

# **The Fallen Knight**

**Part one of the Corruptor Series  
A Two round Living City Tournament**

**Round One**

**By Sean Duff**

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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

NEW: 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. Then take that total and divide it by 2x the number of players. This will give you a number in the range 1-6 (round down). This number is the tier. If your number is higher than the top tier for the adventure, use the top tier.

For reference, character levels fall into tiers as follows:

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+

## Dm Background:

In the past year a new threat has emerged in the vast a new self-proclaimed warlord has been terrorizing the smaller villages. He has stayed away from the major cities and even the bands of soldiers that the larger cities have organized to take out this threat. It's as if he knows their routes and plans for the destruction of bandits. Well unfortunately he does, the new leader of

the band of the Red Sun was once a paladin of Tyr. He worked as an advisor for many of the cities in the Vast on the elimination of bandits.

One day while adventuring, Wilton O'Frinn defeated a band of shadows that was plaguing a small town. When he investigated further he discovered an ancient evil artifact was behind the generation of the shadows, and the artifact would continue to until destroyed. When he made an attempt to destroy the artifact he smashed down on the talisman of ancient shadows. Nothing happened to the talisman but the paladin unfortunately was infused with the evil essence of the item. So now he travels the vast with the Talisman and doing the opposite of what he did when he was pure, he is now the bandit terrifying those that travel.

A mage named Kelv, Wilton's former friend and ally, had discovered the truth about the paladin and wishes he to return to his former life. So, he sends out a messenger to discover a small group of heroes to defeat the paladin.

The paladin can be turned back to the side of good if the talisman's secret is discovered. For years two items of ancient power offset one another. The *talisman of ancient shadows* was created by an evil and very powerful wizard back in the days of Netheril. So a good wizard and a priest of a long-dead god got together to create the *talisman of pure radiance*. When the two items are with in 20 yards of one another they offset the other's effects and render each of their magic useless.

The *talisman of ancient shadows* was discovered by a thief named dougal that pilfered the item from an ancient underground temple he found. The thief was killed by the paladin in his quest to destroy the shadows and save the village. Then when the paladin went to destroy the talisman he was infused with the evil that taints the item.

It will be up to the PCs to discover the location of the ancient temple and recover the *talisman of pure radiance*. In Round Two it will be up to the PCs to track down and neutralize the talisman's effects on the paladin Wilton. During the course of this adventure the group will have overcome the guardians of the *talisman of pure radiance* and uncover the truth behind why the temple was once again discovered.

The adventure starts off with the PCs being summoned to the temple of Mystra to meet with the mage named Kelv. He will then transport the party magically to the city of Hlintar. Under the town that is famous for horses and pig farms is the crypt of Balazabar a dwarf that was entrusted with the protection of the talismans in life and in death. During the course of the adventure they will find that there are four groups competing to find the entrance to the crypt: the Silken Dougal's guild, the Band of the Red Sun, the

Scorned (a rival thieves guild), and the priestesses of Shar.

## Corruptor Series Background:

The Vast is now home to an evil out to corrupt the best and most shining examples of valor and good through out the area. This evil has now claimed three paladins by leading them to evil items that corrupt their souls. One was the paladin the Anton DeMagus defeated, second was Anton himself. And third is the paladin Wilton O' Frinn that the PCs are sent to rescue. As the series stretches out the PCs will be woven into a wicked plots that corrupts the good-hearted to evil and spreads the cause of darkness. An ancient evil is behind all of this and as the series unfolds in its four parts the PCs will discover more and more about what is behind the rash of evil behind the changes.

## Key Event summary

**Encounter 1:** PCs are summoned to the temple of Mystra for a mysterious meeting with a mage. He asks them for help in recovering an artifact that is needed to save a friend. Once PCs agree he will cast a *world walk* spell, and transport them to the city of Hlinter.

**Encounters 2-6:** Once the PCs leave Kelv's tower, they will have three places they could visit to look for hints about the thief Dougal and the entrance to the tomb. During this time the PCs will traverse the streets of Hlinter, visiting the dead thieves former hangouts. They will run into two bands of thugs. The first is a bandit group trying to keep the PCs from finding the *talisman of pure radiance*. The second is a group of thieves trying to keep rivals away from the tomb before they have had a chance to visit it. Once the PCs have recovered both the map at Larrot's and the journal at Dougal's apartment, they will be able to move on to the tomb of Balazbar to recover the item.

**Encounter 7:** The PCs will battle the forces of Kimber Gallen who are attempting to gain the talisman for their own purposes. In this battle the PCs should defeat the priestess of Shar and her minions and talk to the Arch Lich Balazbar. Then they must convince Balazbar to then give the PCs the *talisman of pure radiance*. Once the PCs have the item they should go to Kelv's tower. At this point round one ends.

## Encounter 1: The Summoning

*A knock comes at your door early one morning as a small mousy man stands in the door way looking rather nervous. As you come to the door he speaks "Brave adventurer your service is needed by my master. We are from the merchant town of Hlinter, and have heard Ravens Bluff had some excellent people for the type of job we need done. If you will my master would like to meet with you at the steps of the temple of Mystra, where matters can assuredly be discussed in private." With that the small mousy men heads down the streets and out of site.*

If the PCs ask why they wish to meet at the temple of Mystra tell them that his master believes there is some scrying attempts being made on him and more will be explained later. He is called Peek.

After the PCs decide to go on the adventure read the following.

*As you approach the steps to the temple of Mystra a Large balding man in his thirties approaches you. He has blond receding hair flecked with gray and a goatee on his chin. He wears the robes of a mage and as you approach a warm smile spreads on his face. "So glad to see you could make it I am Kelv Cormantle. I take it Peek wasn't to annoying when he approached you this morning. Well the mission is a simple one I just need some ingredients uncovered," he says but he waves his hands for you to follow him into the temple grounds. As you enter the temple you see his face change slightly and he begins to make gestures for a spell. "Sorry for all the secrets, I'm afraid that someone has been watching me. Every time I try and get this mission accomplished it fails. I believe that someone has been scrying on me to determine what I do next.*

*He begins to pace and then turns back towards you and speaks "The real reason I have brought you here is to help me recover a friend's soul. You see, through a fault in my own research I sent a good friend to destroy an item of evil. This item could not be destroyed, and as a result of my laziness a good friend has been turned to the side of shadows. I sent a paladin out to destroy a man and an evil that had been plaguing the Vast. Wilton was quite the capable bandit hunter and had no problem tracking and defeating this man. However when he tried to destroy the talisman of ancient shadows it bent his mind to the side of evil." He pauses looking at your facial reactions for effect then begins again. "You see what I didn't know is that the only way to counteract the effects of the item is to have it with in 20 yards of another powerful ancient item of magic. The talisman of pure radiance was created centuries ago to counter*

*the evil of the shadow talisman. A hidden temple was created to house the items and hope of them never being found was pressing.”*

*“You see, in the town of Hlintar to the north, a legend of hidden gold drew thieves to look everywhere. Unfortunately the ancient temple rested near the city, and some blundering thief discovered it and stole the talisman of ancient shadows. The talisman was removed from the temple and caused its evil to be unleashed on the world again. What I need you to do is find where this temple is and uncover the talisman of pure radiance. Once this is accomplished we can worry about tracking down the paladin and restoring his soul.” he finishes his story with a pleading look in his eye. “The thief’s name was Dougal. I have uncovered several of his known hangouts. One was Triple B’s, oh that’s what the locals call it sorry, Beinholds Busted Bones is the name out-of-towners use for it. There was another bar called Eggies he was known to frequent, and finally I believe he sold his goods to a pawnbroker named Larrot. If you check these leads perhaps a way to the temple can be found. These are all the leads I have been able to turn up. No one really wants to talk to me about Dougal as they know I was Wilton’s friend and that he was the one that ended his life. So, please find the temple for that is where the talisman lies.” he says finishing his long-winded speech and waiting for your replies.*

The spell he cast was a ward against scrying, he does not want his conversation overheard. If the PCs do detect for scrying they will discover that indeed they are being scryed upon until they enter the temple. If the PCs ask for any information on the thief from Hlintar Kely can tell them the following

1. His name was Dougal Bonette and he was a fairly incompetent thief.
2. He was seen shortly after discovering the temple in the hills north of the city
3. After he discovered it he had a strange aura about him and he immediately left the city
4. He had a friend in Hlintar, a well known pawn that may have bought items he pilfered from the temple. The pawn’s name is Larrot Huxter and is a merchant in the city. He also knows of his other known hangouts, BBB, and Eggies Tavern.

This is all he knows about the thief and the location of the temple. If the PCs ask why he doesn’t go and discover the temple he will say that he is being watched too closely and that he fears if he goes to find it he will be beset by an ambush. He will offer a reward of 500 gold pieces to each PC if they can help save the paladin from the evil wrought by the ancient artifact. Once the PCs accept the mission read the following:

*“Please stand back one second,” says the mage as he begins weaving a spell. With a quick flash of his hands a silver gateway opens to another place. Looking beyond you see what appears to be a plush living room in a circular tower. “There is my home, there is Hlintar. So if you are ready for the investigation lets go,” he says stepping through the gate.*

Once PCs step through the gate and after they roleplay some questions read the following:

*“Now would be the time to leave. Few people will be on the street to see you leave my tower. It would not be wise to let people know you are working for me as they have all given me the cold shoulder. So, be careful out there and when you get the talisman return here.” With that he opens the door into the merchants’ city of Hlintar.*

Note: The PCs may want to travel overland to Hlintar. This is fine; it is only a three days’ journey to the north to get there. No encounters along the way, and the characters can approach the town any way they desire.

## Hlintar

Some Notes on Hlintar for DM and PCs

From the *Forgotten Realms® Campaign Setting*: The cross roads town of Hlintar sits at the intersection of the Hlintar Ride, going to Calaunt and Dragon Falls, and the Cross Road, leading to Ravens Bluff and Kurth, and trades with all of these towns and cities. It is ruled by a master merchant, the head of a council of merchants, and its government reflects its leader - light rule save for matters that threaten the local economy. Hlintar is known for its pig farms and horses.

