads the characters into the world of a shaman. There are ritualistic drawings and writings covering almost every wall. On the left wall is a tapestry depicting the He-Who-Sees-All defeating a group of goblinoid creatures and on the right wall is a tapestry showing the other races under the feet of the orcs. Directly across the room is an altar covered in runes with a candelabrum at either side. All good

characters can feel the hatred and evil permeating the room. A blood encrusted knife lays on top of the blood stained altar. There is nothing of value (to good aligned people anyway).

Upon opening the door, you enter a shaman's world. There are ritualistic drawings and writings covering almost every wall. At the far side of the room is an altar flanked by two tapestries. The one to the left shows a group of goblinoids being killed by a large one-eyed orc and the other shows all of the 'goodly' races under its feet.

5. Kitchen

This is a 20' by 40' room with an alcove in the northeast corner. The alcove contains a garbage pit that empties into a stream. There is a spit in the southeast corner waiting for the meat that is sitting on the butcher's table. Taking a quick look at the meat reveals that is not human (this time). There is an exit in the east wall back to the hallway, one to the south to the Meeting Hall and one leading west to the slave pens.

The wooden door swings open to reveal a disgusting kitchen. To the right is a food and bloodstained pit from which water can be heard. To the left is a spit set up to roast meat. In the middle of the room are all sorts of pots and pans littering a large butcher table. At the left side of the room there is a wooden door and another one at the far end of the room.

A cook will enter the room about 5 minutes after the PCs do. If the cook sees the PCs or notices the door to the slave pens is open, he will sound the alarm in the first case or investigate in the second. By no means is he brave enough to tackle the PCs all by himself without alerting anyone.

6. Slave Pens

A cage that contains two old men, four young children, and four old women takes up two-thirds of the room. Currently there are no guards in the room as the humanoids feel that the prisoners are completely helpless. Once freed, the prisoners will tell you that they were captured about 4 days ago from the village of Darospur. Furthermore, they will tell the PCs that the rest of the villagers were taken away by the Zhents. They overheard something about a mine up the pass. The prisoners are looking the worse for wear as they have not been fed since the day before and most have been wounded. (It's a good thing the characters remembered to bring the supplies, or did they? The healing balms and the ointments will go a long way in restoring the prisoners.) The next step is up to the characters. They can either try to sneak the prisoners

out of the complex and back to Ravens Bluff, but if they go after the Zhents the remaining humanoids would have alerted them at this point. They can have the prisoners remain here with the doors locked while the characters clear out the rest of the humanoids. The only way to fail is to let the refugees travel back to Ravens Bluff on their own as they will be captured by a Zhent patrol.

The door opens to a 10-foot long hallway with another door at its end. Upon opening this door, you see that cells have mostly taken up the room beyond. In the cells are a couple of old men and a handful of elderly women and young children huddled together trying to comfort each other. Upon seeing your group, some of the prisoners just look at you dejectedly. One of the old men walks to the bars.

- Unless the PCs has any obvious symbols of good gods or knight emblems, he will say the following.

"What? Now you are going to take us too? I don't know what fate I would prefer, dying to feed these gruesome creatures or being forced to go with you."

- The man is pushed to his limits of tolerance. However, if the PCs can prove to them that the PCs are here to rescue them or if they have obvious holy symbols of the good gods or knight emblems.

"Praise the gods! We are freed. You have taken care of the creatures that took us, right?" The man looks around nervously.

- Who are you? Are you the villagers?, etc

We were taken nearly four days ago by the creatures. We have had little to eat and drink in that time. They liked to see us suffer. I fear for the others.

- The others?

"Yes, the others from our village. They were taken 2 days ago by a group of armed men. I overheard them say that the ones taken by the men are going to be put to work in the mines."

- Do you know where the mines are?

"All I know is that the mines are somewhere higher up in the mountains. The entrance is somewhere on this pass. "

- Do you know what these men looked like?

"I do not know for sure, as they were all dressed in metal armor. The only thing I can seem to remember that might mean something is that each man had a symbol of the back of his black cloak. It was a closed, upright mailed fist with a gem in the back of the fist."

Those who successfully make a religion check will recognize the symbol described as the sigil of Zhentil Keep.

7. Graltag's Chamber

This is a natural cavern with the stalagmites removed from the floor. Graltag had Craltin place a light spell on a couple of the stalactites. Across the back wall is a pile of pillows forming a bed but the rest of the room is bare.

In the northwest corner is the entrance to Graltag's treasure room. Pushing on the third stone from the bottom will release the catch allowing the character to open the door.

You enter a large natural chamber that has been virtually untouched by the bite of pick-axes and hammers. All of the stalagmites have been removed, while a few of the stalactites have been enchanted to glow with a sickly yellow light. A large pile of pillows has been heaped near the back wall. An open chest sits near the pillows but nothing else furnishes the room.

8. Treasure Room

This is not so much a treasure room as it is a storage room for all of the goods that Graltag has collected over the years. There are several weapons, suits of armor, shields, nice robes, and good cloaks. There are two long swords, an axe, a short sword, four daggers, a suit of leather armor, a suit of dwarf-sized chain mail, two medium shields, a small wood shield, red silk robes and a red trimmed black cloak. Near the back wall is a trapped chest containing Graltag's gems plus additional coins. The chest has a poison needle trap that will trigger unless a thief can disarm it. It will cause tier-d4 points of damage, save vs. poison for no damage. The chest contains 500 gp, 850 sp, and 400 cp.

A section of the stone wall slides backward and then swings to the right to reveal another chamber. There are piles of clothing, armor and weaponry all over the place. A closed chest sits near the back of the room.

9. Barracks

The doors opens into a large carved cavern 60' by 50'. There are rows of beds lining the room. None of the humanoids are currently in here sleeping when the PCs enter the caves. There are pieces of clothes scattered

around the room on the beds but nothing of real interest. There is a door on the southwest wall. This opens up to a small circular chamber with a hole in the middle of the floor. The PCs can hear moving water from the hole. The humanoids broke a hole in the floor to the underground stream to have an indoor privy.

The other side of the wooden door is a large carved chamber that has rows of beds and bedding all over the place. Clothes are strewn over the beds and the floor.

A stench nearly overwhelms you as the smell of dozens of unwashed articles of clothing, bedding, and decaying food assaults your nose. The only other door out of here is in the back left wall.

A small-unlit chamber is on the other side of the open doorway. The only thing in here is a hole that has been broken into the floor to access a small, underground stream. The stench of urine and feces reveals the purpose of the hole.

Encounter 3 C: Dinner Party

10. Mess Hall

The hallway opens up into a long cavern that was widened to fit rows of tables and a raised dais with a large chair near the west wall. The humanoids will be here drinking and having a good time while waiting for dinner. There is an impressive half-orc sitting in the chair watching over everything. If the PCs are not invisible, upon entering the room the half-orc will see the PCs, as will most of the other humanoids. They will grab their weapons that are nearby and move in to engage the PCs. Graltag will not engage the PCs directly, instead he will stay back near the shaman to protect him while he is casting spells. Graltag will only move up to engage if it looks like the monsters are going to win.

As you enter a large room you see <humanoids> all over the room drinking and a half-orc lounging on a large chair. They turn almost as one towards you and pick up their weapon. The impressive looking half-orc stands as he says, "So we have more volunteers. This is turning out to be a profitable week. Attack!"

An asterisk after a spell indicates that it is pre-cast if the PCs had alerted their presence to the creatures by making loud noises, or one of the guards had escaped to warn them of the approach.

