

KNIGHT MOVES

A Living City Event For Knights and Squires Only

by Wayne Straiton

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

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

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

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

Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

| | |
|---------|--------------------|
| Tier 1: | Total levels 4-13 |
| Tier 2: | Total levels 14-25 |
| Tier 3: | Total levels 26-37 |
| Tier 4: | Total levels 38-56 |
| Tier 5: | Total levels 57+ |

Knight-Approved Events

A knight-approved event is an event that may offer knight and squire characters either a knightly honor or a chivalry point. When a knight-approved event is written as a knights-only event, it may offer both a knightly honor and a chivalry point. Please review the information at the end of the scenario pertaining to knightly awards so that you may make note of specific actions that the characters take during the

course of the tournament. This scenario, a knights-only event, is open only to knights, squires and knight-squires of the following orders: Golden Rooster, Dove, Griffon, Hawk, Keepers of the Mystic Flame, Pillars of the Realm, Phoenix, Right Hand of Tyr, and Raven.

Adventure Background

The Consortium of the Bloody Fang is an evil organization with a long history and a very specific agenda. Thus far they have tried to execute their plans in secret and have had considerable success in keeping their activities unknown. The Bloody Fang's presence in Ravens Bluff, while strong, is minimal. Most of their missions have been conducted in other cities in the Vast.

The recent war was good for the Bloody Fang. Staying mostly uninvolved has enabled them to strengthen their position, as the warring forces weakened each other.

Charbane, a Baatezu from the lower planes, has recently offered his service to the Bloody Fang for fifty years. The deal he struck was that he was to be bestowed with the power of *charm monster* in exchange for his service. The leader of the Bloody Fang complied.

Now that the war has ended, they have become concerned with the number of knights that Ravens Bluff has within its military ranks. Having so many knights without a war to fight is bound to be bad for the Bloody Fang. Charbane has taken it upon himself to remove the threat of some of the knights.

Having easily removed several paladins already, Charbane has planned a more ambitious undertaking. He plans to lure a group of knights into a trap, eliminating them all. He hopes that there will be at least one paladin among them.

He has charmed several creatures, and for an accomplice he has charmed the Regent of the Guilds, a mage of noted power, Carston Willows.

Player Introduction

The war that just ended seemed longer than Dale Reckoning recorded it actually lasted. Amid the

reconstruction of devastated areas, various parties and balls have sprung up celebrating the war's end. Until now the gatherings have been hosted by local lords.

Tonight, on the 7th of Flamerule, a ball is being hosted by the Knights of the Dove at Griffon Hall. Your invitation indicated that the function was to be attended by the knights of the city. You expect though that many city officials will be in attendance.

Each PC can bring one escort who is a non-adventuring companion like a wife or follower, provided they are of the opposite gender from the PC. No other PCs who are not knights may be brought as escorts.

You and several friends and acquaintances arrive at the appointed hour in your best finery. The carriage ride was pleasant and uneventful on this clear starry night. Several carriages wait in a line before you, offloading their passengers. The scene before you is grand and glorious. Knights you are accustomed to seeing across a battlefield are now departing carriages, proudly wearing their knightly honors.

Griffon Hall stands proudly to your left, a great domed hall rising massively above other nearby buildings. Its strength represents the strength of character of all those like yourself who have trained there, and defended the city. To your right is a knoll where many other training sessions have been held. Even the grass has come back. You hear that it is slated to become a park of sorts.

People line the streets to gawk at those entering the hall. Some cheer for their favorite heroes, people they've only read about in the Trumpeter. Many of the populace have become knowledgeable about heraldic design and recognize you by your badges and accouterments. Young girls blow kisses to "their" knights while boys helplessly admire the Ladies' poise and form. Two blink puppies play joyfully on the grounds of Griffon Hall.

Both the outer iron doors and the inner oaken doors to Griffon Hall stand open. Music and gaiety emanate from within the structure as you approach the great doors. A servant at the door stands ready to receive you, and announce your arrival after directing you to the cloak room attendant.

The PCs are expected to be appropriately attired for a function such as this. They may wear a side weapon, but will be denied entrance if they bring any polearms, bows, two-handed swords, or the such. They also may not wear a shield, a helm, or any armor. Followers of some gods may deem that battle armor is appropriate for such an occasion, but the Knights of the Dove in general do not. Fine clothes only. Inappropriately dressed PCs will not receive a chivalry point. The cloakroom attendant has a supply of black hoods for those that claim to always wear helms.

Having A Ball

The PCs do not have to check their cloaks, but they are expected to unless the cloak is an obviously integral part of the PC's costume for the evening. For PCs who check cloaks, the cloakroom attendant will give PCs claim checks numbered from 96 on. Make sure 96 goes to someone with a magical cloak if at all possible.