Hlintar is also known for the hatred that it inspires in dwarven hearts. Well over a hundred winters ago, a corrupt and evil master merchant coveted the dwarf-held lands east of the town. The leaders of these small communities were invited to meet with the master merchant, then killed in their sleep. Some escaped and later gained revenge by catching the master merchant in his own bedroom and breaking every bone and joint in his body. Since that day, no dwarf formerly native to Hlintar will enter the city.

Hlintar has a number of good inns, the most popular being Beindold’s Busted Bones (Master Merchant Beindold was the corrupt one of legend). It is a regular meeting spot for individuals who do not want to be seen in Calaunt or Ravens Bluff.

Hlintar has a small temple to Chauntea, presided over by Gosmani Hagaris (N hm D7), and one to Lliira,

controlled by Joybringer Halira Chessman (N hef P6). There are also shrines to Waukeen (abandoned), Selûne Talos, and several dwarven deities nearby.

From *Elminster's Everwinking Eye: Treasures of the Vast, Part Three* by Ed Greenwood (Polyhedron #91, January, 1994): A crossroads town always jingling with money in the pockets, purses, and saddlebags of the busy merchants passing through it, Hlintar is a place of much intrigue and wealth.

A traveler can hear tales of double-crossing merchants who didn't live to reclaim their hidden savings in every bar. Folk in Hlintar were so rich, the tales go, that they ran out of places to hide their loot. And too many thieves were growing fat just pulling at loose stones in the street and in every chimney, so Hlintar's enterprising local merchants undertook a banking service of sorts.

Now that the local shrine to Waukeen has been abandoned, Hlintar's temple to Chauntea has taken over the "silent vault" service. Now sensitive goods of all sorts - from stolen statues of recognizable monarchs to the bodies of prematurely and conveniently deceased relatives - are stored out of sight in monster and spell-guarded vaults under the temple for a one gp/strongchest/month fee. Few thieves try to pry into these holdings. The guards include many "battle horror" shadowguards (animated suits of armor: see the Helmed Horror MC entry in the Halls of the High King, or in the revised boxed FORGOTTEN REALMS Campaign Setting boxed set) and at least one watchghost (a powerful undead detailed in the *Ruins of Undermountain* boxed set).

Rumor has it that Hlintar is still stuffed with caches of coins and gems: thieves tell each other to test every panel and pillar for gold bricks slathered with clay to look like normal building materials. In at least six cases, Elminster can attest, the thieves' hint is true!

One old Hlintar habit was to hide wealth in ancestral crypts. The less wealthy resorted to hollow cavities in the headstones of loved ones - but this led to smash-and-grab thief gangs hanging around the graveyard day and night, waiting to relieve the bereaved of any wealthy they might happen to be carrying. There were a few pitched battles between rival thieving gangs, and between thieves and bodyguards hired by bereaved Hlintarans, so the habit of biding gold in graves lost popularity. It is quite possible, local lore whispers that some caches of treasure remain in Hlintar's knoll-top graveyard, thanks to the thieves and some ghouls that have arisen from graves since.

As stated in the text from Mister Greenwood no dwarf wills set foot into the town of Hlintar. If the party does consist of a dwarf from the Vast area he will be very

reluctant to enter the town. Any PC dwarf that does enter will notice immediate stares of surprise and racism. As the investigation needs to take the party into the town briefly the dwarf should accompany them in, even despite the behavior he will receive.

Once in Hlintar the PCs have various locations they may wish to visit to investigate the whereabouts of the temple. There is the pawnshop that Dougal was known to frequent, a bar where he was well known, his apartment and Beindold's busted bones a location known for meeting for exchange of goods and services.

### **Encounter 2a: The Pawn**

*As you come to cross roads you notice a sign of a chess piece, when you get closer you notice that it is a pawn. Underneath the piece is writing that says Larrot's Used Goods.*

If the PCs enter they will notice all manners of goods on the shelves and stacked in piles on the floor. Once the door opens a bell rings and out steps Larrot to see what the PCs want. Larrot's reaction depends on how they dress (wealthy or poor). If the PCs are poorly dressed read first if they are richly dressed read second boxed text.

*"Yeah what the heck do you want?" says a man as he steps form around back a counter. "If ya want to buy some goods the cheap stuff is in the back. If ya want to sell me something, well you better have some proof you didn't steal it," he says in a gruff voice with rude manners.*

*"Yes, yes, please come into my humble establishment says a man in a silky smooth voice. "My name is Larrot. How may I be of service to you," he says taking a bow.*

Larrot is a merchant out to make a profit and he reacts accordingly. He will be rude to rude PCs and polite to polite PCs, he tries to get on the good side of the PCs immediately hoping to make a small profit. As soon as the PCs ask about Dougal he will immediately clam up until the PCs pay him for whatever information he knows on the situation. Larrot's one love is that of gold and he will do anything to attain more. Make sure he tries to milk the PCs for the information that he knows.

He knows the general location of the lost temple and had already hired out a group of thieves known as the Scorned to explore for the entrance to the temple. The group never returned and he and the leaders of the thieves guild are very curious as to what happened to them. But for the information he will demand a high price. For the information and the map he will charge PCs 500 gold of levels of PCs in the room. When

Dougal found the temple he only took a few items before the talisman called to him once he had the talisman he was able to escape using its powers as the various guardians awoke to defend the temple. The group that was sent by Larrot was not so lucky, they ran head first into the creatures activated and were killed. Larrot doesn't know this and fears that the group looted the temple and never returned. So he will give the PCs the information at a cost, because he expects there to be little left in it in a city full of thieves and merchants. Once the PCs pay for the information on the temple he will give them a map to its general location, but without reading the journal of Dougal they will be hard pressed to find the entrance. He will instruct them to go to Dougal's apartment if they have not already been there. There he will say they may find some insight on what caused the success of Dougal where his group failed and perhaps the exact location of the temple's entrance.

If PCs inquire about buying goods, he will have all manner of coins, jewelry, and assorted well-made jewel encrusted weapons. He will also have more mundane items such as pots and pans. If the PCs seem particularly wealthy and spend good money in the shop a bribe will not be needed.

### **Encounter 2b: Band of the Red Sun**

Kelv's fear of scrying was correct, while the Fallen Paladin has no idea the strength of the PCs he knew that Kelv had hired adventures, but he does not know what for. He wants Brogan and his men to find out why Kelv has hired the PCs. So the band followed the PCs once they came to Hlinter and will strike at them as soon as they leave the pawnshop. The PCs will be surprised on a 3 or less. The band doesn't expect the resistance they will receive from the PCs and if things turn badly they will retreat in a hurry. While Brogan and the fighters engage the party the thief will backstab a random party member in round 2. If strong magic is used against them they will probably break and run if it inflicts any amount of casualties. The leader of the band knows where to meet Wilton after the mission is accomplished however the meeting time isn't for another two weeks.

#### **Tier One**

**Brogan, hm F3:** Int Above Average; AL LE; AC 3 (chain and dex); MV 9; hp 30; THAC0 16; #AT 3/2; Dmg 1d8+6 (*long sword +1*); SA specialized in long sword; SD nil; MR nil; SZ M; ML 11.

**Finnagaen, hm T3:** Int Average; AL LE; AC 6 (dex); MV 9; hp 15; THAC0 20; #AT 1; Dmg 1-6 (short sword); SA Backstab X2, SD Hide in shadows 50%; MR nil; SZ M; ML 9.

**Thugs (3), hm F1:** Int Average; AL LE; AC 8 (leather armor); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-8 (Long swords); SA nil; SD Nil; MR Nil; SZ M; ML 8.

#### **Tier Two:**

**Brogan, hm F5:** Int Above Average; AL LE; AC 3 (chain and dex); MV 9; hp 40; THAC0 14; #AT 3/2; Dmg 1d8+6 (*long sword +1*); SA specialized in long sword; SD nil; MR nil; SZ M; ML 11.

**Finnagaen, hm T5:** Int Average; AL LE; AC 4 (dex+ leather); MV 9; hp 20; THAC0 18; #AT 1; Dmg 1-6 (short sword); SA Backstab X3, SD Hide in shadows 70%; MR nil; SZ M; ML 9.

**Thugs (3), hm F2:** Int Average; AL LE; AC 7 (Studded leather armor); MV 12; hp 16; THAC0 19; #AT 1; Dmg 1-8 (Long swords); SA nil; SD Nil; MR Nil; SZ M; ML 8.

#### **Tier Three:**

**Brogan, hm F7:** Int Above Average; AL LE; AC 1 (plate and dex); MV 9; hp 55; THAC0 12; #AT 2; Dmg 1d8+6 (*long sword +1*); SA specialized in long sword; SD nil; MR nil; SZ M; ML 11.

**Finnagaen, hm T7:** Int Average; AL LE; AC 4 (dex+ leather); MV 9; hp 30; THAC0 16; #AT 1; Dmg 1-6 (short sword); SA Backstab X3, SD Hide in shadows 70%; MR nil; SZ M; ML 9.

**Thugs (3), hm F4:** Int Average; AL LE; AC 7 (Studded leather armor); MV 12; hp 26; THAC0 16; #AT 1; Dmg 1-8+2 (Long swords + str); SA nil; SD Nil; MR Nil; SZ M; ML 8.

#### **Tier Four:**

**Brogan, hm F9:** Int Above Average; AL LE; AC -1 (Full plate and dex); MV 9; hp 75; THAC0 9; #AT 2; Dmg 1d8+6 (*long sword +1*); SA specialized in long sword; SD nil; MR nil; SZ M; ML 11.

**Finnagaen, hm T9:** Int Average; AL LE; AC 4 (dex+ leather); MV 9; hp 40; THAC0 13; #AT 1; Dmg 1-6+2 (short sword+ str); SA Backstab X4, SD Hide in shadows 90%; MR nil; SZ M; ML 9.

**Thugs (3), hm F6:** Int Average; AL LE; AC 4 (Splint mail armor); MV 12; hp 46; THAC0 13; #AT 1; Dmg 1-8+2 (Long swords+str); SA nil; SD Nil; MR Nil; SZ M; ML 8.