Tier 1

Graltag, half-orc male, F2: AL LE; AC 2 (*chain mail* +2, dex); MV 12; hp 24; THAC0 17; #AT 3/2 (spec); Dmg 1-8+3 (sword + Str + spec); SA nil; SD nil; Str 17,

Dex 15, Con 16, Int 13, Wis 10, Cha 12; MR nil; SZ M; ML 13

Magic Items: *chain mail +2*

Orc Shaman, Craltin: Int Above Average; AL LE; AC 4 (splint); MV 9; HD 1; hp 7; THAC0 18; #AT 1 or spells; Dmg 1-6 (mace); SA spells; SD nil; MR nil; SZ M; ML 13

1st level spells: *curse, command*

Orc swordsmen (5): Int Average; AL CE; AC 5 (chain mail); MV 9; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1-8 (long sword); SA nil, SD nil, MR nil; SZ M; ML 12

Orc Archers (3): Int Average; AL CE; AC 6 (scale mail); MV 9; HD 1; hp 6; THAC0 20; #AT 2 (bow) or 1 (short sword); Dmg 1-8 (sheaf arrows), 1-6 (short sword); SA nil; SD nil; MR nil; SZ M; ML 12

Tier 2

Graltag, half-orc male, F5: AL LE; AC 1 (*chain mail +2, shield, Dex*); MV 12; hp 45; THAC0 14; #AT 3/2 (spec); Dmg 1-8+3 (long sword, Str + spec); SA nil; SD nil; MR nil; Str 17, Dex 15, Con 16, Int 13, Wis 10, Cha 12; MR nil; SZ M; ML 13

Magic Items: *chain mail +2*

Orc Shaman, Craltin: Int Above Average; AL LE; AC 3 (splint mail and shield); MV 9; HD 4; hp 24; THAC0 18; #AT 1 or spells; Dmg 1-6(mace); SA spells; SD nil; MR nil; SZ M; ML 13

1st level spells – *curse, command, cause light wounds*; 2nd level spells – *hold person, heat metal*

Orog Axemen (5): Int Average; AL LE; AC 4 (chain mail + shield); MV 12; HD 3; hp 24; THAC0 17; #AT 1; Dmg 1-8+1 (battle axe + str); SA nil; SD nil; MR nil; SZ M; ML 14

Orc Swordsmen (3): Int Average; AL LE; AC 4 (chain mail and shield); MV 12; HD 1; hp 8; THAC0 20; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 12

Tier 3

Graltag, half-orc male, F7: AL LE; AC 1 (*chain mail +2, shield, dex*); MV 12; hp 59; THAC0 12; #AT 2/1 (spec); Dmg 1-8+3 (long sword + Str + spec); SA nil; SD nil; MR nil; Str 17, Dex 15, Con 16, Int 13, Wis 10, Cha 12; MR nil; SZ M; ML 13

Magic Items: *chain mail +2*

Orc Shaman, Craltin: Int Above Average; AL LE; AC 2 (plate mail and shield); MV 9; HD 6; hp 32; THAC0 16; #AT 1 or spells; Dmg 1-6 (mace); SA spells; SD nil; MR nil; SZ M; ML 13

1st level spells – *curse, command, darkness*; 2nd level spells – *hold person x 2, heat metal*; 3rd level spells – *prayer**, *dispel magic*

Ogre Swordsmen (5): Int Average; AL LE; AC 4 (hide armor + shield); MV 9; HD 4+1; hp 25; THAC0 14 (str bonus); #AT 1; Dmg 1-8+6 (long sword + str); SA nil; SD nil; MR nil; SZ L; ML 14

Ogre Javeliners (3): Int Average; AL CE; AC 5 (hide); MV 9; HD 4+1; hp 20; THAC0 14 (str); #AT 1; Dmg 1-6+6 (thrown javelin + str) or 1-6 + 6 (clubs + str); SA nil; SD nil; MR nil; SZ L; ML 14

Tier 4

Graltag, half-orc male, F9: AL LE; AC 1 (*chain mail +2, shield, dex*); MV 12; hp 73; THAC0 10; #AT 2/1 (spec); Dmg 1-8+3 (sword + Str + spec); SA nil; SD nil; MR nil; Str 17, Dex 15, Con 16, Int 13, Wis 10, Cha 12; MR nil; SZ M; ML 13

Magic Items: *chain mail +2*

Orc Shaman, Craltin: Int Above Average; AL LE; AC 1 (plate mail, shield + Dex 15); MV 9; HD 8; hp 40; THAC0 16; #AT 1 or spells; Dmg 1-6 (mace); SA spells; SD nil; MR nil; SZ M; ML 15

1st level spells – *curse, command, darkness*; 2nd level spells – *hold person x2, heat metal*; 3rd level spells – *prayer**, *dispel magic, invisibility purge*; 4th level spells- *sticks to snakes, protection from good 10' radius**

Hill Giants (5): Int Average; AL LE; AC 3; MV 12; HD 12+1; hp 60; THAC0 9; #AT 1; Dmg 2-12+7 (giant club + str), 2-16 (thrown boulders); SA throwing boulders; SD nil; MR nil; SZ H; ML 14

Ogre Javeliners (3): Int Average; AL LE; AC 4 (hide armor + shield); MV 9; HD 4+1; hp 25; THAC0 14 (str bonus); #AT 1; Dmg 1-6+6 (str + javelins) or 1-6+6 (str + clubs); SA nil; SD nil; MR nil; SZ L; ML 14

Tier 5

Graltag, half-orc male, F11: AL LE; AC 1 (*chain mail +2, shield, dex*); MV 12; hp 79; THAC0 8; #AT 2/1 (spec); Dmg 1-8+3 (long sword + Str + spec); SA nil; SD nil; MR nil; Str 17, Dex 15, Con 16, Int 13, Wis 10, Cha 12; MR nil; SZ M; ML 13

Magic Items: *chain mail +2*

Orc Shaman, Craltin: Int Above Average; AL LE; AC 1 (plate mail + shield + Dex 15); MV 9; HD 10; hp 46; THAC0 16; #AT 1 or spells; Dmg 1-6 (mace); SA spells; SD nil; MR nil; SZ M; ML 15

1st level spells – *curse, command, darkness, entangle*; 2nd level spells – *hold person x2, heat metal, resist fire**; 3rd level spells – *prayer**, *dispel*

magic, invisibility purge; 4th level spells- sticks to snakes, protection from good 10' radius, protection from lightning*(100 dam) 5th level spells- transmute rock to mud, impeding permission*

Mountain Giants (5): Int Average; AL CN; AC 4; MV 12; HD 15+3; hp 120; THAC0 5; #AT 1; Dmg 1-8 or 4d10+10 (club + str), 2-20 (thrown boulders); SA throwing boulders; SD nil; MR nil; SZ H; ML 16

Giants, Cyclopes (3): Int low; AL CE; AC 2; MV 15; HD 13; hp 90; THAC0 7; #AT 1; Dmg 6-36, 4-40 (hurled boulders); SA Hurl Boulders (4d10dmg); SD nil; MR nil; SZ H; ML 16

Graltag will fight as long as the battle is going his way. If he is losing he will bargain with the characters to save his life. A lawful good character should bargain in good faith and require the rest of the group do as well. Graltag will tell the group the location of the entrance to the Zhentarim mine for free passage out of the caves. If the characters think to impose an additional restriction to not tell the Zhents he will agree and leave the Zhents to their own. Graltag will promise to leave the area and not return.

Seeing the tide of battle turn completely against him, Graltag sheaths his sword and retreats back to the large chair and sits on it waiting for the rest to fall or flee.

- After the other monsters are all dead or have tried to run away and the PCs try to either kill him or demand his surrender.

Graltag lifts his hands in supplication and says in common, "I have no wish to die this day. You have the villagers. They are too scrawny to get a decent meal from anyway. If you let me live, I will tell you where to find the rest of them."

- If the PCs agree to let him live in exchange for the location of the prisoners

"The able bodied villagers were taken farther up this pass by a group of men. I don't know exactly for what, as I did not ask."

- Who are the men?

"Some arrogant men that bear the symbol of Zhentil Keep. All you humans look alike anyway, the only way to tell you apart is by your cities allegiances that seem to change like the wind."

- Where are the Zhents/prisoners?

"Another two hours up the pass by walking you will get to a turn. The entrance to their outpost is blocked by a large boulder that looks like it is part of the mountain. About two feet to the right of the boulder and about three feet up on the side, is the release to open the way. It is a small rock."

- Are there any traps on the boulder?