At the entrance to the hall, the chief servant stops you and says, "If I may, will you please give me your names and titles?"

Once they all have done so, or not, as desired, this man turns to the room, loudly raps a staff twice on the ground, and announces the PCs. Make a big deal of this.

The domed ceiling soars some fifty feet above you, the polished marble floors softly lit by a dozen chandeliers. Banners to the orders of Raven, Griffon, Dove, Hawk, Golden Rooster, Pillars of the Realm, Right Hand of Tyr, Keepers of the Mystic Flame, and Phoenix hang ostentatiously about the room. The smell of pork, beef, and lobster pleasantly assail your senses. Wine, cheese, and fruit, as well as flowers adorn each dinner table surrounding the massive dance floor.

Looking about, you remember well the echo of swords in this hall, as knights of all orders trained for the war. Your eyes are drawn to the center of the dance floor where a Red Wizard of Thay dances with a platinum blonde. As they slowly turn you see that it is none other than the wizard Raven, who was incarcerated for the duration of the war.

After your arrival is announced, you are approached by none other than Lady Lauren

DeVillars, the woman who was the instrumental catalyst in founding the initial knightly orders in Ravens Bluff. She is elegantly dressed in the ceremonial garb of a high priestess of Waukeen.

“I see you’ve received your invitations, and I’m very pleased you could attend tonight’s gathering. Please enjoy yourselves, for one never knows when you might be called to respond to a threat to the city again.” She gives you a sly knowing look, excuses herself, and turns to attend to other matters.

At her side is Admiral Longbottle, for whom you have worked on many an occasion.

“I’d like to thank you once again for your dedicated service to the city. It was a relief to know that the lands surrounding the city were well protected while I was defending the seas. Alas, now it’s time to resume my old duties. It’s been a long time coming.”

The PCs should socialize with other knights and officials. Make up anyone who probably would be here.

If a PC refers to Calvin Longbottle as the Harbormaster, he gets noticeably annoyed, going into a dissertation that he is the Regent of the Harbor who has six harbormasters working beneath him. Longbottle is tired of everyone always calling him by the wrong title, and he’s had enough.

Raven

Raven will be very secretive about his incarceration. While he was never found guilty, he was kept locked up due to his Thayvian heritage. He finds it distasteful and somewhat embarrassing to discuss his personal position and feelings.

Other people at the ball will suggest that Raven was never incarcerated at all, that he was on a mission with the Hawk Brotherhood. How else would he have been invited to this knight’s ball?

It is also rumored that Raven once lost a spell-using contest with an inferior foe.

Carston Willows

Carston is the current Regent of the Guilds, and formerly the Guildmaster of the Fellowship of Jewelers. Arvin Kothonos “threw him a bone” when he became the Lord Chancellor. Carston is resentful

of the situation, a situation that goes back quite some time. Carston feels that he should have been appointed to the Regent of the Guilds position years ago. To top things off Arvin has elevated himself to Deputy Mayor when Belanor was jailed, and then to acting Mayor when Charles O’Kane vanished.

Carston despises Arvin for his quick rise to power, from merely being the owner of the Blue Star Trading Company just a short time ago, as he feels that it should have been him. Making things worse is the fact that Arvin hasn’t appointed a new Lord Chancellor yet, leaving Carston grossly overworked.

Carston tries to keep a civil tongue in public, but sometimes the wine gets the better of him. It was at one of these times that Charbane learned of his estranged relationship with city government. This made him even more susceptible to Charbane’s *charm person* ability. A powerful wizard, Carston became an asset to Charbane, and does his bidding thinking that he is serving his own interests.

A little tipsy, Carston hasn’t certainly hasn’t anything good to say about Arvin tonight. He’d rather talk about his favorite pastime, chess. If any PCs express interest, he will challenge them to a match (his gaming score is 19 in chess, 15 in other games). If he loses, he departs quickly. If he wins, he gloats a little (he is tipsy). Overhearing Carolyn Skyhawk and Ian Graham discussing leaving the ball, Carston departs before they do, but after the PCs leave to meet with King.

Lady Caroline Skyhawk

Lady Caroline, Commander of the Griffon Ride, is here with Ian Graham, paladin of Tyr and Head of the Right Hand of Tyr. She is just happy that the war is over, and very freely talks with anyone. She knows that a few knights have been mysteriously slain recently, and thus are not here, but she does not think this is important (yet). Ian is more concerned, and knows about the Bloody Fang, but won’t speak of it now as it does not seem appropriate or necessary.