#### **Tier Five:**

**Brogan, hm F10:** Int Above Average; AL LE; AC -2 (Full plate and dex); MV 9; hp 80; THAC0 7; #AT 2;

Dmg 1d8+9 (long sword +1); SA specialized in long sword; SD nil; MR nil; SZ M; ML 11.

**Finnagaen, hm T9:** Int Average; AL LE; AC 4 (dex+leather); MV 9; hp 40; THAC0 13; #AT 1; Dmg 1-6+2 (short sword + str); SA Backstab X4, SD Hide in shadows 90%; MR nil; SZ M; ML 9.

**Thugs (3), hm F8:** Int Average; AL LE; AC 4 (Splint mail armor); MV 12; hp 56; THAC0 9; #AT 2; Dmg 1-8+5 (Long swords+str); SA specialized in long sword; SD Nil; MR Nil; SZ M; ML 8.

After Battle: PCs will discover a note on the bodies of the thugs or Brogan (**Players Handout One**). A rough search of the bodies will uncover 200 gold pieces along with the note. Each of the attackers also has a tattoo of a Red Sun on their arms (PCs making observation check will notice this). Brogan Carried a Long Sword +1.

### Encounter 3: Beindold's Busted Bones

When the PCs make their way here to ask about Dougal the thief that originally recovered the talisman they will be met by cold indifference of outsiders. PCs that stay awhile to drink or a bard that tells a tale or sings a song will warm the people up to the PCs. If any PC tries to intimidate anyone in the bar or use strong-arm tactics they will be asked to leave. Once PCs actually go to the inn read the following

*When you push open the doors of Beindold's Busted Bones a strong aroma of cooking meets and tabac smoke assault your senses. The tavern room of this inn famous for being named after the betrayer of dwarfs one hundred years in there past appears to have a casual atmosphere. There are man and woman sitting at the bar and several groups at the tables eating or gambling. There is a stage that is currently unoccupied and a dagger board filled with men wagering. Behind the bar a stout man with graying hair stands cleaning mugs while looking at your group enter the bar. After a couple of seconds a large husky man approaches you. "Welcome to Triple B's this is a friendly establishment and we would like to keep it as such. So, if you wouldn't mind peace tie your weapons and come in and have a good time." he says returning to his stool.*

Once inside of the inn the PCs can do several things that will direct them to either the pawnshop or Dougal's home in the city.

PCs that play daggers with the men and lose money can get information from one of their fellow gamers, Toki. Once he has taken some gold from the PCs (18 cha, 18 dex, and master gamer, specialized throwing daggers) he will answer PC questions regarding Dougal and rumors of the lost to tomb. He is really a member of the Harpers and has interest in the finding of the talisman to stop the rampaging paladin. He has yet to find a way into the tomb but is keeping his eyes and ears open.

The PCs can perform for the audience that currently looks bored. Once this is done the bartender, a man named Danny, will approach the PCs and thank them for their efforts. If the PCs go to him later he will tell them that Dougal was known to hang out at Eggie's a bar in the warehouse section of town.

The PCs can bribe the bouncer Bruno, a large retired adventurer that keeps his eye open for thieves (after all this is a town known for them). If a PC is caught trying to pick pockets in here, Bruno will throw the offender out by the scruff of the shirt collar. If the PCs offer Bruno 10 gold pieces he will tell them that Dougal sold his goods to a pawn broker named Larrot.

The PCs can ask the patrons of the bar. This will result in no useful knowledge.

**Toki, hm F (Sw)8:** Int above avg; AL CG; hp 60; AC 0 (Leather + dex, Cloak); #AT 3 (thrown daggers); THAC0 7 (specialization, dex bonus, *throwing daggers* +1); Dmg 1-4+5 (Str+spec,+1dagger); SA none; SD +2 bonus on all saves; SZ M; ML 19.

### Encounter 4: Eggies Eatery and Tavern

The PCs will make their way to Eggie's eventually, as the home of Dougal was located above this establishment. Once the PCs get here, depending on their actions of going into the bar or going up to his apartment the PCs will be approached by members of a local thieves guild. They have heard the PCs asking questions about their fallen comrade Dougal. If the PCs enter the bar the encounter will take place once they leave. If the PCs try to go right up to the apartment it will take place in the ally where the outside staircase leads up.

Once they enter the bar read the following.

*Once you open the doors to this downtrodden establishment an immediate smell of cooking stew assaults your noses. The stew actually smells good and the inside of the establishment makes you reconsider your opinion about the outside of it. Sturdy oak tables are around a main stage area where a minstrel is*

*currently performing. Attractive serving girls make their way with ale and stew through the crowded common room serving the many patrons that inhabit Eggie's. A lovely female serving woman come up to your group and asks how she may help you.*

From here you can take some liberties with roleplaying, there is about every type of being in this establishment at the moment and the PCs can converse with who ever they want. There are only two people that knew that Dougal lived up above the bar: Egg (the bartender and owner), and a serving girl that was known to share Dougal's company.

Egg is really the head of a Thieves' Guild in the city and is a massive bald headed man with earrings in both ears. He is smart and a charismatic leader, he wishes to know what corrupted Dougal to do such evil acts. While being thieves, the members of The Silken, one of many thieves' guilds in the city of Hlinter, were not killers. If the PCs approach Egg about Dougal he will offer them a tail once the PCs will agree to return to him to tell him the tail of what went wrong in the crypt. Once PCs do agree to it read the following:

*“Me and Dougal where tight friends, ya see. He lived right above the place in one of the apartments, and we often stayed up late into the nights sharing a pint or two. Sure he was a pick, but that's all he did. He wasn't a bad fella, at least till he went into that damned tomb. He found a map one day in the old grave yards when he was, well when he was searching for some goods. And he decided that the next day he would check it out. He was braggin' to me about how this one would make him rich and he would never have to steal again. When he came back he wasn't rich at all he just had this shadowy talisman around his neck and he was changed. The next day he left the city and never returned, and later I heard he was killed while he was doing unspeakable acts. I want to know if something in that crypt changed him, and if it did I would like to see it dead. Dougal was a good fellow and he deserves better than what he got.”*

Once he finishes he gets a little weepy and will give the PCs a key to the apartment.

## Encounter 5: The Scorned

The Scorned is a rival thieves' guild and where the ones that Larrot recruited to go investigate the temple. When those hired by Larrot never returned the thieves of the Scorned assumed that the Silken had something to do with it but they're not sure. They have heard about the PCs asking questions about Dougal and The Temple.

They don't want anyone else to get to the temple before they can figure out what's wrong with it and how it can be looted. Once the PCs arrive the Scorned will know them as enemy and attack. The scorned have left fairly incompetent thieves to watch the apartment, thinking it a bad lead but wanting to leave no stone unturned. So now they assume there is a third group searching for the tomb and its secret treasures. The rumors of vast riches have turned all thieves into greed driven killers that they usually aren't.

The thieves are unskilled at group combat and fight individually. Orson approaches the group while the others are all hidden in the ally successfully using their *hide in shadows* ability. Harn will use the claw on any obvious magic users and then cast his most harmful spells. Tarm will approach to backstab any fighter engaging Orson. Terk will hide behind a trash can firing sling bullets trying to disturb spells. The PCs should have an easy enough time in defeating the members of the Scorned; once two of their numbers goes down the others will try to make a run for it and warn their leaders of the PCs.

Once PCs are make their way towards the apartment read following. If PCs carefully scout the alley way first they may be able to surprise the thieves.

*As you make your way up the winding stair case a man stepping out of the shadows draws a sword and approaches the base of the stairs looking to block you off. “Get um Boys.” he says and other men step out of the shadows.*

### Tier One:

**Orson, hm F3:** Int Average: AL CE; AC 4 (Chain armor+ dex); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1-8 (Long sword); SA nil; SD Nil; MR Nil; ML 11.

**Tarm, hm T2:** Int Average: AL CE; AC 8 (leather armor); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-8 (Long swords); SA back stab x2; SD Tumbling, hs 35%; MR Nil; ML 11

**Harn, hem F1/W1:** Int Average: AL LE; AC 7 (dex); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-8 (Long swords); SA spells; SD 30% resistant to charm, sleep; MR Nil; ML 11.

Spells: *magic missile*

Magic Items: *claw of magic stealing*

**Terk, halfM T2:** Int Average: AL CN; AC 6 (leather armor, dex); MV 12; hp 10; THAC0 14 (dex and halfling bonus); #AT 1; Dmg 1-4+2 (*sling* +2); SA Back stab X2; SD Tumbling, HS 55%; MR Nil; ML 8

Magic Item: *sling* +2

### Tier Two:

**Orson, hm F5:** Int Average: AL CE; AC 4 (Chain armor+ dex); MV 12; hp 35; THAC0 15; #AT 1; Dmg 1-8+2 (Long sword+ str); SA nil; SD Nil; MR Nil; ML 11.

**Tarm, hm T4:** Int Average: AL CE; AC 8 (leather armor); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1-8 (Long swords); SA back stabx3; SD Tumbling, hs 55%; MR Nil; ML 11.

**Harn, hem F3/W3:** Int Average: AL LE; AC 7 (dex); MV 12; hp 16; THAC0 18; #AT 1; Dmg 1-8 (Long swords); SA spells; SD 30% resistant to charm, sleep; MR Nil; ML 11.

Spells: 1st: *magic missile*, *burning hands*; 2nd *Melf's acid arrow*

Magic Items: *claw of magic stealing*

**Terk, halfM T4:** Int Average: AL CN; AC 6 (leather armor, dex); MV 12; hp 20; THAC0 14 (dex and halfling bonus); #AT 1; Dmg 1-4+2 (*sling* +2); SA Back stab X3; SD Tumbling, HS 75%; MR Nil; ML 8

Magic Item: *sling* +2

### Tier Three:

**Orson, hm F7:** Int Average: AL CE; AC 4 (Chain armor+ dex); MV 12; hp 48; THAC0 12; #AT 2; Dmg 1-8+5 (Long sword+str); SA specialized long sword; SD Nil; MR Nil; SZ M; ML 11.