"Not the last time I went up there, there wasn't."

- What can we expect once past the boulder?, etc.

"Well, the passage will light up once the boulder closes shut again. The tunnel will go for a ways and then turn right and end shortly after that. A voice will call out from the left wall with a question. The name of the Dark Sun is the answer. That is as far as I have been. I had no wish to go any farther."

Graltag will avoid saying Cyric's name as to not call attention to himself. He knows that the torches will go out if the PCs give the wrong answer and that they will be attacked, but he will not mention this.

- How do we open the boulder from the inside?

"On the left wall about six feet up from the ground about one foot from the end is a small round stone. Push it and the boulder will roll away."

- If the PCs threaten Graltag to reveal what he knows without a promise of freedom.

"You will kill me anyway if I do tell you, you miserable begotten pigs!" Graltag spits on the ground at your feet. "Go find the other villagers if you can. Either you will find them and become slaves or find them and DIE!" With that he jumps and attacks.

Graltag knows that if he is taken back to Ravens Bluff he will be certainly killed or sent to life in prison. He would rather die fighting than suffer that fate. He will not let himself be tied up. If any PC attempts to tie him up he will attack. If Graltag was relieved of his sword, he will fight with a dagger he had secreted on his person.

Back to Ravens Bluff

The characters have a choice to either return the rescued villager back to Ravens Bluff or go onto the Zhentarim mine. If the refugees are sent back to Ravens Bluff without an escort, then the refugees will never

make it. As long as two characters take the refugees back to Ravens Bluff, they will all make it. About half of the supplies would have been used at this point. Remember when the PCs went into the caves, it was nearly dark and darkness comes quickly to the mountains. Traveling the mountain pass at night is treacherous and deadly. More than just torches should be used to light the pass or they risk losing one or two of the villagers as they slip and fall to their death in the darkness.

Once the group gets to the gates of Ravens Bluff the guards will take charge of the refugees and pass them onto a cleric that was waiting by the gate. If they want, the characters can restock anything that they need and even stop by the Temple of Tyr. At the temple the characters will be told that there is no new information at this time and to hurry back to the mines to rescue the rest of the refugees before they are of no use to the Zhents. The trip to Ravens Bluff and back to the humanoid compound will take a total of six days (or faster depending on the actions of the PCs). Four days will be spent travelling to Ravens Bluff with the villagers in the back of the wagons, as there are no roads leading from the Darospur to Ravens Bluff. It will take only slightly longer if the villagers must walk, as they are the old and very young and are still tired from their ordeal. The PCs will arrive at Ravens Bluff about midday or later on the fourth day.

After crossing the bridge over the Fire River, you can see Ravens Bluff off ahead in the distance. The city is a welcome sight for the villagers, as they will be able to rest and recover shortly from their ordeal.

As you approach the gates, you notice a priest of Tyr walk forward with several acolytes. When he gets up to you, he stops and the acolytes move to look at the villager. "Greetings, I am lawkeeper Darmoth. I was given your descriptions from Juliana, who knew that you would be arriving this day with some injured. If you wish to restock any of the food and medicinal supplies for the other villagers, I have some brought with me." Darmoth indicates with a hand two small bags that were brought over by an acolyte. You see the other acolytes are helping the villagers into the city. Darmoth nods his head, "If you need anything else, you may go to the Silver Halls." With that Darmoth picks up one of the small girls and carries her following the others.

Encounter 4A: Zhent Caravan

The characters at the caves have six days before the group from Ravens Bluff returns. So if anyone that

remained can explore the surrounding mountains and discover the entrance to the Zhentarim mine. Also, in six days a caravan consisting of two wagons with (# of PCs) Zhentilar soldiers will approach the mine from the south carrying foodstuffs and other supplies. The Zhents will pass the entrance to the humanoid encampment about noon and then reach the mine entrance about two hours later. The characters returning from Ravens Bluff will reach the pass to the mountains about a half-hour to an hour before the Zhents. This will give the characters a little time to prepare if they decide to attack the passing caravan. The attack on the caravan will also provide the characters with the symbols of the Zhentarim to allow easier access into the mine. The Zhentilar will try to overbear the characters and take them inside to be used in the mine. Any clerics of good gods and mages will be closely watched and be tortured if they try to pray or cast any spells. Neutral clerics and mages will be taken to the Castle of Ravens when the caravan leaves to be indoctrinated into the Zhentarim or die. If the PCs enter the mine before the 8th day, keep track of which day it is. If the PCs exit the mine anytime on the 8th day, then they will encounter the caravan as it is heading towards the mine. The Zhentilar guards will be suspicious that the PCs are around and will attack if the PCs do not give a good reason for being there. Especially if they see several freed men that look like slaves, people who are not wearing a symbol of Zhentil Keep, or anyone openly displaying a symbol of a good god.

Tier 1

Zhentilar soldiers (#PCs-2), hm F2: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 26; THAC0 19(17); #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 2

Zhentilar soldiers (#PCs-1), hm F4: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 42; THAC0 17(15); #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 3

Zhentilar soldiers (#PCs-1), hm F6: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 58; THAC0 15(13); #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 4

Zhentilar soldiers (#PCs), hm F8: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 74; THAC0

13(11); #AT 2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 5

Zhentilar soldiers (#PCs), hm F10: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 86; THAC0 11(19); #AT 2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Mountain pass entrance

You are getting higher up into the mountains. The trail continues to wind around the mountain face. There is very little vegetation along the path. There are a couple small bushes and trees poking out from the rocks but little else.

If the characters are paying attention, talked to Graltag or watched a caravan, they will notice that some tracks turn abruptly to the right and disappear into the mountainside. The mountainside looks fairly solid and there should be no way anyone could enter or leave. A 4 in 20 chance is allowed to find the rock that needs to be pushed to open the door. This will increase to a 10 in 20 chance if they had talked to Graltag or were able to watch the door being opened before. Unless a silence spell is cast upon the door, the guards in room 2 will hear the noise and investigate.

A huge boulder rolls away with a loud grinding noise to reveal a dark passage. Once the last person is through the entrance, the boulder rolls shut, blocking the exit, the noise echoing through the passage. A few moments later lights flare up on the walls. This looks like a natural passage that has been widened and the ceiling raised. Evenly spaced along the walls every ten feet are scones holding torches. 60 feet down the hallway there is a wide right turn. The passage continues for another 40 feet then dead ends. At the end of the hall, a voice from the direction of the left wall speaks, "Who lights the way with darkness?"

Graltag or a captured Zhent would have told the characters the password, if asked, as part of the deal for release. The answer is Cyric. An incorrect answer will mean trouble for the group. The lights will go dark and 5 bolts (split among the group) will attack anyone in front of the east wall at the end of the corridor. This attack will continue as long as there is someone in front of the wall or until the rest of the guards arrive.

The guards in room 2 of the mine complex will be alerted to the presence of intruders with the *amulet of communication*. The guards from rooms 8 and 9 will arrive in 2d8 rounds. At this point the wall will open

and all of the Zhentarim will move to attack the group hand to hand. If the characters try to leave, it will take 2d4 rounds to find the switch to reopen the outside door. It is located about 6' above the ground on the left wall.

Use **Judge's map 3** to help guide the PCs through the tunnels from the outside to the box canyon.

Encounter 4B: Entrance

1. Guard Room

- If the PCs give the correct password or manage to open the sliding wall read the following.

The wall opens as two five-foot sections of the wall open inward to a 30' by 40' room. There is a table surrounded by chairs on the right with the remains of a meal still on the table. To the left there are a couple kegs and a small desk with a single chair at it. On the desk are a book, a quill, and an ink well. At the far side of the chamber is a passage leading farther into the mountain. On the wall by the desk is a lever built into the wall.

Unless the characters gave the wrong password, at the table will be four soldiers playing a game of cards and another one standing by the lever. If the characters are not wearing the sigil for the Zhentarim, then the guards will be up and ready for a fight if the characters do not give a satisfactory reason for this intrusion. The characters have one round to stop the leader from signaling the guards in room 8 of the mine with the amulet. He will try to duck and roll out of the way so he can make the call.