General rumors

At some point during the evening, the PCs (or some of them) should overhear a couple of knights talking about a friend of theirs, who was killed mysteriously along with three other knights. This happened a few days ago, and no one has found the cause yet. These knights are not concerned that such a fate will befall them, but the story is interesting to tell (gossip).

After some time passes at the ball, move to the next happening.

The Grassy Knoll

While sipping wine and nibbling on cheese, you're startled by a crack of lightning outside. Odd as the skies were still clear just moments ago. Then screams for help silence the hall. Many knights rush outside.

Outside a crowd gathers around a coach. Inside are the bodies of two passengers and the driver. All are dead. As you and other knights examine the bodies, it becomes immediately apparent that they have died of a lightning strike.

What is more disturbing is the identity of the knights. One knight is Carolyn Skyhawk, Commander of the Griffon Guard. The other is the paladin of Tyr Ian Graham, High Lord Commander of the Right Hand of Tyr.

A passerby pipes up. "I saw the whole thing. A wizard on the grassy knoll shot'em as they were waving to the crowd from the carriage. They were just starting to leave."

Lauren DeVillars steps forward and looks directly toward your group.

"Perhaps someone could take the bodies to the temple of Lathander. Maybe it's not too late. And please return to the ball and report anything out of the ordinary."

As you might expect, no clues are to be found on the grassy knoll. Any attempt at tracking will fail.

The PCs may forget to collect their cloaks, but it seems unlikely. When they do remember, use the next encounter. Otherwise skip it until necessary. They should certainly collect them by the end of the adventure.

Aren't Puppies Cute

Returning to the cloak room for your garments, you view an ugly sight. The attendant, returning to you after seeing the bodies of the lord and lady, yelps in disbelief as the two blink puppies, which were outside earlier, tug and tear a cloak to shreds.

She slowly picks up the claim ticket. "You don't have ticket number 96 do you? It wasn't a magical cloak was it?"

Give the PC a chance to over-react and go into a tirade. Make note as to whether any PCs threaten the puppies.

"Oh, I'm sorry. This wasn't cloak 96. This was cloak 69. Sorry to have worried you."

The Temple Of Lathander

The Temple of Lathander will cast one *raise dead* spell tonight and one tomorrow. Ian Graham will fail his resurrection survival roll and remain dead. Lady Caroline will be raised. If the PCs manage to cast a *raise dead* on Carolyn, or a *speak with dead* on either body, they can learn that Caroline does not know anything helpful, and she has not received recent threats.

Ian Graham, who can be spoken to via *speak with dead* even though he remains dead. He does not know what happened, but he does know of the recent knightly deaths and he knows of the Bloody Fang. He is an intelligent guy and makes some deductions.

If someone asks about who could have done this, or the Bloody Fang, or anything related, Ian Graham will relate the following:

"There exists within the walls of the city an organization dedicated to evil. What their precise agenda is we do not yet know. They are called The Consortium of the Bloody Fang. With the recent disappearance of several knights it is time now to expose their existence before they remove everyone who has some knowledge of them. They have enjoyed considerable success in keeping their activities unknown thus far. We know they have been in the city for decades, slowly gaining power. What we do not know is how deep their influence is. Be on the lookout and be careful."

The driver doesn't know anything at all.

The Golden Gorgor

The carriage ride back to the ball should take no more than twenty minutes. However, the carriage slows to a halt about half way back. "There's

something in the road,” shouts the driver. “I’ll check it out.”

The thing in the road looks like a body, but is really just a stuffed doll with clothes made to look like a body. It is supposed to get the PCs out of the coach so they can be attacked. If the PCs do not get out, the driver calls to them, *“It’s some doll. I don’t get ...”* Then he is shot through the neck and dies, out of sight of the PCs.

If they get out (all of them, or as many as are getting out), they are shot from the rooftops by archers hired by Charbane. The archers wait for the best opportunity to shoot at all PCs, so they won’t shoot until PCs stop getting out of the carriage.

Archers (1 per PC per tier), hm F1: AL CN; AC 8; MV 12; hp 6; THAC0 20 (18 with bow); #AT 2; Dmg 1d6 (arrow); SA nil; SD nil; MR nil; SZ M; ML 10.

Each gets off two shots at the PCs in the first round, so each PC receives 2 attacks per tier. Roll dice in units to speed this up. Each attack removes one *stoneskin*, hit or miss.

The PCs can catch the archers if they can fly, or if they rush into the buildings they will not find any of the archers. The archers attack until the PCs take cover or come after them. They were hired by a man in an alley and don’t know much more. They were told that the PCs were false knights who molest children.