**Tarm, hm T6:** Int Average: AL CE; AC 8 (leather armor); MV 12; hp 31; THAC0 20; #AT 1; Dmg 1-8 (Long swords); SA back stab x3; SD Tumbling, hs 35%; MR Nil; SZ M; ML 11

**Harn, hem F5/W5:** Int Average: AL LE; AC 2 (*armor* precast, *blur*, dex); MV 12; hp 28; THAC0 20; #AT 1; Dmg 1-8 (Long swords); SA spells; SD 30% resistant to charm, sleep; MR Nil; SZ M; ML 11.

Spells: 1st level-*magic missile* x2, *armor\**, *burning hands*; 2nd level-*blur\**, *Melf's acid arrow*; 3rd level-*lightning bolt*.

Magic Items: *claw of magic stealing*

**Terk, halfM T7:** Int Average: AL CN; AC 4 (leather armor, dex); MV 12; hp 30; THAC0 10 (dex and halfling bonus); #AT 1; Dmg 1-4+2 (*sling* +2); SA Back stabX2; SD Tumbling, HS 75%; MR Nil; SZ S; ML 8

Magic Item: *sling* +2

### Tier 4:

**Orson, hm F8:** Int Average: AL CE; AC 4 (Chain armor+ dex); MV 12; hp 58; THAC0 9; #AT 2; Dmg 1-

8+6 (Long sword+str); SA specialized long sword; SD Nil; MR Nil; SZ M; ML 11.

**Tarm, hm T8:** Int Average: AL CE; AC 4 (leather armor+dex); MV 12; hp 31; THAC0 13; #AT 1; Dmg 1-8+2 (long sword + str); SA backstab x4; SD Tumbling, hs 85%; MR Nil; SZ M; ML 11

**Harn, hem F6/W6:** Int Average: AL LE; AC 2 (*armor* precast, *blur*, dex); MV 12; hp 28; THAC0 20; #AT 1; Dmg 1-8 (Long swords); SA spells; SD 30% resistant to charm, sleep; MR Nil; SZ M; ML 11.

Spells: 1st level-*magic missile* x2, *armor\**, *burning hands*; 2nd level-*blur\**, *Melf's acid arrow*; 3rd level-*lightning bolt* x2.

Magic Items: *claw of magic stealing*

**Terk, halfM T9:** Int Average: AL CN; AC 4 (leather armor, dex); MV 12; hp 30; THAC0 9 (dex and halfling bonus); #AT 1; Dmg 1-4+2 (*sling* +2); SA Back stabX5; SD Tumbling, HS 95%; MR Nil; SZ S; ML 8

Magic Item: *sling* +2

### Tier 5:

**Orson, hm F10:** Int Average: AL CE; AC -3 (Full Plate Mail+ dex); MV 12; hp 88; THAC0 9and 11; #AT 3; Dmg 1-8+9, 1d6+6 (Long sword+str, short sword); SA specialized long sword; SD Nil; MR Nil; SZ M; ML 11.

**Tarm, hm T10:** Int Average: AL CE; AC 4 (leather armor+dex); MV 12; hp 61; THAC0 13; #AT 2; Dmg 1-8+2, 1d6+2 (Long sword, str, short sword); SA back stabx4; SD Tumbling, hs 85%; MR Nil; SZ M; ML 11

**Harn, hem F8/W8:** Int Average: AL LE; AC 2 (*armor* precast, *blur*, dex); MV 12; hp 55; THAC0 11; #AT 1; Dmg 1-8+3 (Long sword+str); SA spells; SD 30% resistant to charm, sleep, *stoneskin* (6); MR Nil; SZ M; ML 11.

Spells: 1st level-*magic missile* x2, *armor\**, *burning hands*; 2nd level-*blur\**, *Melf's acid arrow*, *mirror image*; 3rd level- *lightning bolt* x2, *fly*; 4th level-*ice storm*, *stoneskin\** (6).

Magic Items: *Claw of magic stealing*

**Terk, halfM T11:** Int Average: AL CN; AC 4 (leather armor, dex); MV 12; hp 50; THAC0 7 (dex and halfling bonus); #AT 1; Dmg 1-4+2 (*sling* +2); SA Back stabX5; SD Tumbling, HS 95%; MR Nil; SZ S; ML 8

Magic Item: *sling* +2

Treasure: PCs find 22 pp, 40 gp, 100 sp, and a *sling* +2.

Note: the *claw of magic stealing* cannot be kept by the PCs. It dissolves into goo as soon as its owner dies. This peculiar item is usually fashioned in the form of a

miniature silver hand or claw. An attempt to identify it will suggest that it is an item capable of casting the 2nd-level wizard spell *spectral hand* three times per day. The claw can indeed do this, but this is only its secondary function.

The claw's real purpose is to steal spells from other spellcasters. If the victim of the *spectral hand* spell is a wizard, he must make a saving throw versus spell. Failure to make this save means that a randomly selected spell is drained from his memory and its energy is transferred to the claw's owner. The owner of the claw may then use this magical energy to "power" a memorized spell of his own, provided it is of the same or lower level. Such a spell may be cast without being lost from the mind of the wizard possessing the claw.

The *claw of magic stealing* does not store magical energy in any way; either the owner of the claw uses the energy to "power" a spell on the next round, or the energy dissipates and is lost.

If the PCs manage to capture any of the members of the scorned the slightest hint of threat or intimidation will cause the member to tell what they know. What they do know is that the tomb has a guardian that has defeated the group they sent there the first time.

*“Larrot contacted the guild and told them he needed some men, we sent some basic grave robbers in there and they never came back. We weren't sure if it was a rival guild thou. So there's either a guardian in there or someone else wants that stuff for themselves.”*

Any member captured or spoken with while dead will give that information and tell the PCs that Larrot is the only one that knows how to get to the tomb. There is also a journal in the apartment of Dougal but it has yet to be found.

## Encounter 6: Dougal's Apartment

*As you enter the apartment of the dead thief Dougal you notice that it has been ransacked. Tables are turned over and drawers all open, the bed is on the floor with the stuffing ripped out of it. It appears as if no stone has been unturned as someone searched the apartment for wealth. On a desk is several books thrown into a pile and a bottle of pen ink is spilled on the top of it. Apparently whoever was here looked everywhere.*

Fortunately for the PCs the thieves that ransacked the place could not read and didn't realize that one of the books was Dougal's Journal. In this journal is how to

get into the tomb, if the PCs have the map. If the PCs don't think to look into the book have a PC with Observation and Reading Writing can make a check versus both if they make them they will notice that one book is called *Adventurers of Dougal, Thief Extraordinaire*. Once the PCs find this journal they will be able to interpret the directions, on the map to the tomb of Balazabar and head into the tomb to see if they can recover the *talisman of pure radiance*.

The other group that was here and discovered the entrance to the temple was a group from a temple of Shar. They have heard of the *talisman of ancient shadows* and want it for their own. So they plan on going to the temple and gaining the *talisman of pure radiance* to help them defeat the former paladin. They found the direct map to the entrance in the mattress's stuffing. They did not read the manual and do not know that there is another source to find its secret entrance. The group works for a common enemy of Ravens Bluff's PCs, Kimber Galin. They hope to gain favor with her and Shar by gaining the *talisman of ancient shadows* for her. This will greatly increase her abilities with controlling undead and shadow magic. Thus they look for it at all costs, including killing any PCs in their way.

## Encounter 7: The Tomb of Balazabar

The PCs will have needed to find both the map and the journal to be able to decipher the exact location of the temple. Once they have found both they will be able to determine the location of the temple.

When the PCs approach the tombs entrance a short distance from the graveyards covering the hills outside of Hlintar. The PCs can see that the tomb's hidden entrance has been forced open by magic, as the area is covered with scorched earth. The priestesses of Shar blasted the entrance using a wand of fireballs. Once inside they used their powers to sway the undead guardians in the tomb to turn on their master, the Arch Warrior Lich Balazabar, the tombs chief defender. Now the priestesses hold the Arch Lich at bay using their command undead power and using the *combine* spell to gather enough power to keep the warrior lich at bay. While the priestesses of Shar do this their thugs and thieves do a through search for any usable items the temple may house. The *talisman of pure radiance* lies encased in a mystic spell that the Arch Lich is somehow maintaining despite the fact that priestesses have sway over it. The lich's will is weakening when the PCs enter and the glimmering protection sphere is about to falter. Once the PCs enter the tomb read the following:

*As you crest the hill following the instructions in Dougal's journal a confounding site is before you. Where the entrance to the temple is said to be there is scorched earth in a fifty-foot radius, and a massive hole in the ground. As you step closer you can see that there are stone stairs intact and heading down into the earth. There is a stone door halfway down the stairs that looks like it was blown off its hinges.*

PCs making a successful spellcraft check can tell that several *fireball* spells were used. PCs using a tracking check can determine that several booted figures walked down the stairs. Once the PCs descend down the stairs read the following.

*As you descend into the earth it appears as if the steps go on forever, you would say that you have gone down at least two hundred feet down into the earth. As you near the landing of the stairs a bright light can be seen coming through an open doorway. There is some chanting that can be heard as you make your way to the bottom.*

PCs that stop to listen can make several actions. PCs making a religion check can determine the God being prayed to is Shar. PCs can take one round's worth of actions before the chanting really picks up. If the PCs take longer than a round to make the final descent the priestesses will have gotten the dwarven warrior lich to drop the protection radius on the *talisman of pure radiance*. If the PCs do react the dwarf will have renewed faith and continue to resist their powers.