If the PCs gave the correct password, they will still have to give a reason why they are here without the wagons. The PCs should have a good explanation or the guards will get suspicious and if their suspicions are not calmed, the guards will attack. If any PCs are not wearing the symbol of Zhentil Keep or if a PC is openly displaying a symbol of a good god, the PCs will be immediately attacked.

Tier 1

Zhentilar soldiers (5), hm F2: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 26; THAC0 19(17); #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 2

Zhentilar soldiers (5), hm F4: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 42; THAC0 17(15); #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA

nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 3

Zhentilar soldiers (5), hm F6: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 58; THAC0 15(13); #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 4

Zhentilar soldiers (5), hm F8: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 74; THAC0 13(11); #AT 2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 5

Zhentilar soldiers (5), hm F10: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 86; THAC0 11(7); #AT 2; Dmg 1-8+6 (long sword+2 +str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Magic Items: *long sword* +2 (5)

Intersection

The light tunnel leads from the guardroom and goes on for about 40 feet and then comes to a four-way intersection. All of the exits are lit and have the same dimensions as far as you can tell. There are exits to the right, left, and straight ahead.

The tunnel to the left is lit for another 30' until it goes around a bend to the left and becomes a natural passage about 6' wide and 7' tall. It goes for another 20' until it reached the Live Cave. The tunnel straight ahead goes for about 20' and then makes a wide turn to the left. The tunnel shows some signs of being expanded but the collapsed ceiling about 50' down suggests that this passage was abandoned. The tunnel to the right is the way to go.

2. Live Cave

The tunnel widens into a large cavern that extends past the light. There are stalagmites and stalactites covering the entire room. The light glistens off of the rocks in a scintillating display of color. Along the right side is a ledge about 1' wide and 5' up from the ground. It goes along the wall and ends as it slides back to the ground.

There is nothing else of interest in this room.

3. Trap and Secret Entrance

You travel for about 90 feet and then the passage makes a left turn. The tunnel is well lit and maintained. After 200 feet the tunnel makes another left turn. You can see that the passage extends for about 300 feet and then dead ends.

There is a secret entrance on the right wall about 25' from the end of the passage. The catch for the door is another 10' farther back from the end wall. When the catch is triggered the wall will swing inward to the left. The last 20' of the passage is a large floor trap. When there is at least 300lbs resting on the trap, the floor will swing down in two sections. Those that are within 5' of the side of the trap by the secret door can roll a saving throw versus breath weapon. A failed saving throw indicates that the character(s) have fallen into the trap that is (tier x 10) feet deep. Anyone falling takes tier d4 in bruise damage, 1/4 of which is actual, unless a successful dexterity check is made and then the actual damage is negated and the PC only takes half bruise damage. Failure of the saving throw means a save versus petrification must be made or the PC will be stunned for one round. The trap will take one round to reset. Those in the trap can try to climb up and out of the trap, but if they do not make it out by the end of the second round they are trapped in the pit unless they can figure a way out. The trap can not be opened by those in the pit, unless by a *knock* spell or similar means. If something is put in the way of the two sections of the floor as they close over top of the PCs that had fallen into the pit, the sections will stop and leave a gap as large as the object. A successful bend bars at half score means that one of the sections have been pulled down and if not held into place will try to close again at the end of the following round. To hold the section down, just a successful strength check is needed.

4. Cavern

You walk into a large oval shaped cavern about 60' wide and 150' long. Standing about 15' in front of you is a huge stone curtain that sparkles slightly in the light. The curtain goes almost the entire length of the cavern. The ledge that you are standing on is about 15' wide and circumferences the entire room. The edge of the ledge drops sharply to 10' down where meets with the curtain. About 3/4 of the length of the cavern on the right side is an exit and another one almost directly opposite at the far end of the cavern.

The cavern is slowly losing the qualities of a living cavern. There are faint marks on the stone ledge leading around the right side of the room. The characters cannot see from their current position but the ledge does not go all the way around on the left-hand side. It stops about

30' from the exit in a sharp drop to the floor. The entrance to the right does not have the same worked quality, as does the one straight across. It was only slightly enlarged, after 20' narrows quickly, and there are no lights.

5. Chasm

The passage narrows fairly quickly until you can walk in a single file. You have walked almost 80' and suddenly your light no longer reflects off of any walls.

Their next step leads into the abyss.

This room has been magically darkened with three continual darkness spells to send any intruders to their deaths. The center of the darkness spell is 15' away from the edge of the tunnel opening. This puts the edge of the spell just at the end of the tunnel as it leads into the room. The lead character must make a dexterity check to stop from falling into the chasm. Depending on how close the characters are following each other, the next person in line must make a dexterity check or knock both himself and the leader into the chasm. If any dexterity check is failed, then the characters affected begin sliding and tumbling down the steep sides. A falling character needs to make another dexterity check in order to stop and catch himself before falling off the steep ledge and being lost forever. The character gets to make a dexterity check every 20'. A failed check imposes a -1 penalty on the next check. After 40', only a miracle can save the character. After the dexterity check has been made, a strength check is needed to hold on. A strength check is needed for each subsequent round just hanging there to prevent from slipping ten feet. A climb walls check as if climbing steep, rough walls has to be made every ten feet until the character has reached the top. If a rope is tossed down to the character it will only take one round to bring the character up ten feet. A straight strength check has to be made by the fallen character to hold onto the rope if he is encumbered.

After the steep ledge, the chasm extends beyond sight. The chasm extends for nearly 1/2 mile down before it reaches the bottom. The characters can come back at a later time and use this chute as a possible entrance into the Underdark.

Y Intersection

The ground levels out a little ways from the end of the last bend. Ahead of you, about 120' away there is an opening in the right wall. 90' past that there is another opening on the right-hand side.

At the entrance to each right-hand passage and back to almost the bend are metal poles hidden in the ceiling. This area is one big trap for anyone who got by the

guards in room 1. If the guards in room 1 were killed before telling the guards in room 2 to deactivate the trap or alerted the guards in room 2 that there is trouble, the floor trap will be active. There are three 2' x 2' plates forming a triangle right before the entrance to the first passage. Actively searching for traps by a thief will reveal them. Once found the plates can be easily avoided. If sprung, 2" iron poles will slam down from the ceiling blocking off all exits. A bend bars check with minimal combined strength of 30 can bend the bars to allow one character at a time to squeeze through.

Read the description for the passage that the characters take.

The first passage cuts back at angle to the main passage and has the about the same dimensions. It makes a long and gentle left turn for almost 100'. Halfway through the turn, the passage gets a little steeper. The passage opens up to another corridor that extends to the left and the right.

The second passage cuts back slightly from the main corridor. After 90' it makes a left-hand turn and begins to get a little steeper. Ahead there is a passage off to the right about 60' down.

Regardless of which passage the PCs take, they arrive at the same place. This next part relates to both.

The passage continues for another 300 feet, then ends with an opening off to the right. The passage splits with a corridor off to the right that ends in a door 60' away and a passage that goes off to the left.

7. Mess Hall

You are standing in a large room about 20' wide and 40' long. There are tables and chairs scattered about the room and two kegs standing at either end. There is a door at the left end of the room, one in the middle back wall and one to the right.

No one is currently using this room. It is generally reserved for the guards and wagon drivers of the caravans. The door off to the left leads to a storage room while the door to the south leads to a barrack room. If the PCs had let the wagons and guards enter without attacking them, then the guards will be sitting in here relaxing. The guards will not attack unless the PCs are not wearing the symbols of Zhentil Keep. Any PC wearing a symbol of a good god will cause the guards to attack immediately.

8 Storage Room

The door opens up into a small passage that leads to a 20' by 30' room. You see pieces of wood and metal to repair the wagons, several barrels and a number of boxes.

There are five barrels, three of which hold water and two contain ale. The boxes have various foodstuffs, ropes, leather, shovels, picks, spikes, grease, nails, hammers and other odds and ends.