After the archers flee, an assassin hidden in an alley fires a single arrow at the PCs. He misses and the arrow sticks in the carriage. Then he flees down alleys at 5x move rate, and the PCs probably won’t catch him. Attached to the arrow is a scrap of tanned leather. On the leather is a faded ink design of an attacking hawk. The knights should recognize this design as being similar to the Hawk Tattoo knightly honor. A PC with the *Leathersmithing* proficiency will recognize the leather as being elven skin, and that the design is actually a tattoo.

A Dove knight in the party will recall that several months ago a City Watchman friend of his told him of a case where a local tattoo artist was found mutilated in an alley, her back partially skinned. Should there be no Dove knight in the party, give this information to any City Watch PC or whichever player is participating the least.

On the back of the piece of skin is a crude map of the area, with a street marked, a drawing of a lance, and the words “Come now.” This is Charbane’s challenge to combat. The PCs are going to have to figure out a lot here, but they are knights and should be capable of it.

Dueling With The Devil

If the PCs take any more time than necessary to retrieve their personal belongings and gear, then Charbane has concluded they are cowards and has left them a little note: “Come to my lair, since you were too cowardly to meet me in a public place I shall let you be humiliated in private. Follow me...” Below the note, scrawled in blood on the wall, are an obvious set of horse tracks which can be followed to the next encounter.

Charbane is waiting for them at the site marked on his map, but he is aware that they might be without honor and might try sneaking up on him. He has infravision, and can detect invisible creatures as other high level monsters can. He will not be surprised.

He is using this opportunity to take advantage of a knight’s honor. All he wishes to do is to drain some hit points or some healing from the party. He has little use for the magic items on his horse and will teleport away to fight again in the last encounter, having regenerated to full hit points. Regardless of the amount of damage inflicted upon him, he WILL teleport away. This is an innate power of his, and cannot be foiled by the spell *proof from teleportation*.

Charbane is currently running an *advanced illusion* of a man in black plate armor. When he teleports away, the man in black plate armor vanishes. The horse rides off into the night, returning to its barn (and leaving a trail for the PCs to follow).

When the PCs go to the alley, they will see a black knight at the other end, lance raised, waiting. It should be obvious what he wants, and he will not speak. If all the PCs attack at once, abandoning honor, he will ride through them and away into the city, quickly teleporting off the horse and escaping. The horse can be found in a side street some distance from the alley, walking back to its barn.

If the PCs keep to honorable combat, then Charbane will too. He will engage one PC at a time and work his way through the party if he kills one. Thus, if a PC dies, he will challenge the next. Once they refuse to meet him, he will take one of the bodies (if there are any) and invite them to come to his lair. Then he will teleport away and they can follow the horse. If he is brought down to 10% of his hit points, he teleports away immediately (with a body if possible and issuing the challenge to follow).

Total Levels 14-25

Charbane, baatezu—green abishai: Int High; AL LE; AC 3; MV 9, fl 12 (C); HD 5+2; hp 25; THAC0 15; #AT 1 (lance); Dmg 1d8+1; SA poison tail—save or die; SD innate powers, +1 or better weapons to hit, regenerate 1 hp/round; MR 30%; SZ L (7'), but looks M; ML 10.

Innate powers: At will—*advanced illusion, animate dead, charm person, infravision, know alignment* (always), *suggestion, teleport without error, change self, command, produce flame, pyrotechnics, scare*; Once/day—*gate* (will not use).

Total Levels 26-37

Charbane, baatezu—red abishai: Int High; AL LE; AC 1; MV 9, fl 12 (C); HD 6+3; hp 30; THAC0 13; #AT 1 (lance); Dmg 1d8+1; SA poison tail—save or die; SD innate powers, +1 or better weapons to hit, regenerate 1 hp/round; MR 30%; SZ M (6'); ML 10.

Innate powers: At will—*advanced illusion, animate dead, charm person, infravision, know alignment* (always), *suggestion, teleport without error, change self, command, produce flame, pyrotechnics, scare*; Once/day—*gate* (will not use).

Total Levels 38-56

Charbane, baatezu—pit fiend: Int Genius; AL LE; AC -5; MV 15, fl 24 (C); HD 13; hp 50; THAC0 7; #AT 1 (lance) this combat, normally 6; Dmg 1d8+7 (lance +6 for Str); SA Str 18.00, fear—save vs rods at -3 or flee for 1d10 rounds; SD innate powers, +3 or better weapons to hit, regenerate 2 hp/round; MR 50%; SZ M (6'); ML 10.