To PCs that go down after one round ONLY read the following:

*As you make your way down the final flight of stairs a huge room stands before you. The room is half white and half black, painted that way long ago as it appears faded. Six columns stand in rows of three reaching fifty feet to the ceiling above. Beyond the columns is a strange sight. Four women in black stand in a semi-circle surrounding a dwarven figure in plate mail. They are all connected by a blackish glow as they all chant in the same tone the same words. Two large men with bows stand holding their bows trained on the dwarven figure, while other men scurry about the tomb looking for treasures. As you step into the tomb the dwarven figure shouts out "Help, me they're here to take the Talisman and use it for evil." The woman in black and the men in the tomb turn their attention to you.*

If the PCs take more than a round to prepare read the following:

*As you finally decide to see what all the noise is the chanting stops and an audible pop can be heard. Entering the ground floor you see a temple with faded walls painted half black and half white. Six columns stand in the center of the tomb rising fifty feet towards the ceiling. At the far end of the room stands four women in black surrounding a dwarven figure bowing before the woman as they approach a pedestal. The pedestal glows brightly because a white talisman sits on the pedestal. "Now we can go and gain the shadow and defeat Wilton," says a woman as she approaches the pedestal. Standing near the woman are two large men riddled with weapons. As you look around further you can see four men searching various areas of the temple. One of the men turns to see you and shouts, "Intruders, kill them!"*

Once this has been said the PCs will be attacked by 2 of the priestesses with the other two maintaining control over Arch Lich.

Finally the PCs can decide to set an ambush on the outside of the tomb for the Minions of Shar. While the party will have surprise for this tactic they will have to face all 4 clerics at once, and all of their innate abilities will function outside of the tomb. Read the following if the PCs set the ambush.

*As you await the tomb robbers at the top of the stairs you can here the approach of footsteps followed by some laughing voices. "That was much easier than we thought, boy it was great to watch that creature's face when we controlled all of his undead and then destroyed them. Now we can get on to finding that fallen knight and getting back in the good graces of Kimber." The footsteps get closer.*

No matter how the PCs strike at the enemy they will have the same tactics. The fighters will block the path to the priestesses, who cast spells. The thieves will shoot shortbows until the party moves to engage. Then they will fight in pairs, always having the second of the pair maneuver his way behind the opponent and strike from behind. This is a very experienced group at fighting in groups and they should be run as such. They don't make overly stupid mistakes and they will fight to the last unless all four clerics are killed. If this happens, the men will break and run as they fear Shar's wrath for letting down the priestesses.

If the PCs kill the linked clerics when they're in the tomb they will have a very angry Arch Lich on their side. The lich will do all in his powers to help the PCs defeat the enemy. He will attack the remaining priestesses, going after one until it's defeated and then moving on to the next.

Note that *darkness* and *light* spells fizzle in this tomb, as the tomb does not allow light-affecting or shadow magic to work.

The specialty priestess is the one that turns to deal with the party as the other three continue to hold their *combine* spell and power over the Arch Lich. At higher tiers there are still charges left on the *wand of fireballs* (enough for the combat, anyway). At tier four and five all the priestess will close and cast spells as the wand is used. They're all immune to its effects thanks to the *spell immunity* spell. The rest of the warriors will shoot bows at spell casters, knowing this tactic.

### Tier 1:

**Hevony, hf P(Sp)3 of Shar:** Int Average: AL NE; AC 4 (Chain armor+ dex); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1-6+2 (*mace +2 of blunt force*); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Magic Items: *mace +2 of bluntforce*: on a natural 20 the person struck must have their armor make a save versus a crushing blow or be destroyed.

Spells: 1st level- *cause fear* x3, *cause light wounds*, *combine\**; 2nd level- *silence 15' radius*, *heat metal*, *chill metal*, *trip*.

**Kuroni, Nobi, Bonnia, hf P2 of Shar:** Int Average: AL NE; AC 4 (Chain armor+ dex); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *command*, *cause fear*, *combine\**.

**Tucker, Buxton, hm F1:** Int Average: AL CE; AC 5 (Chain Mail); MV 12; hp 8; THAC0 20; #AT 2 or 1; Dmg 1-8, 1d6 (Long sword or Short bow); SA Missile fire; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thieves (2), hm T1:** Int Average: AL CE; AC 7 (dex); MV 12; hp 7; THAC0 18 or 20; #AT 2 or 1; Dmg 1d6 (short sword or short bow); SA Backstab x2; SD HS: 35%; MR Nil; SZ M; ML 11.

### Tier 2:

**Hevony, hf P(Sp)5 of Shar:** Int Average: AL NE; AC 4 (Chain armor+ dex); MV 12; hp 32; THAC0 16; #AT 1; Dmg 1-6+2 (*mace +2 of blunt force*); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Magic Items: *mace +2 of bluntforce*: on a natural 20 the person struck must have their armor make a save versus a crushing blow or be destroyed.

Spells: 1st level- *cause fear* x3, *cause light wounds*, *combine\**; 2nd level- *silence 15' radius*, *heat metal*, *chill metal*, *trip*, *aid*; 3rd level- *prayer*, *cause blindness*.

**Kuroni, Nobi, Bonnia, hf P3 of Shar:** Int Average: AL NE; AC 4 (Chain armor+ dex); MV 12; hp 12;

THAC0 9; #AT 2; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *command*, *cause fear*, *combine\**; 2nd level- *resist fire*, *aid*.

**Tucker, Buxton, hm F3:** Int Average: AL CE; AC 5 (Chain Mail); MV 12; hp 18; THAC0 18; #AT 2 or 1; Dmg 1-8, 1d6 (Long sword or Short bow); SA Missile fire; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thieves (2), hm T3:** Int Average: AL CE; AC 7 (dex); MV 12; hp 7; THAC0 17 or 19; #AT 2 or 1; Dmg 1d6 (short sword or short bow); SA Backstab x2; SD HS: 55%; MR Nil; SZ M; ML 11.

### Tier 3:

**Hevony, hf P(Sp)7 of Shar:** Int Average: AL NE; AC 2 (Plate Mail armor+ dex); MV 12; hp 42; THAC0 14; #AT 1; Dmg 1-6+2 (*mace +2 of blunt force*); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Magic Items: *mace +2 of bluntforce*, on a natural 20 the person struck must have their armor make a save versus a crushing blow or be destroyed.

Spells 1st level- *cause fear* x3, *cause light wounds*, *combine\**, *cure light wounds*; 2nd level- *silence 15' radius*, *heat metal*, *chill metal*, *trip*, *hold person* x2; 3rd level- *armor of darkness*, *whip of Shar*, *dispel magic*, *remove paralysis*; 4th level-*free action\**, *poison*.

**Kuroni, Nobi, Bonnia, hf P5 of Shar:** Int Average: AL NE; AC 3 (Chain armor+ dex); MV 12; hp 26; THAC0 16; #AT 1; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Magic items: Nobi has a *wand of fireballs* (as many charges as are used in the battle) that she will use when she turns from the arch lich.

Spells: 1st level- *command*, *cause fear*, *combine\**; 2nd level- *resist fire*, *aid*, *flame blade*, *heat metal*; 3rd level-*cause disease*, *blindness*.

**Tucker, Buxton, hm F5:** Int Average: AL CE; AC 2 (Plate Mail+dex); MV 12; hp 38; THAC0 14; #AT 2 or 3/2; Dmg 1-8+5, 1d6 (Long sword and str, or Short bow); SA Missile fire, specialized long sword; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thieves (2), hm T5:** Int Average: AL CE; AC 4 (Leather+dex); MV 12; hp 27; THAC0 15 or 17; #AT 2 or 1; Dmg 1d6 (short sword or short bow); SA Backstab x2; SD HS: 75%; MR Nil; SZ M; ML 11.

Note: At tier three 1 priestess turns, leaving two to hold back the Arch Lich.

#### Tier 4:

**Hevony, hf P(Sp)11 of Shar:** Int Average: AL NE; AC -2 (Full Plate Mail armor, shield+ dex); MV 12; hp 70; THAC0 10; #AT 1; Dmg 1-6+4 (*mace +2 of blunt force* and str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Magic Items: *mace +2 of bluntforce*: on a natural 20 the person struck must have their armor make a save versus a crushing blow or be destroyed.

Spells 1st level- *cause fear* x3, *cause light wounds, combine\**, *cure light wounds*; 2nd level-*silence 15' radius, heat metal, chill metal, trip, hold person* x2; 3rd level- *armor of darkness, whip of Shar, dispel magic, remove paralysis*; 4th level-*free action\**, *poison, spell immunity (fireball)\**; 5th level-*slay living, flame strike*; 6th level-*blade barrier*.

**Kuroni, Nobi, Bonnia, hf P7 of Shar:** Int Average: AL NE; AC 3 (Chain armor+ dex); MV 12; hp 36; THAC0 15; #AT 1; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Magic items: Nobi has a *wand of fireballs* (as many charges as are used in the battle) that she will use when she turns from the arch lich.

Spells: 1st level- *command, cause fear, combine\**; 2nd level- *resist fire, aid, flame blade, heat metal*; 3rd level-*cause disease, blindness* x2, *prayer*; 4th level-*spell immunity (fireball)\*, poison*.

**Tucker, Buxton, hm F7:** Int Average: AL CE; AC 0 (Plate Mail+dex); MV 12; hp 58; THAC0 10 #AT 2 ; Dmg 1-8+8 1d6 (Long sword and str, or Short bow); SA Missile fire, specialized long sword; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thieves (2), hm T7:** Int Average: AL CE; AC 4 (Leather+dex); MV 12; hp 34 THAC0 13 or 15; #AT 2 or 1; Dmg 1d6 (short sword or short bow); SA Backstab x4; SD HS: 95%; MR Nil; SZ M; ML 11.

Note: at Tier 4 three priestesses turn on party leaving one priestess to hold the Arch Lich at bay.

#### Tier 5:

**Hevony, hf P(Sp)13 of Shar:** Int Average: AL NE; AC -2 (Full Plate Mail armor, shield+ dex); MV 12; hp 80; THAC0 10; #AT 1; Dmg 1-6+4 (*mace +2 of blunt force* and str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Magic Items: *mace +2 of bluntforce*: on a natural 20 the person struck must have their armor make a save versus a crushing blow or be destroyed.

Spells 1st level- *cause fear* x3, *cause light wounds, combine\**, *cure light wounds*; 2nd level-*silence 15' radius, heat metal, chill metal, trip, hold person* x2; 3rd level- *armor of darkness, whip of Shar, dispel magic,*

*remove paralysis*; 4th level-*free action\**, *poison, spell immunity (fireball)\**; 5th level-*slay living, flame strike*; 6th level- *harm, blade barrier*; 7th level- *unholy word*.