9. Barracks

The door opens up to a corridor that ends in another door. This door opens into a 30' x 30' room that contains beds and chests of clothing.

The guards and drivers of the wagon caravans generally use this room to sleep in. The chests contain various pieces of clothes but nothing of real value.

Canyon Floor

The passage opens out to a grass-covered gap between the mountains. As you look around you notice that this canyon is boxed in on all sides. Across the gap on the other side is another opening in the cliff face. In the middle there is a huge spit roasting a hog and several tables and chairs. To the south there is a corral and a stable.

The wagons and horses from the caravan are stored here when not in use. The stable has a blacksmith forge at the west end. There is extra tack in the smithy and in the stables for horses. The PCs can collect whatever they want, but they will still have to carry it.

Mines

The cave at the east wall of the canyon leads into the mines that the Zhentarim have been working on for the past couple of months. This was an old abandoned mine that had been recently discovered mainly because of what it might lead to or more precisely whom. The villagers captured are being used as slave labor to excavate a particular tunnel in hopes of finding their goal.

See **Judge's Map 4** for a map of the mines. Use it to help supplement the DM text in navigating the PCs through the mines.

Mine entrance

The mine entrance opens into a long tunnel that goes for 60' then makes a 90 degree right hand turn and after another 30' down it ends at a door. On the other side of the door is a 10' long passage that ends at another door. In the middle of the passage is a pit trap. Weight more

than 300lbs will set off the trap, unless it is deactivated by pressing a stone either on the right hand wall before the first door or in room 2 on the left hand wall next to the door. Anyone falling into the pit takes tierD6 damage. It is spring-loaded and will close again in one round after being sprung. This trap also alerts the mage that is down by area 9. If the PCs had not already set off the alarm at the mountain pass entrance then all of the guards will leave the prisoners trapped at area 9 and come to investigate the cause. They will arrive in 1d5 rounds. If all of the Zhents have been killed, then clearly there will be no one to answer the alarm.

From the mine entrance there is a door on the left about 40' down that leads to a guardroom.

Stepping into the mine entrance you see a long braced tunnel carved into the mountain. There are torches lining the walls to provide light to this dark place. On the left about 40' down the tunnel there is a closed wooden door. The tunnel goes for maybe another 20' further before turning to the right.

1. Guard Room

This is a small guard room about 10'x10'. It has not been used as such for a while. Now it just holds extra torches and lamp oil. On the north wall there is a secret door that opens into a passage that leads to the tunnels that go to the Zhentarim rooms. This was built as a quick escape route in case one is ever needed.

2. Mine Shafts

This is a large 30'x50' cavern that has three other tunnels leading out of it. The tunnel to the east leads towards the sleeping chambers and the shaft that leads to the lower levels. The southeast and the southwest tunnel eventually meet up again and lead to a series of abandoned shafts and empty chambers. If you are running out of time, nudge the PCs to the east tunnel towards the prisoners and the Zhentarim for the final encounter (if the Zhents are still alive, anyway).

The passage to the southeast makes a 90-degree turn to the left after 10', it then goes straight for about 30' then makes a 45-degree to the left again. It makes a 90-degree right turn after 20'. After which, the mineshaft goes straight for about 70' then opens up into room 12 on the west wall.

The passage that leads from the southwest goes on for about 30' then makes a 45-degree left turn. It stays relatively straight for about 60', then makes a sharp left turn and then a right U-turn before making a long arc to the left and ending up in room 12. Halfway around the arc a passage leads to the south and after 80' opens up into room 11.

These passages are not well lit since they lead to unused areas. Any PC with the mining proficiency can tell that

they have not been used for a long time, perhaps a couple hundred of years or so. The other rooms in this section of the mine will not be described, as they are not important to this event. The **Judge's Map 4** shows how the rest of these passages look if the PCs go this route. But there is no reason that they should.

This large cavern looks to be the starting point to the mines. There are some shovels, picks and lanterns lying against the west wall. You see three shafts exiting the area, one to the east, one to the southeast and one to the southwest.

East Tunnels

The tunnel that exits from the east wall of room 2 makes a 90-degree turn to the left and continues for about 60' before opening up into the common room. Midway down this tunnel, on the right is a side passage that leads to more mined areas. This passage eventually leads to the prisoners. The passage goes straight for about 40' then splits into two directions, one going to the north and one heading east. The passage heading east meanders for about 100' before coming to a dead end. This passage is sparsely lighted. The heading north is well lit and goes for about 70' before opening up into a small round chamber (room 8).

3. Common Room

This large room has a number of tables and chairs in it. This is the main room where the guards and the prisoners eat. There is a door to the north that leads to the chamber that is used to hold the prisoners when they are not working. The door to the west leads to the chambers that are used by the Zhents.

The passage behind the north door goes for about 25' then turns right and dead ends at a door another 10' down. This door is a steel re-enforced wood door that has a heavy lock on it. It will be locked anytime there are prisoners in this room, otherwise the door will be open.

The passage leading from the west door makes a right hand turn about 15' from the door. 30' down on the left is a door that leads to the guards' barracks and 25' further down, at the end of the passage, is another door that leads to Mutilar's room. On the right side wall about halfway between the other two doors is another door with the symbol of Cyric on it.

4. Prisoner cell

The barred door opens into a 20'x30' chamber with no furnishings except for some tattered old blankets, and a couple of buckets that are filled with feces. This room just reeks of unwashed bodies and filth.

The door to this chamber is unlocked right now since it is currently unoccupied. There is not much else to the room.

5. Mutilar's Room

This is the room of the mage that is supervising the operation of the mine. He and Cahlim are the only ones that know of the primary mission for this expedition. The goal of their mission is to locate and contact the mage that was known as Dadilantimus who was sealed away from the realms over 500 years ago. The tales tell of a hidden underground fortress somewhere in this area of the Earthfast Mountains. There is a Wizard Lock on the door and a trap. The trap is linked to the Wizard Lock, if the Wizard Lock is deactivated without disarming the trap, then the trap will go off. All PCs within 5' of the door receive 1d4 + (level of Mutilar) points of fire damage. There is a small bookcase in the room, which holds Mutilar's spellbook along with some other nonmagical tomes.

An immaculate chamber is on the other side of the door. This 15'x20' room does not have a speck of dust covering anything. On the right wall there is a large comfortable bed with black and silver bed coverings. A desk with a high-backed chair sits in the middle of the room with a closed tome on it. A small bookcase is on the left wall filled with numerous books.

6. Barracks

A large chamber is on the other side of the door. The beds and chests here are ordered and neat. The beds are so tight that you can bounce a gold piece off of them.

The barracks hold nothing of real value. There are several clothes in the chests that bear the mark of Zhentil Keep.

7. Cahlim's Room

Cahlim is a specialty priest of Cyric that came along on the mission to help talk Dadilantimus into helping Cyric take control of Toril. Cahlim and Mutilar have an adversarial relationship but have come to an agreement that working together on this mission is more important than fighting each other. This truce will hold as long as neither perceives the other as weak.

The familiar holy symbols of Cyric greet you as you open the door. From the private altar to the down filled bedding, you recognize the room of a priest of Cyric. The grinning skull over top of the altar seems to be mocking you.

Encounter 4C: Bring it on!

8. Top of Chute

This round chamber has about a 15' radius. In the center of the room is an elevator that moves the ore and people from the lower level up to this level. On the far side there is a winch manned by a bored Zhentilar. If the PCs are not quiet when approaching this room, he will hear them and alert the others down at the bottom and the Zhentilar soldiers and Mutilar would be just getting off of the elevator as the PCs enter the room. The elevator would be down at the lower level unless the PCs had alerted the guards to their presence. The act of raising the elevator will alert the guards down below that something is up.

The passage opens up into a round chamber about 30' in diameter. In the center of the chamber is a square shaft leading down. You see wooden support beams, ropes, and pulleys hanging over top of the chute. Looking across the room you see a winch that is connected to the whole apparatus.