Innate powers: At will—*advanced illusion, animate dead, charm person, infravision, know alignment* (always), *suggestion, teleport without error, detect magic, detect invisibility, fireball, hold person, improved invisibility, polymorph self, produce flame, pyrotechnics, wall of fire*. It can automatically *gate* every round, but will not in this encounter.

Total Levels 57+

Charbane, baatezu—pit fiend: Int Genius; AL LE; AC -5; MV 15, fl 24 (C); HD 13; hp 65; THAC0 7; #AT 1 (lance) this combat, normally 6; Dmg 1d8+7 (lance +6 for Str); SA Str 18.00, fear—save vs rods at -3 or flee for 1d10 rounds; SD innate powers, +3 or better weapons to hit, regenerate 2 hp/round; MR 50%; SZ M (6'); ML 10.

Innate powers: At will—*advanced illusion, animate dead, charm person, infravision, know alignment* (always), *suggestion, teleport without error, detect magic, detect invisibility, fireball, hold person, improved invisibility, polymorph self, produce flame, pyrotechnics, wall of fire*. It can automatically *gate* every round, but will not in this encounter.

Treasure - *bridle of control, horseshoes of protection* +2, *saddle of stability, heavy lance* +2.

The End Is Near

Following or tracking the horse will eventually lead to a dilapidated barn next to a derelict stone building. There is a wooden door at the base of a short set of stairs accessed from the outside. The upstairs is vacant and burnt out. The cellar door is trapped with a *fire trap* which does 3 points of damage per tier to each character on the stairs. All stonework in this structure is one foot thick. This makes the use of a *longtooth dagger* impossible. The *longtooth dagger* was originally intended and written as a piercing or stabbing weapon. It does not carve. Since the wall is thicker than the blade is long, the dagger is useless.

The stone slab room is roughly 20 x 20 x 10 with an iron door on the far side. The room has filled with water. Probing the brackish water for depth reveals the water to be two feet deep. Both the door they came through and the iron door across from them are raised above the water level.

After entering the water, the party will be attacked by Flesh Golems lying prone under the water. A golem will automatically attack any Pillar of the Realm knight in the water preferentially. Also in the water are 10 electric eels. The eels die when successfully attacked. They are AC 5. Their purpose is to recharge the Flesh Golems 1 hp per round each while damaging the party 1 hp per round each (those in the water anyway).

Total Levels 14-25

Flesh Golem (1): Int Semi- (3); AL Neutral; AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dam 2d8 (x2); SA nil; SD magic to hit, fire and cold based spells act as a *slow*; electrical attacks repair damage; MR nil; Str 19; SZ L (7 1/2 feet); ML 20

No eels present.

Total Levels 26-37

Flesh Golem (2): Int Semi- (3); AL Neutral; AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dam 2d8 (x2); SA nil; SD magic to hit, fire and cold based spells act as a *slow*; electrical attacks repair damage; MR nil; Str 19; SZ L (7 1/2 feet); ML 20

Eels (10) present.

Total Levels 38-56

Flesh Golem (3): Int Semi- (3); AL Neutral; AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dam 2d8 (x2); SA nil; SD magic to hit, fire and cold based spells act as a *slow*; electrical attacks repair damage; MR nil; Str 19; SZ L (7 1/2 feet); ML 20

Eels (10) present.

Total Levels 57+

Flesh Golem (4): Int Semi- (3); AL Neutral; AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dam 2d8 (x2); SA nil; SD magic to hit, fire and cold based spells act as a *slow*; electrical attacks repair damage; MR nil; Str 19; SZ L (7 1/2 feet); ML 20

Eels (10) present.

Checkmate

A dragon's head adorns the iron door. Closer examination shows that it seems to be part of the door rather than mounted. Those with the proficiency of *Dragon Lore* or those that speak *White Dragon* will recognize the type of dragon. The dragon head is poised and ready to breathe.

Upon touching the door a chessboard appears with its pieces at their starting position. The pieces begin to move:

| | | | |
|---|-------|--|-------|
| | White | | Black |
| 1 | P-K4 | | P-K4 |

| | | | |
|---|-------|-----|-------|
| 2 | N-KB3 | | N-QB3 |
| 3 | B-B4 | | P-Q3 |
| 4 | N-B3 | | P-KR3 |
| 5 | P-Q4 | | B-N5 |
| 6 | PxP | ... | |

This sets up a famous pitfall designed by Sieur de Legal, the teacher of the great Philidor. Give the players the **chess handout**. Recall that Carston loves chess and wanted to talk about it at the ball. PCs with gaming proficiency can roll to figure out the puzzle.