**Kuroni, Nobi, Bonnia, hf P7 of Shar:** Int Average: AL NE; AC 3 (Chain armor+ dex); MV 12; hp 36; THAC0 15; #AT 1; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Magic items: Nobi has a *wand of fireballs* (as many charges as are used in the battle) that she will use when she turns from the arch lich.

Spells: 1st level- *command, cause fear, combine\**; 2nd level: *resist fire, aid, flame blade, heat metal*; 3rd level-*cause disease, blindness* x2, *prayer*; 4th level-*spell immunity (fireball)\*, poison*.

**Tucker, Buxton, hm F9:** Int Average: AL CE; AC -3 (Full Plate Mail+dex); MV 12; hp 78; THAC0 8 #AT 2 ; Dmg 1-8+8 1d6 (Long sword and str, or Short bow); SA Missile fire, specialized long sword; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thieves (2), hm T10:** Int Average: AL CE; AC 4 (Leather+dex); MV 12; hp 34 THAC0 10 or 12; #AT 2 or 1; Dmg 1d6+2, 1d6 (short sword and str, or short bow); SA Backstab x5; SD HS: 95%; MR Nil; SZ M; ML 11.

Note at Tier 5 3 priestesses turn on party, leaving one priestess to hold the Arch Lich at bay.

If the PCs search the enemy, they find 200 pp, 400 gp, their standard equipment along with a burned-out *wand of fireballs* and a *mace +2 of blunt force*. This finely crafted mace has the head of a ram as its striking piece. The finely carved head of the mace when struck against a lock opens locked doors as if struck by a *knock* spell, on a natural 20 armor must save versus crushing blows or be destroyed. The mace has six charges of the *knock* power.

#### Balazabar The Dwarven Warrior ArchLich

After the battle is fought and the PCs have defeated Kimber's force of Shar priestesses, the dwarf creature will approach the party and begin to talk to them.

*As the last of the priestesses fall and the bow strings go silent from their warrior companions you have a second to catch your breath. Then the dwarven warrior that you helped approaches you, removing his helmet. A withered face of perhaps the oldest dwarf you have ever seen confronts you, as his beard is pure white and tattered and his head is just wisps of hair. He still walks with a powerful stride and purpose. "Hello, thank you brave warriors. I had feared I was about to fail in guarding both of my charges after all*

*these years. I know the hearts of men and yours are good, I know what you're here for and I will assist you," he says as he hands the party a talisman. "Please, if you were to return both talismans to me we can restore the balance of light and shadow. Each is too powerful to exist without the other one being near it. Please gain the talisman of ancient shadows and bring it back to me," he finishes looking at you pleadingly.*

The dwarven lich has ESP and has read the minds of the PCs as they entered the temple. Knowing them as friends his hope had lifted. And he helped the rally to defeat the enemy. He has read that the PCs are trying to offset the *talisman of ancient shadows* and hopes that once they do they can return them to the temple so he doesn't feel like a failure in his duty. If the PCs ask how he knows all this he will simply tell them the truth.

If PCs ask what the talisman of pure radiance can do he tells them that no darkness can exist within its radius. Shadow magic and dark magic falters whenever anyone tries to use such within 50 feet of the talisman. That is how it offsets the *talisman of ancient shadows*.

Once the PCs promise to return the item he will wish them well and bid them farewell and speed of travel in their quest.

Hundreds of years ago, this dwarven warrior priest gave up his right to afterlife to guard the talismans. He agreed to guard them as long as they both existed. So the wizard that created the *talisman of pure radiance* cast a *wish* upon Balazabar, and turned him into the Arch lich he is now.

Balazabar, Arch Lich, F11/P11: Int: Genius; AL LG; AC -4 (Full Plate+2+Shield +2); MV 6; hp 100; THACO 4; #AT 2; Dmg 1-8+9 plus paralysis (*mace* +3, Str 18/00); SA bonus spells per level, paralyzation when hit by weapon, SD +5 bonus to saves vs spells; MR 75%; SZ M; ML 20.

Spells 1st level- *cure light wounds* x3, *cause light wounds*, *command*; 2nd level-*silence 15' radius*, *heat metal*, *chill metal*, *trip*, *hold person* x2; 3rd level- *dispel magic* x2, *remove paralysis*, *prayer*, *animate dead*; 4th level- *cure serious wounds* x2, *divination*, *neutralize poison*; 5th level- *flame strike* x2; 6th level- *blade barrier*

Balazabar will only help the PCs defeat the priestesses if things turn bad for the PCs. He can't do anything to help out the PCs unless they kill or hold the priestess(es) that are holding him at bay. At the end of combat Balazabar will use what spells he has for healing on the PCs.

## Encounter 8: Kelv's Tower

Once the PCs have gained the *talisman of pure radiance* they should head to Kelv's for the next part of the adventure. Once there the PCs will be able to rest for two days (take a gaming break) and then Kelv will have the lead he needs to send the PCs after the Band of the Red Sun. When they do return read the following:

*Stepping up to the door of the Tower, Kelv greets you all with a warm smile. "You have returned, excellent, and you have returned with the talisman I see. This means there is hope to return Wilton to his past self. Come in and rest and heal, you're welcome to all the comforts my house has. Now I must try and find a clue to his whereabouts. Please stay here while I do my craft, I'm afraid once I have found him time will be short for you to strike and I will need to send you off immediately."*

### End of Round One

## 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. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> 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+

### Encounter 2

Getting the map

50 xp

<b>Encounter 3</b>	
Defeating Brogan	75 xp
<b>Encounter 5</b>	
For defeating the thieves	75 xp
<b>Encounter 6</b>	
For finding Dougal's Journal	50 xp
<b>Encounter 7</b>	
For defeating the Priestesses of Shar	125 xp
For getting the Talisman of Pure Radiance	75 xp
Total Experience for Objectives:	450 xp
Roleplaying Experience:	0-500 xp
<b>Total Possible Experience:</b>	<b>950 xp</b>
For Tier 2:	1,900 xp
For Tier 3:	2,850 xp
For Tier 4:	3,800 xp
For Tier 5:	4,750 xp

## Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

### Encounter 3

- 200 gold pieces
- *Long sword +1*

### Encounter 6

- *Sling +2*
- 22 pp
- 40 gp
- 100 sp

### Encounter 8

- *Mace +2 of blunt force*: This finely crafted mace has the head of a ram as its striking piece. The finely carved head of the mace when struck against a lock opens locked doors as if struck by a knock spell, on a natural 20 armor must save versus crushing blows or be destroyed. The mace has six charges of the knock power.
- 200 pp
- 400 gp

### Fame Award

None yet. The adventure is not over.

**Player Handout One.**

*Brogan, I fear an old friend of mine has decided to take an interest in my newfound activities. He has gone and hired a band of worthless adventurers. I fear that he will try and find a way to stop our profitable enterprise. I want you to go to Hlintar, and kill these adventurers. Be on the lookout and report back to the usual meeting place at the usual time when you have completed the task. Do not fail me Brogan, You know the Price of Failure!*

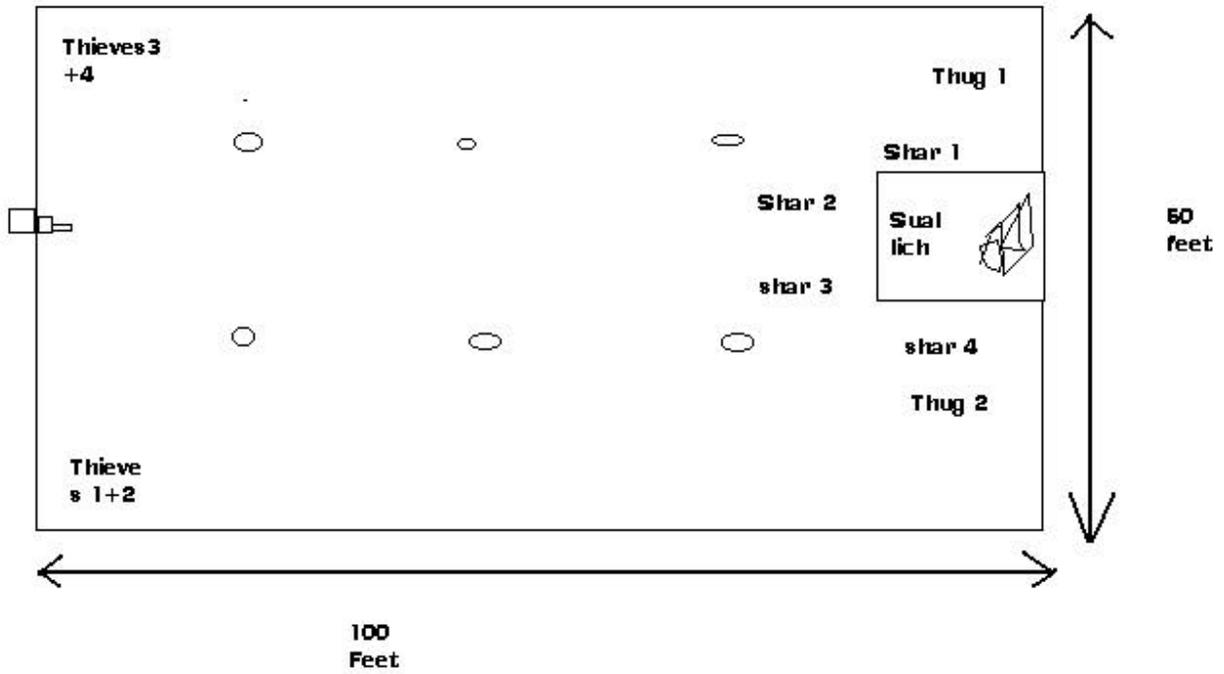
*Wilton O'Frinn*

## Dwarven Player Handout

### **Hlintar**

Hlintar is also known for the hatred that it inspires in dwarven hearts. Well over a hundred winters ago, a corrupt and evil master merchant coveted the dwarf-held lands east of the town. The leaders of these small communities were invited to meet with the master merchant, then killed in their sleep. Some escaped and later gained revenge by catching the master merchant in his own bedroom and breaking every bone and joint in his body. Since that day, no dwarf formerly native to Hlintar will enter the city.