Zhentilar soldier (1), hm F6: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 54; THAC0 15(13); #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Magic Items: *amulet of communication* (had one charge, and then he used it up)

9. Bottom of Elevator

The elevator goes down 30' to a round chamber below. There is only one exit from the room and that is in the southeast corner. If the PCs have not already killed the Zhents, then when the elevator is lowered half of the soldiers will be arriving at the bottom to investigate. Unless the PCs give a convincing reason for being there, the rest of the guards, Mutilar, and Cahlim will be alerted and arrive two rounds later. This will be the final battle unless the PCs had previously dealt with the Zhents. The Zhents will try to subdue and/or kill the PCs depending on how the fight is going.

Spells marked with an * have been pre-cast unless the PCs were able to enter the mines without fighting and alerting the guards. The only exception is *stoneskin*, which is always pre-cast.

Tier 1:

Multitar, hm W2: AL LE; AC 8(dex); MV 12; hp 8; THAC0 17(staff); #AT 1; Dmg 1-8+1 (*staff of battle +1*); SA spells; SD spells; Str 10, Dex 17, Con 10, Int 18, Wis 14, Cha 15; MR nil; SZ M; ML 15

Magic Items: *staff of battle +1*

Spells: 1st-level - *magic missile, shield**

Cahlim, hm P(Sp Cyric)2:AL CE; AC 4 (chain mail, shield, dex); MV 12; hp 16; THAC0 18; #AT 1; Dmg 1-8+2(*long sword +2*); SA spells; SD spells, +1 saving throws vs. spells with illusion/phantasm magic, unaffected by fear and emotion-altering spells; Str 13, Dex 14, Con 12, Int 15, Wis 18, Cha 12; MR nil; SZ M; ML 15

Magic Items: *long sword +2*

Spells: 1st level - *command x2, bless*, protection from good*

Zhentilar soldiers (# of PCs -2), hm F2: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 26; THAC0 18; #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 2:

Multitar, hm W4: AL LE; AC 8(dex); MV 12; hp 12; THAC0 16(staff); #AT 1; Dmg 1-8+1 (*staff of battle +1*); SA spells; SD spells; Str 10, Dex 17, Con 10, Int 18, Wis 14, Cha 15; MR nil; SZ M; ML 15

Magic Items: *staff of disarming +3*

Spells: 1st-level - *magic missile, shield*, color spray*; 2nd level - *protection from paralysis*, web*

Cahlim, hm P(Sp Cyric)4:AL CE; AC 4 (chain mail, shield, dex); MV 12; hp 24; THAC0 16; #AT 1; Dmg 1-8+2(*long sword +2*); SA spells, Black Talon 1/day; SD spells, +1 saving throws vs. spells with illusion / phantasm magic, unaffected by fear and emotion-altering spells; Str 13, Dex 14, Con 12, Int 15, Wis 18, Cha 12; MR nil; SZ M; ML 15

Magic Items: *long sword +2*

Spells: 1st level - *command x2, bless*, protection from good*, endure heat**; 2nd level - *aid*, silence 15' radius, heat metal, hold person*

Zhentilar soldiers (# of PCs -2), hm F4: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 13; THAC0 15; #AT 3/2; Dmg 1-8+4 (long sword + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 3:

Multitar, hm W7: AL LE; AC 8(dex); MV 12; hp 18; THAC0 15(staff); #AT 1; Dmg 1-8+1 (*staff of battle +1*); SA spells; SD spells; Str 10, Dex 17, Con 10, Int 18, Wis 14, Cha 15; MR nil; SZ M; ML 15

Magic Items: *staff of battle +1*

Spells: 1st-level - *magic missile x2, shield*, color spray*; 2nd level - *protection from paralysis*, Melf's acid arrow, mirror image**; 3rd level - *protection from normal missiles*, lightning bolt*, 4th level - *stoneskin(7)**

Cahlim, hm P(Sp Cyric)6:AL CE; AC 4 (chain mail, shield, dex); MV 12; hp 32; THAC0 16; #AT 1; Dmg 1-8+2(*long sword* +2); SA spells, Black Talon 1/day, Summon *aerial servant* 1/month; SD spells, +1 saving throws vs. spells with illusion / phantasm magic, unaffected by fear and emotion-altering spells; Str 13, Dex 14, Con 12, Int 15, Wis 18, Cha 12; MR nil; SZ M; ML 15

Magic Items: *long sword* +2

Spells: 1st level - *command* x2, *bless**, *protection from good**, *endure heat**; 2nd level - *aid**, *silence 15' radius*, *heat metal*, *hold person* x2, 3rd level - *prayer**, *protection from fire*(70 dmg)*, *dispel magic*

Zhentilar soldiers (# of PCs -2), hm F6: AL LE; AC 2 (chain mail, shield, dex); MV 12; hp 64; THAC0 13; #AT 3/2; Dmg 1-8+4 (*long sword* + str + specialization); SA nil; SD nil; Str 18, Dex 16, Con 17, Int 10, Wis 13, Cha 10; MR nil; SZ M; ML 13

Tier 4:

Mulitar, hm W9: AL LE; AC 8(dex); MV 12; hp 22; THAC0 16(staff); #AT 1; Dmg 1-8+1 (*staff of battle* +1); SA spells; SD spells; Str 10, Dex 17, Con 10, Int 18, Wis 14, Cha 15; MR nil; SZ M; ML 15

Magic Items: *staff of battle* +1

Spells: 1st-level - *magic missile* x2, *shield**, *color spray*; 2nd level - *protection from paralysis**, *Melf's acid arrow*, *mirror image**; 3rd level - *protection from normal missiles**, *lightning bolt*, *hold person*; 4th level - *stoneskin*(7)*; *phantasmal killer*; 5th level - *summon shadow*

Cahlim, hm P(Sp Cyric)9:AL CE; AC 4 (chain mail, shield, dex); MV 12; hp 44; THAC0 14; #AT 1; Dmg 1-8+2 (*long sword* +2); SA spells, Black Talon 1/day, Summon *aerial servant* 1/month, *dark aura** or *skull of secrets* 1/day; SD spells, +1 saving throws vs. spells with illusion / phantasm magic, unaffected by fear and emotion-altering spells; Str 13, Dex 14, Con 12, Int 15, Wis 18, Cha 12; MR nil; SZ M; ML 15

Magic Items: *long sword* +2

Spells: 1st level - *cause fear*, *command* x2, *bless**, *protection from good**, *endure heat**; 2nd level - *aid**, *silence 15' radius*, *heat metal* x2, *hold person* x2, 3rd level - *prayer**, *protection from fire* (108 dmg)*, *dispel magic*, *animate dead*; 4th level - *free action**, *protection from lightning*(90 dmg)*, *cause serious wounds*; 5th level - *slay living*

Zhentilar soldiers (# of PCs +1), hm F9: AL LE; AC -5 (*plate mail* +1, *shield* +1, dex); MV 12; hp 82; THAC0 9; #AT 2; Dmg 1-8+5 (*long sword* + str +

specialization); SA nil; SD nil; Str 18/01, Dex 18, Con 17, Int 9, Wis 11, Cha 10; MR nil; SZ M; ML 13

Magic Items: *plate mail* +1, *shield* +1

Tier 5:

Mulitar, hm W12: AL LE; AC 8(dex); MV 12; hp 26; THAC0 14 (staff); #AT 1; Dmg 1-8+1 (*staff of battle* +1); SA spells; SD spells; Str 10, Dex 17, Con 10, Int 18, Wis 14, Cha 15; MR nil; SZ M; ML 15

Magic Items: *staff of battle* +1

Spells: 1st-level - *magic missile* x2, *shield**, *color spray*; 2nd level - *protection from paralysis**, *Melf's acid arrow*, *ray of enfeeblement*, *mirror image**; 3rd level - *protection from normal missiles**, *lightning bolt*, *hold person*, *haste*; 4th level - *stoneskin*(9)*; *phantasmal killer*, *minor globe of invulnerability*, *fire shield*(chill); 5th level - *summon shadow*, *feeblemind*, *transmute rock to mud*, *chaos*; 6th level - *disintegrate*