If the PCs play:

7 PxP

a loud click will be heard, and the door will be safe to open. This is the best move. If the PCs play:

7 NxP

Failure is delayed in order for white to execute the Legal pitfall. White plays:

8 NxN BxQ

If the PCs play any other move than BxQ, they fail.

9 BxPch K-K2

10 N-Q5 checkmate

The End Is Here

Stepping up over the threshold down into another large room (the size of the last one) you find that this room is occupied by a Baatezu. It stands fifteen feet away apparently pounding on an invisible wall before itself. It seems trapped. On its finger it wears an iron ring with the design of a blood-red dripping fang on a silver field.

Knights of the Phoenix can identify the type of Abishai. Anyone can identify a Pit Fiend as they are legendary.

If the PCs solved the chess puzzle, then the fiend is alone. Carston is imprisoned on the side of the room, out of sight and where he cannot become involved.

If the PCs failed to solve the chess puzzle, then the fiend looks at them as they enter, grabs Carston (who is next to him) and rips his head off. With the *wall of force* in place, they cannot do anything to stop him.

The room is really 20 x 40 x 10 with an illusionary wall cutting the room in half. A hemispherical *wall*

of force surrounds Charbane and another member of the Bloody Fang, Verchin Alke. Verchin, behind the illusionary wall, is invisible. He is running a *project image*, *wizard eye*, *stoneskin*, *improved invisibility*, and *clairvoyance*. Since Verchin is invisible, his image is invisible. He is running both the *clairvoyance* and *wizard eye* in case the party casts a *dispel magic*. The likelihood of both his spells failing their save is remote. The reason he is using these spells at all is in case the party uses a *wall of fog* or some other such vision-obscuring spell. His greatest concern is the *dispel magic*, and he will work to remove the threat of spellcasters. He leaves the issue of *holy swords* and *rods of cancellation* to the Baatezu. The *project image* of him can cast verbal and somatic spells, but not ones with material components. He cannot cast a spell himself in the same round.

The Baatezu is at full hit points, and has full teleport ability, but prefers to let the party think it is trapped. It has full *gate* capability and will send minions into the battle, first targeting paladins. A *rod of cancellation* or a *holy sword* will get his attention however, immediately forcing it into the fray.

This battle is designed for the top tier. Please make adjustments for the lower tiers such as deleting pre-cast spell effects, spells memorized, removing the *gate* ability, or even removing the *wall of force* at the lowest tier. The PCs should not be totally annihilated, but give them a good challenge. Playing in a knights-only event, they had to expect something tough.

Total Levels 14-25

Charbane, baatezu—green abishai: Int High; AL LE; AC 3; MV 9, fl 12 (C); HD 5+2; hp 25; THAC0 15; #AT 3; Dmg 1d4/1d4/1d4+1; SA poison tail—save or die; SD innate powers, +1 or better weapons to hit, regenerate 1 hp/round; MR 30%; SZ L (7'), but looks M; ML 10.

Innate powers: At will—*advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always), *suggestion*, *teleport without error*, *change self*, *command*, *produce flame*, *pyrotechnics*, *scare*; Once/day—*gate* (will not use).

Total Levels 26-37

Charbane, baatezu—red abishai: Int High; AL LE; AC 1; MV 9, fl 12 (C); HD 6+3; hp 30; THAC0 13; #AT 3; Dmg 1d4/1d4/1d4+1; SA poison tail—save or die; SD innate powers, +1 or better weapons to

hit, regenerate 1 hp/round; MR 30%; SZ M (6'); ML 10.

Innate powers: At will—*advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always), *suggestion*, *teleport without error*, *change self*, *command*, *produce flame*, *pyrotechnics*, *scare*; Once/day—*gate* 2d6 lemures or 1d3 abishai (use green or red abishai, not lemures).

Total Levels 38-56

Charbane, baatezu—pit fiend: Int Genius; AL LE; AC -5; MV 15, fl 24 (C); HD 13; hp 50; THAC0 7; #AT 6; Dmg 1d4 /1d4 /1d6 /1d6 /2d6 /2d4 (wing, wing, claw, claw, bite, tail); SA Str 18.00, fear—save vs rods at -3 or flee for 1d10 rounds, tail constriction on hit—strength check to break free; SD innate powers, +3 or better weapons to hit, regenerate 2 hp/round; MR 50%; SZ M (12'); ML 10.

Innate powers: At will—*advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always), *suggestion*, *teleport without error*, *detect magic*, *detect invisibility*, *fireball*, *hold person*, *improved invisibility*, *polymorph self*, *produce flame*, *pyrotechnics*, *wall of fire*. It can automatically *gate* two lesser or one greater baatezu every round (use abishai or barbazu for the lesser ones, cornugons for the greater).