**Layout of Tomb with Sharrans and Lich**



# **The Fallen Knight**

**Part one of the Corruptor Series  
A Two round Living City Tournament**

**Round Two**

**By Sean Duff**

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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

NEW: 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. Then take that total and divide it by 2x the number of players. This will give you a number in the range 1-6 (round down). This number is the tier. If your number is higher than the top tier for the adventure, use the top tier.

For reference, character levels fall into tiers as follows:

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+

## DM Background:

In round one of the Fallen Knight the PCs have recovered the *talisman of pure radiance*, the item needed to restore the Paladin, Wilton, to his former self. In part two the PCs will begin in Kelv's tower waiting for the mage to find some evidence of the Band of the Red Suns whereabouts. The PCs should have a note that gives them a time and a place to meet the paladin, if

they had spoken with dead or interrogated Brogan. The paladin has other plans. He has been making plans to arrange for the elimination of all of his enemies in one fell swoop. He knows that several groups wish to have the *talisman of ancient shadows'* evil power for their own. He has arranged for each of these groups to find out his location at Canter Hill, a well-known location in the Vast. Thus, all the groups should arrive at about the same time to vie for the *talisman of ancient shadows*. The five groups are:

- 1) a group of Shar priestesses and a force of loyal followers,
- 2) a Shadow Dragon,
- 3) a hunting party of drow (also very interested in the item),
- 4) an evil wizard and his forces (that want to gain the talisman so the wizard can learn shadow magic),
- 5) The PCs and their quest to stop the Paladin turned bad.

What Wilton has done is arrange for all of these groups to arrive and destroy each other. Then he and his Band of the Red Sun would ride in and defeat the winning force. It's up to the PCs to survive throughout parts of the battle, wait till the paladin releases his forces, and then try and get within 20 yards of him so the talismans can offset.

It's up to the DM to keep track of what round the paladin will enter the fray and swing the balance of power in the fight. The tier of the PCs will determine the order and enemies that they will fight in this mass chaos of a battle. One advantage the PCs will have in these battles is they will be immune to all darkness-related effects, including the shadow dragon's breath weapon, as they possess the *talisman of pure radiance*. The PCs start round two when an agent of Kelv's comes running to the tower with information on the Band of the Red Suns whereabouts.

Once PCs have freed Wilton of his curse, he will then ask them to defeat the Zhentarim agents he made a pact with to prevent them from taking control of the Band. He wants to defeat those that could assume the mantle of leadership hoping that with all the chaos his disappearance and the Zhentarim's defeat will leave the many groups of bandits to squabble and eventually separate. The PCs and Wilton should then find a way to return to Kelv's tower with both talismans to be returned to the crpyt, hopefully not to be found again.

## Encounter 1: Gained Information

*As you sit waiting on Kelv's agents to find out information on the whereabouts of the once noble*

*paladin, you grow bored. On the second morning of your waiting a young man comes running into Kelv's Tower. "We found where they're going to camp tomorrow, we found where they're going to camp tomorrow! A dead band man had a note on him that said they're meeting at Canters Hill for camp to set up their next ambush on a merchant caravan," the young man says excitedly. Kelv steps forward and speaks "Tell me, where did you come by this Ron?" The young man catches his breath, "Well, a small caravan guarded by some adventurers. They managed to defeat the ambush and they had the tattoo. We heard about it and met the adventurers. They had the note on them to meet at Canters Hill so it seems like they're rallying the band for a big strike," he finishes. Kelv begins, "Well this is very good. Perhaps you could sneak into their camp and get within the distance required with little need of combat. What do you think brave adventurers? Are you ready?"*

The caravan incident was a set-up, but the "evidence" from it looks very authentic. The letter was sent with a less-than-competent group of bandits at a caravan the paladin knew would be well defended. This is also how he alerted each of the other groups that will appear on Canter Hill. The PCs can take any preparatory actions they feel will be needed at this time and should be fully recovered from Round One's conflicts. Once they have decided to leave, read the following text. He will give each of the PCs a temporary *potion of extra healing* which he tells each of the PCs will last only 10 days. For any PC mages, he will cast a *stoneskin* spell (8 attacks) on them to help them in their upcoming confrontation.

*"Very good follow me then," says Kely as he leads you out the tower and to the outskirts of the city of Hlintar. "Make sure you get the talisman of ancient shadows off the paladin quickly once you close in on him with the talisman of pure radiance. (Player Handout talisman of pure radiance) Then hopefully he can lead you out of the camp without too much fighting. Be careful, the talisman of ancient shadows is evil. Make sure you always keep the two together and return them to me quickly once you have them. Also if you could make Wilton come with you, he will need a defense as to what he has done and will obviously feel atonement is needed. Good-bye and good luck," finishes Kely as you make your way towards Canter Hill.*

## Encounter 2: The Journey

On the journey there, the PCs will get their chance to talk about strategy and plans to sneak into the

encampment of the enemy. What Wilton has planned is to have what appears to be forward scouts appear before each of the groups as they all descend upon Canter Hill. Then these Scouts (actually manifested shadow magic from the talisman) will lead each group to the hill at roughly the same time. All five rival groups should appear at roughly the same time and Chaos will ensue.

However, the PCs can avoid the trap and approach the hill without having to get in the fighting. Their best bet is to watch and see what happens, identify Wilton (assuming they asked what he looked like, or they guess really well), and follow him to get the talisman off him.

Once the PCs have journeyed for awhile present the text below.

*As you make your way to Canter hill the rolling terrain seems to lull you into an easy-going mood. The sun begins to set, leaving long shadows on the ground. Off in the distance you can see a man sitting by a camp fire. Upon seeing you, he gets up and begins running in the general direction of Canter Hill.*

This figure is the trap, the figure of shadow magic. The PCs can follow or not. Whatever the PCs do to try and catch the man he seems to always stay just out of range of magic and bow fire, as well as hasted or flying PCs. It's uncanny, and make the players think so if they persist. PCs may then realize that they are being led into an ambush and wish to stop.

If the PCs do decide not to chase the man then they will eventually wander to the hill and the battle will ensue with the PCs probably knowing something is wrong.

The other forces are already at the hill, just about to engage in fierce battle, when the PCs arrive at the hill. Seeing them is their last chance to turn aside and use some strategy. If they rush the hill, start the battle as described below. If they hold back, describe what happens and adjust to what they do.

When the battle begins, present the following:

*On top of the hill are dozens of camp fires that set the night's sky alight. There are many creatures on the hill, their shadows long in the fading sunlight. You hear the sounds of battle ahead of you, but it is hard to tell from here who all is involved. Suddenly, a man on a winged beast flies into the camp pursued closely by a large black and shadowy reptile with great wings.*

If they get closer, they can see that there seem to be four factions here at the hill, other than themselves. In the center appears to be a glowing black talisman (yes, it is glowing with blackness, and this is a very eerie sight).

At this time a grand battle should erupt, as every group is here for the talisman and most have very high greed reasons for making claim to it. Move to the next encounter.

## Encounter 3: The Stand Off

This encounter is going to a long and confusing battle with five different sides vying for what they think is the *talisman of ancient shadows*. The battle is also set at as night falls so not every group will have sight of what is going on atop the hill. Each group desperately wants to obtain the item, and upon seeing the groups of possible enemies on the hill all will be very wary about fighting the others and the slightest thing will set this battle off. PCs casting spells or attacking immediately will set it off with sides pairing up to do battle against each other. The PCs' best bet is to stay out of the whole thing and see who survives.

You have a lot of freedom as to how to handle this battle, with the following restrictions:

1. Killing the PCs with massive hordes of creatures is not fun, so don't do it. Present a challenge to them, but don't overwhelm them.
2. Alliances can be made by the PCs with others in the group (minus the dragon). The alliances won't last, but some negotiation is possible.
3. The PCs have one huge advantage in this battle, they have the *talisman of pure radiance* on them. This item will neutralize the dragon's breath weapon and cause the priestess of Shar to stay away from the PCs.
4. Only one group should attack the PCs at a time unless the PCs launch attacks at multiple groups.
5. PCs can retreat from the battle at any time, provided there are sufficient forces still fighting that they can slip off in the confusion. No one will follow them when the talisman appears to be right in their grasp.

It is basically up to the PCs and DM what can happen here. Roleplaying is encouraged during the battle as side-switching should happen and enemies will run if faced with forces they deem they can't handle. The only exception is that the shadow dragon will attack random opponents from the sky all through out the battle. The following five encounter headings will cover the motivations and setups as well as combat capabilities of each group that will be involved in the melee.

The talisman in the middle is actually a fake with a minor enchantment of *faerie fire* cast upon it, and altered to look like the real one. This fact is evident under true sight.

### Group 1: Kimber's Priestesses of Shar

Motivations for gaining the *talisman of ancient shadows*: These group of priestesses were sent out to gain the talisman for Kimber (a common threat to Living City Adventurers), they hope to gain favor with her by returning the talisman to her. She wants it to help her gain further control of the criminal underground in Ravens Bluff. They fear for their station in the church if they fail her, but are not above running if things don't look good for them.

How they were lured here: Wilton knew of their desire to gain the talisman and had it leaked to a spy of theirs the location of the Hill. Once they found they immediately set out (not knowing of group ones failure yet) to obtain the item. They were supposed to meet with one of their agents to lead them to this sight once they meet the agent they quickly realized it was not their agent but an imposter. The man playing the role then quickly (using a potion of speed) made his way to the hill leading the priestesses and their underlings to Canter Hill.

Combat: The priestess will make a straight line to try and get the talisman, they will attack any in their way and will try and negotiate allies until they gain the supposed Talisman. Once half their numbers are reduced or both priestesses are killed the remaining members will flee.

How to roleplay this group: The group all looks to Golvia for their orders. She is out for victory but not at the cost of her life. She wishes to gain favor with Kimber and has learned that a temporary alliance can be a good thing. She is a pretty woman, with a streak of cruelty in her heart, if she has the upper hand she is wicked. If she fears for her life she is a coward, basically a strong show of force could make her retreat. She will especially listen to handsome men and has a weakness for them; if a highly charismatic male character makes an alliance offer she will most likely take it until her opportunity to gain the talisman presents its self.