Cahlim, hm P(Sp Cyric)12:AL CE; AC 4 (chain mail, shield, dex); MV 12; hp 50; THAC0 12; #AT 1; Dmg 1-8+2(*long sword* +2); SA spells, Black Talon 1/day, Summon *aerial servant** 1/month, *dark aura** or *skull of secrets* 1/day, *phantasmal killer* 1/10day; SD spells, +1 saving throws vs. spells with illusion / phantasm magic, unaffected by fear and emotion-altering spells; Str 13, Dex 14, Con 12, Int 15, Wis 18, Cha 12; MR nil; SZ M; ML 15

Magic Items: *long sword* +2

Spells: 1st level - *cause fear*, *command* x2, *bless**, *protection from good**, *endure heat**, *cure light wounds* x2; 2nd level - *aid**, *silence 15' radius*, *heat metal* x2, *hold person* x2, *resist cold**, 3rd level - *prayer**, *protection from fire*(108 dmg)*, *dispel magic* x2, *animate dead*, *air breathing*, ; 4th level - *free action**, *protection from lightning*(90 dmg)*, *cause serious wounds*, *poison*; 5th level - *slay living*, *flame strike*; 6th level - *harm*

Zhentilar soldiers (# of PCs +1), hm F12: AL LE; AC -5 (*plate mail* +1, *shield* +1, dex); MV 12; hp 91; THAC0 9 (5 from Str + specialization + *long sword* +2); #AT 2; Dmg 1-8+7 (*long sword* +2 + str + specialization); SA nil; SD nil; Str 18/01, Dex 18, Con 17, Int 9, Wis 11, Cha 10; MR nil; SZ M; ML 13

Magic Items: *plate mail* +1, *shield* +1, *long sword* +2

The Shadow will not be involved with the combat unless Cahlim uses his specialty priest abilities. The aerial servant is already around as Cahlim had summoned it only ten minutes before to torture and humiliate the prisoners.

Shadow (1): Int Low (6); AL CE; AC 7; MV 12; HD 3 + 3; hp 29; THAC0 17; #AT 1; Dmg 2-5 (claw); SA Strength drain, strength returns in 2-8 turns; SD +1 or better weapon to hit, immune to sleep, charm and hold spells and cold-based attacks; MR nil; SZ M; ML nil

All the magical weapons, except for the *staff of battle*, will lose its power and become normal once the fight is over, as they are powered by Cyric and will not work for anyone but his followers.

The passage leading out of the chamber splits in two after about 30'. The tunnel to the right dead-ends about 60' down. This tunnel is no longer being excavated. The tunnel to the left meanders for about 200' until the PCs come around the bend and see the villagers, beaten and soiled, digging at the far wall.

After the PCs have convinced the villagers that they are not Zhents (they will be reluctant to believe that if any PC is still wearing the symbol of Zhentil Keep), it is a fairly easy travel back to Ravens Bluff. The wagons that the PCs confiscated after attacking the caravan will allow the villagers to rest and recover on the trip back. If the PCs had not attacked the caravan at any point, then the trip back will take almost twice as long because of the condition of the villagers.

Conclusion: "I'm working on the chain gang."

Any PCs captured in any of the fights will be put to work in the mines and then taken back to Zhentil Keep two months later when the mission is complete. If the PCs are captured give them a chance or two to try to overpower the guards. But remember, the PCs will be kept at about 1/4 of their health and will not be allowed a full night's sleep to memorize spells. The only spells that can be used are those that are innate. Any spellcaster will have their mouths gagged and be interrogated by Mular and Cahlim for their spell knowledge and tried to be converted over to the Zhentarim. Any non-spellcaster of good alignment will be left behind with the villagers as gifts to Dadilantimus. These gifts will be the form of undead slaves. Needless to say these PCs are now out of play.

Those taken to Zhentil Keep will be kept there for about another 4 months before being given a mission to prove their loyalty to the Keep and Cyric. The object of the mission is to gather up as many people as they can and take them to the Earthfast Mountains to be sacrificed to the power there. Any PC that does not try to escape is assumed to have willingly completed the mission, and becomes evil. Any PCs that become evil

are out of play. Any PC wishing to try to escape during the mission has 5% chance per level. Those that escape will gain a point of infamy with Zhentil Keep. Any Zhentilar or Zhentarim that sees the PC at a later date will try to capture to PC to take him/her back to Zhentil Keep and be killed as a lesson to others. Those that try and fail to escape will be killed as well. Any thoughts of resurrection or raise dead should be buried along with the corpses. Those PCs that escape will need to mark off 36 time units. The roll for success or failure at trying to escape is made at the end of the event.

Conclusion: "Home again, Home again. Jiggidy jig"

The PCs have rescued the villagers and brought them back to Ravens Bluff. A cleric at the gate will escort the villagers and the PCs back to the temple of Tyr where they will greeted by Lucas and Juliana and the other villagers that were rescued from being dinner. The PCs will be thanked for doing such a deed for such a small community. If they PCs had asked for payment earlier then it will be given at this point and then they will be sent on their way.

Arriving back at Ravens Bluff, you are greeted at the gate by a priest of Tyr. "Ah, good. I see that you have found the others and brought them back to us. Please come with me back to the temple of Tyr where they can be rejoined with their loved ones." As you escort the villagers through Ravens Bluff, those of lesser standing note your deeds as the villagers tell all what was done for them. You are showed with flowers and smiles. It does feel good to be a hero.

At the temple, standing on the steps inside the gates are Juliana, Lucas, and the other villagers that you had saved from the monsters. A new life seems to enter them as they rush up to each other. The hugging and kissing continue as the villagers are led into the temple. A couple priests of Ilmater help those that are worse off.

Juliana and Lucas stay behind and turn back to you, as does a priest of Ilmater. You notice a priest of Torm enter the compound and stand off to one side.

Lucas speaks, " Thank you so much for helping us. I can not tell you what it means to me to see them all again and alive. If you ever need anything, please don't be afraid to come to Darospur and ask. Yes, we are going to rebuild now that the treat to us is over. "

- If the PCs had not asked for payment, then read the following:

"Also receive the blessing of the Triad for following your duty, helping the injured and bringing justice to wronged." As Juliana, a priest of Ilmater and a priest of Torm encircle the group and start to chant, silver motes surround each of you. At their touch you feel a sense of kinship with the Triad as if they have touched your soul.

You leave the temple of Tyr invigorated and a new sense of purpose. Maybe helping those just for the sake of helping them is worth more than all of the gold of the world.

The End

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 (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. 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.

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 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9 and 10

Encounter 3 A:

PCs kill the guards at the passage leading down to the caves. 50 xp

Encounter 3 B:

PCs defeat the monsters and return the villagers safely to Ravens Bluff 150 xp
Bargain with Graltag 50 xp

Encounter 4 A:

Capture the wagons and defeat the Zhents 100 xp

Encounter 4 B:

Entering the pass through the mountain by force 25 xp
OR
Entering the pass with guile 50 xp

Encounter 4 C:

Defeat the Zhents and rescue the other prisoners 300 xp
Total Experience for Objectives: 700 xp
Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,200 xp

For Tier 2: 2,400 xp
For Tier 3: 3,600 xp
For Tier 4: 4,800 xp
For Tier 5: 6,200 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.

Encounter 3B:

- *chain mail* +2
- 550 gp, 920 sp and 400 cp

Encounter 4C:

- *staff of battle* +1- If a *staff of battle's* attack roll is a natural 20, any armed opponent that it strikes must make a successful Dexterity check or be disarmed, the opponent's weapon flying out of immediate reach (1d10 + 10 feet away). Treat any NPC for whom stats are not provided as having a Dex of 13 for the purposes of this weapon's effects. This staff ceases functioning on August 1, 2001.
- Mutilar's spellbook - *protection from paralysis* (2nd), *shatter* (2nd), *Melf's acid arrow* (2nd), *hold portal* (3rd), *protection from normal missiles* (3rd), *lightning bolt* (3rd), *watery double* (3rd), *fire trap* (4th), *minor globe of invulnerability* (4th), *dimension door* (4th), *fumble* (4th), *shadow magic* (5th), *summon shadow* (5th), *disintegrate* (6th)

The spell book is broken up by tier level. There are actually 5 separate books, one for each tier. The Tier 1 version will contain up to 2nd level spells. The Tier 2 version will have up to 3rd level spells, the Tier 3 book will have up to 4th level spells, the Tier 4 book will contain up to the 5th level spells and the Tier 5 version will have all of the spells.