At this tier, Charbane will only use his *gate* ability if he thinks he needs some help.

Total Levels 57+

Charbane, baatezu—pit fiend: Int Genius; AL LE; AC -5; MV 15, fl 24 (C); HD 13; hp 65; THAC0 7; #AT 6; Dmg 1d4 /1d4 /1d6 /1d6 /2d6 /2d4 (wing, wing, claw, claw, bite, tail); SA Str 18.00, fear—save vs rods at -3 or flee for 1d10 rounds, tail constriction on hit—strength check to break free; SD innate powers, +3 or better weapons to hit, regenerate 2 hp/round; MR 50%; SZ M (12'); ML 10.

Innate powers: At will—*advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always), *suggestion*, *teleport without error*, *detect magic*, *detect invisibility*, *fireball*, *hold person*, *improved invisibility*, *polymorph self*, *produce flame*, *pyrotechnics*, *wall of fire*. It can automatically *gate* two lesser or one greater baatezu every round (use abishai or barbazu for the lesser ones, cornugons for the greater).

Verchin Alke, hm W12: Int 18; AL Lawful Evil today (charmed); AC 7; MV 12; hp 35; THAC0 17 #AT 0; SA spells; SD spells; SZ M; ML 16.

He is carrying traveling spell books with all his memorized spells.

Spells: 1st level—*color spray, magic missile, jump, shocking grasp*; 2nd level—*blindness, levitate, mirror image, web*; 3rd level—*fireball, lightning bolt*; 4th level—*phantasmal killer*; 5th level—*Bigby's interposing hand, shadow magic*; 6th level—*feblemind*

Other Baatezu

Abishai -- see above

Barbazu: Int Low; AL LE; AC 3; MV 15; HD 6+6; hp 40; THAC0 13; #AT 1; Dmg 2d6 (saw-toothed glaive); SA glaive wounds bleed 2 points per round until bound; SD innate powers, +1 or better weapons to hit; MR 30%; SZ M (6'); ML 10.

Innate powers: At will—*advanced illusion, animate dead, charm person, infravision, know alignment (always), suggestion, teleport without error, affect normal fires, command, fear (by touch), produce flame*. Once/day—*gate (50%) 2d6 abishai or 1d6 barbazu*.

Cornugon: Int Exceptional; AL LE; AC -2; MV 9, fl 18 (C); HD 10; hp 56; THAC0 11; #AT 4; Dmg 1d4/1d4/1d4+1/1d3 (claw, claw, bite, tail); SA tail wounds bleed 1 point per round until bound, fear 5' radius—save vs rods or flee in terror for 1d6 rounds; SD innate powers, +2 or better weapons to hit, regenerate 2 points per round; MR 50%; SZ L (9'); ML 10.

Innate powers: At will—*advanced illusion, animate dead, charm person, infravision, know alignment (always), suggestion, teleport without error, detect magic, ESP, produce flame, pyrotechnics*. Three/day—*lightning bolt*. Once/day—*wall of fire, gate (50%) 2d8 abishai or 1d3 cornugons*.

Verchin and Charbane fight to the death.

Once rescued, Carston will admit to trafficking information pertaining to powerful knights and paladins. He actually had a rather small role in Charbane's greater scheme of things. He is aware that Charbane has other people working for him. Also, he knows of some other knights who are targeted by the Bloody Fang, and can help prevent those murders.

Conclusion

Assuming that the PCs successfully complete the mission:

It's been some celebration to end the war! You were able to banish a Baatezu and release a charmed wizard in the process! Returning to the ball triumphantly Lady Lauren DeVillars honors you before all your peers.

This scene should be role-played; the above is provided in case time is running out. They can return to the ball when done and report what has been happening to Lady DeVillars, along with the results of the *speak with dead* on Ian. They should not have had time to do so previously.

If they have not changed their clothes, then they look pretty messy (water, dirt, blood, etc). Guests at the party will look askance at them for coming in this dirty fashion, even after they hear about the goings on. Risk of death is past, and showing up to such a ball in rags and dirt is really not excusable. Rooster knights especially should change, and their appearance will affect their earning of a knightly honor.

Once these matters have been dealt with, Lady Lauren presents the honors in front of the assembled knights. Make a big deal of this too.

Do not forget to run "Aren't Puppies Cute" if you have not done so yet.