Conclusion:

- *blessing of the Triad* - This favor is bestowed upon those PCs that rescued the villagers of Darospur without asking for payment in return. A priest of each Triad member was included in the casting of this blessing. This allows for one of the following to be used only once by a character who did not choose gold as payment for the mission.

scales of Tyr - The PC can call upon Tyr to receive the effect of a *wolf jaws* spell as an innate ability.

mark of Ilmater - The PC can call upon Ilmater and receive the effect of a *favor of Ilmater* (second part only) spell as an innate ability.

gauntlet of Torm - The PC can call upon Torm and receive the effect of a *hand of Torm* spell as an innate ability.

OR

- The gold the PCs bargained for in the beginning with Juliana (up to 100 gp per PC)

Chivalry

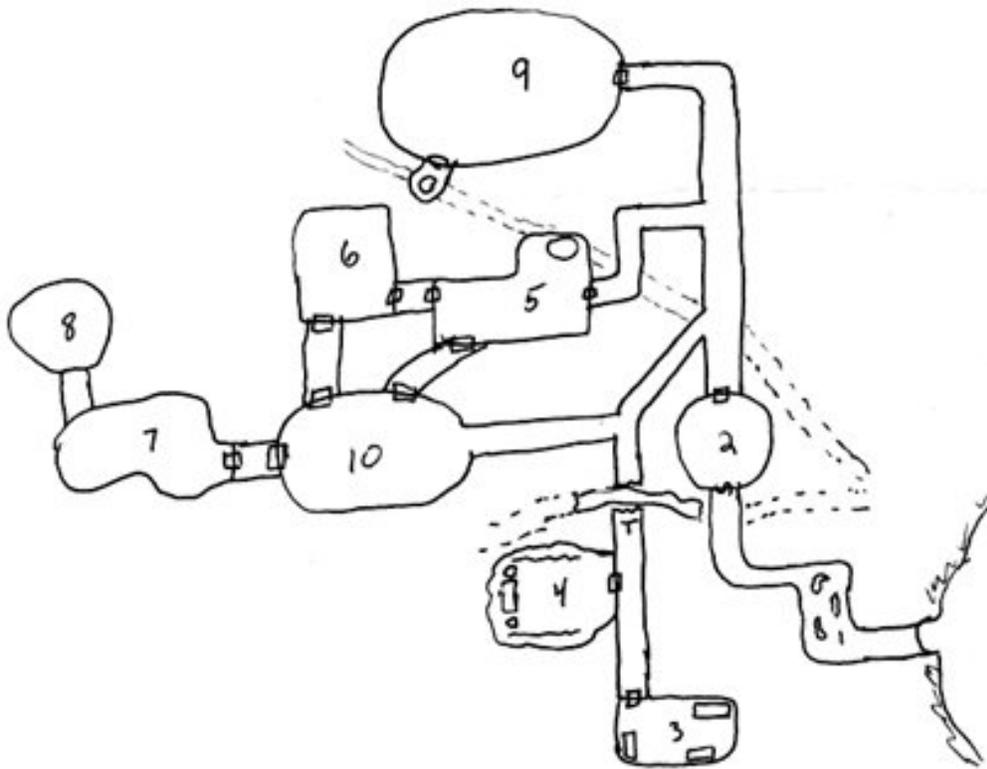
Any Knight in a party that went to save the villagers without asking for payment will receive a point of Chivalry

Fame

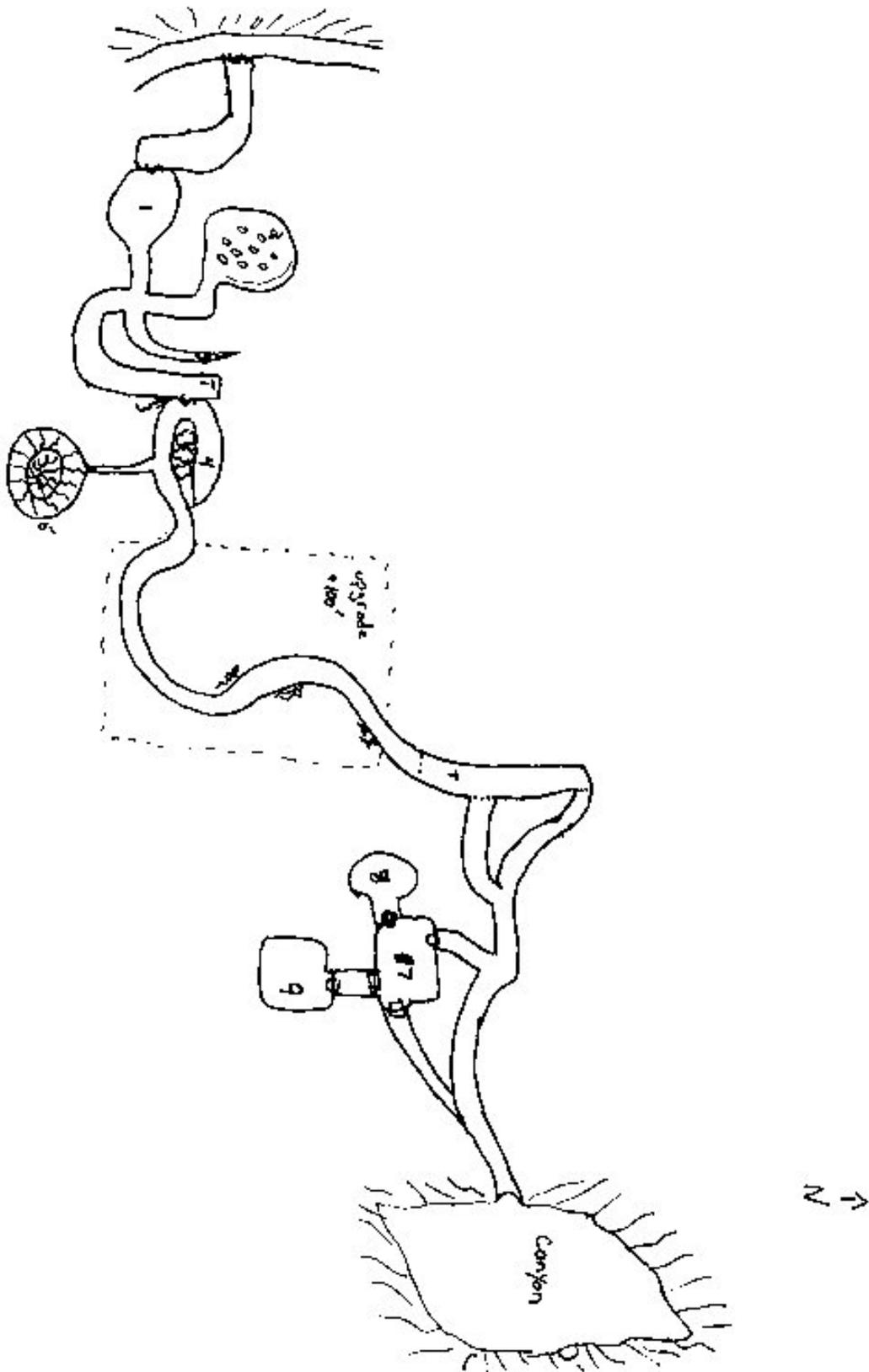
If the PCs were successful, each receives one Fame point of Lower Class. Any PC that was captured and taken back to Zhentil Keep and then escaped will receive one point of Infamy for Zhentil Keep.

Judge's Map 2
Not drawn to scale

↑
N



Judge's Map 3
Not drawn to scale



Judge's Map 4
Not drawn to Scale