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. In this event, the lowest tier is 2, but for simplicity the XP is still figured for tier 1. Multiply the total by the tier according to this chart to get the award:

| | |
|--------------|--------|
| Levels 14-25 | Tier 2 |
| Levels 26-37 | Tier 3 |
| Levels 38-56 | Tier 4 |
| Levels 57+ | Tier 5 |

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

| | |
|--|--------|
| Defeating Charbane in duel | 250 xp |
| Defeating flesh golems | 350 xp |
| Solving chess puzzle | 100 xp |
| Defeating Charbane and minions | 700 xp |
| Freeing Carston Willows from charm without killing him | 100 xp |

| | |
|----------------------------------|----------|
| Total Experience for Objectives: | 1,500 xp |
| Role-playing Experience: | 0-500 xp |

Total Possible Experience: 2,000 xp

| | |
|-------------|-----------|
| For Tier 2: | 4,000 xp |
| For Tier 3: | 6,000 xp |
| For Tier 4: | 8,000 xp |
| For Tier 5: | 10,000 xp |

Treasure Summary

If it's not on this list, the PCs cannot keep it.

- *Bridle of control*
- *Horseshoes of protection +2*
- *Saddle of stability*
- *Heavy lance +2*
- Wizard Spellbook: 1st level—*color spray, magic missile, jump, shocking grasp*; 2nd level—*blindness, levitate, mirror image, web*; 3rd level—*fireball, lightning bolt*; 4th level—*phantasmal killer*; 5th level—*Bigby's interposing hand, shadow magic*; 6th level—*feblemind*

Fame Award

Each PC receives one Fame Point in Upper Class.

Knightly Honors

Roosters who return to the ball after completing the mission, and who have not taken any damage, may receive the Gold Sword.

- Gold Sword -- An elegant and functional weapon. It looks nice on state occasions. Given out to the best dressed Rooster, who even if he is forced to adventure through the city's sewers, always looks elegant.

If a knight of the **Dove** realizes that the killer of the tattoo artist may have obtained the names of all those hawk knights who have earned the Hawk Tattoo, and brings the wizard in alive, he may receive the Crystal Paperweight.

- Crystal Paperweight -- Given to a knight who uses his mind to discover how an evil doer is cheating the city. The knight and his or her friends must succeed in bringing the evildoer in alive to face the city's justice.

If a knight of the **Right Hand of Tyr** melees with the Baatezu and at least banishes it without dying, he may receive the Book of Fair Prayers.

- Book of Fair Prayers -- For confronting a creature of the lower planes of at least the knight's level and destroying it, or banishing it back to the lower planes.

If a knight of the **Keepers of the Mystic Flame** captures the wizard and brings him in to justice, he may receive the Ruby.

- The Ruby -- Earned by a knight who captures and brings to justice a being whose actions have proved to be a magical threat to the city.

If a knight of the **Phoenix** defeats the Baatezu in combat, he will receive one of the following two honors, depending on whether or not he received help

- The Iron Feather -- This honor is given to a knight or knight-squire who through direct action defeated or otherwise banished a powerful undead or extra-planar creature which threatened the city of Ravens Bluff.
- The Brass Talon -- This honor is given to a knight or knight-squire who single-handedly destroys a level-draining undead or free-willed fiend from the lower planes in defense of the city of Ravens Bluff.

If a knight of the **Pillars of the Realm** defeats a Flesh Golem in single combat, all the while taking damage from the eels, he may receive the Jade Ring.

- The Jade Ring -- Given to a knight who, while on a mission, survived extreme conditions of weather and other circumstances, and successfully completed the task that brought them there.

If a knight of the **Griffon** shows reckless courage in facing Charbane, at the joust and the final battle, and his actions inspire other PCs to greater acts which result in victory, he or she is eligible for the Griffon Feather Necklace.

- Griffon Feather Necklace --For reckless courage that inspires others to accomplish a great victory over a powerful enemy.

There is no knightly honor available for knights of the **Hawk**.

Chivalry Points

For the PCs to receive a chivalry point, they:

- a) Must not have balked at Lady DeVillars' requests.
- b) Must not have given or received aid during the joust.
- c) Must have completed the mission and removed the threat of Carston Willows and Charbane. Banishing Charbane or making him teleport away will suffice.
- d) Must have tried to bring Carston out of this alive and with charm spell broken.

Negative Chivalry Points

PCs who were rude at the ball consistently, and who showed cowardice throughout the module, should be awarded a -1 chivalry point.

Player Handout Knight Moves

White at bottom of diagram, having just played PxP. Black to play.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| R | | | Q | K | B | N | R |
| P | P | P | | | P | P | |
| | | N | P | | | | P |
| | | | | P | | | |
| | | B | | P | | B | |
| | | N | | | N | | |
| P | P | P | | | P | P | P |
| R | | B | Q | K | | | R |