#### **Tier One:**

**Goliva, hf P(Sp)3 of Shar:** Int Average; AL NE; AC 4 (Chain armor+ dex); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1-6+1 (Mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *cause fear* x3, *cause light wounds*; 2nd level- *silence 15' radius*, *heat metal*, *chill metal*, *trip*.

**Keri, Stephini, hf P2 of Shar:** Int Average: AL NE; AC 4 (Chain armor+ dex); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1-6+1 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *command, cause fear*.

**Cackelle, Oslo, hm F1:** Int Average: AL CE; AC 5 (Chain Mail); MV 12; hp 8; THAC0 20; #AT 2 or 1; Dmg 1-8, 1d6 (Battle Ax or Short bow); SA Missile fire; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thugs (2), hm T1:** Int Average: AL CE; AC 7 (dex); MV 12; hp 7; THAC0 18 or 20; #AT 2 or 1; Dmg 1d6 (short sword or short bow); SA Backstab x2; SD HS: 35%; MR Nil; SZ M; ML 11.

### Tier Two:

**Golvía, hf P(Sp)5 of Shar:** Int Average: AL NE; AC 4 (Chain armor+ dex); MV 12; hp 32; THAC0 16; #AT 1; Dmg 1-6+2 (mace +str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *cause fear x3, cause light wounds*; 2nd level- *silence 15' radius, heat metal, chill metal, trip, aid*; 3rd level-*prayer, cause blindness*.

**Keri, Stephini, hf P3 of Shar:** Int Average: AL NE; AC 4 (Chain armor+ dex); MV 12; hp 12; THAC0 18; #AT 2; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *command, cause fear*; 2nd level-*resist fire, aid*.

**Oslo, Cackelle, hm F3:** Int Average: AL CE; AC 5 (Chain Mail); MV 12; hp 18; THAC0 18; #AT 2 or 1; Dmg 1-8, 1d6 (Battle Ax or Short bow); SA Missile fire; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thugs (2), hm T3:** Int Average: AL CE; AC 7 (dex); MV 12; hp 7; THAC0 17 or 19; #AT 2 or 1; Dmg 1d6 (short sword or short bow); SA Backstab x2; SD HS: 55%; MR Nil; SZ M; ML 11.

### Tier 3:

**Golvía, hf P(Sp)7 of Shar:** Int Average: AL NE; AC 2 (Plate Mail armor+ dex); MV 12; hp 42; THAC0 14; #AT 1; Dmg 1-6+2 (mace + str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells 1st level- *cause fear x3, cause light wounds x2, cure light wounds*; 2nd level- *silence 15' radius, heat metal, chill metal, trip, hold person x2*; 3rd level-*armor of darkness, whip of Shar, dispel magic, remove paralysis*; 4th level-*free action\**, *poison*.

**Keri, Stephini, hf P5 of Shar:** Int Average: AL NE; AC 3 (Chain armor+ dex); MV 12; hp 26; THAC0 16;

#AT 1; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *command, cause fear, cure light wounds*; 2nd level- *resist fire, aid, flame blade, heat metal*; 3rd level-*cause disease, blindness*.

**Cackelle, Oslo, hm F5:** Int Average: AL CE; AC 2 (Plate Mail+dex); MV 12; hp 38; THAC0 14; #AT 2 or 3/2; Dmg 1-8+5, 1d6 (Long sword and str, or Short bow); SA Missile fire, specialized long sword; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thugs (2), hm T5:** Int Average: AL CE; AC 4 (Leather+dex); MV 12; hp 27; THAC0 15 or 17; #AT 2 or 1; Dmg 1d6 (short sword or short bow); SA Backstab x2; SD HS: 75%; MR Nil; SZ M; ML 11.

### Tier 4:

**Golvía, hf P(Sp)11 of Shar:** Int Average: AL NE; AC -2 (Full Plate Mail armor, shield + dex); MV 12; hp 70; THAC0 10; #AT 1; Dmg 1-6+3 (Mace and str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells 1st level- *cause fear x3, cause light wounds, cure light wounds*; 2nd level- *silence 15' radius, heat metal, chill metal, trip, hold person x2*; 3rd level-*armor of darkness, whip of Shar, dispel magic, remove paralysis*; 4th level- *free action\**, *poison, spell immunity (fireball)\**; 5th level- *slay living, flame strike*; 6th level-*blade barrier*.

**Keri, Stephini, hf P7 of Shar:** Int Average: AL NE; AC 3 (Chain armor+ dex); MV 12; hp 36; THAC0 15; #AT 1; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *command, cause fear, cure light wounds x2*; 2nd level- *resist fire, aid, flame blade, heat metal*; 3rd level-*cause disease, blindness x2, prayer*; 4th level- *spell immunity (fireball)\*, poison*.

**Cackelle, Oslo, hm F7:** Int Average: AL CE; AC 0 (Plate Mail+dex); MV 12; hp 58; THAC0 10 #AT 2 ; Dmg 1-8+8 1d6 (Long sword and str, or Short bow); SA Missile fire, specialized long sword; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thugs (2), hm T7:** Int Average: AL CE; AC 4 (Leather+dex); MV 12; hp 34 THAC0 13 or 15; #AT 2 or 1; Dmg 1d6 (short sword or short bow); SA Backstab x4; SD HS: 95%; MR Nil; SZ M; ML 11.

### Tier 5:

**Golvía, hf P(Sp)12 of Shar:** Int Average: AL NE; AC -2 (Full Plate Mail armor, shield+ dex); MV 12; hp 80; THAC0 10; #AT 1; Dmg 1-6+4 (mace +2 of blunt force

and str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells 1st level- *cause fear* x3, *cause light wounds*, *cure light wounds*; 2nd level- *silence 15' radius*, *heat metal*, *chill metal*, *trip*, *hold person* x2; 3rd level- *armor of darkness*, *whip of Shar*, *dispel magic*, *remove paralysis*; 4th level- *free action\**, *poison*, *spell immunity (fireball)\**; 5th level- *slay living*, *flame strike*; 6th level- *harm*, *blade barrier*.

**Keri, Stepini, hf P7of Shar:** Int Average: AL NE; AC 3 (Chain armor+ dex); MV 12; hp 36; THAC0 15; #AT 1; Dmg 1-6 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *command*, *cause fear*, *cure light wounds* x2; 2nd level- *resist fire*, *aid*, *flame blade*, *heat metal*; 3rd level- *cause disease*, *blindness* x2, *prayer*; 4th level- *spell immunity (fireball)\**, *poison*.

**Oslo, Cackelle, hm F9:** Int Average: AL CE; AC -3 (Full Plate Mail+dex); MV 12; hp 78; THAC0 8 #AT 2; Dmg 1-8+8 1d6 (Long sword and str, or Short bow); SA Missile fire, specialized long sword; SD Nil; MR Nil; SZ M; ML 14.

**Shar Thugs (2), hm T10:** Int Average: AL CE; AC 4 (Leather+dex); MV 12; hp 34 THAC0 10 or 12; #AT 2 or 1; Dmg 1d6+2, 1d6 (short sword and str, or short bow); SA Backstab x5; SD HS: 95%; MR Nil; SZ M; ML 11.

## **Group 2: Magnu Plano and Underlings**

Motivations for gaining the *talisman of ancient shadows*: The wizard Magnu wants to gain the talisman to learn how to cast the dreaded shadow magic. There is a ceremony that the wizard has learned that will allow him to cast shadow magic and gain significant power. He expects to gain the talisman and will pay any cost to gain it, including his life. He is very arrogant and believes his magic can decimate any forces and will stay to the bitter end of the fight.

How he was lured here: The paladin had an agent go to Magnu's tower and told him that if he wanted the talisman he would be at Canter hill. He said that his magic was weak and if he wanted it he could come and try to take it by force. The paladin knew of the arrogance that the mage would have as well as the blinding greed that this man has to obtain the talisman. He used the mage's arrogance against him with an open challenge.

In combat: He will have his humanoid henchmen surround him while he casts spells. They're large humanoids, so the PCs would have to force their way

through them to get an attack at the wizard. He will not cast any area effect spells near the talisman as he doesn't know that it is all but indestructible. He will summon monsters near any spell casters that are engaged with him trying to ruin all of their spells.

How to roleplay this group: Magnu is driven to gain the essence of shadow magic. He has longed to cast spells other mages have little power over and no hope to defeat. He is power-hungry and views himself as a self styled dictator. If he doesn't not have total control of a situation he won't enter into it. He is a total control freak. Play him as power-mad and with a single minded goal.

### **Tier One:**

**Magnu Plano, hm W(C)5:** Int Genius; AL NE; AC 0 (*armor*, *blur* + dex); MV 12; hp 15; THAC0 19; #AT 1; Dmg 1-6 (Quarterstaff ); SA Bonus Spells per level; SD +3saves on mind related spells, *blur* ; SZ M; ML 20.

Magic Item: *ring of the conjuror* (Once per event, the wearer can cast a summoning spell and choose what of the possible creatures arrive, rather than rolling on the chart).

Spells 1st level- *burning hands* x2, *armor\**, *grease*; 2nd level- *Melf's acid arrow*, *glitterdust*, *summon swarm*; 3rd level- *monster summoning I*

**Orcs (4):** Int Average; AL LE; AC 5 (chain); MV 12; HD 1+1; hp 8; THAC0 19 (str); #AT 1; Dmg 1-6+1 (Clubs+str); SA Nil; SD Nil; SZ M; ML 12.

**Orogs (2):** Int Average; AL LE; HD 2+1; hp 14; AC 5 (chain); MV 12; #AT 1; THAC0 18 (str); Dmg 1-6+1 (Hand Axes+str); SA Nil; SD Nil; SZ M; ML 12.

### **Tier Two:**

**Magnu Plano, hm W(C)6:** Int Genius; AL NE; AC 0 (*armor*, *blur* + dex); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1-6 (Quarterstaff ); SA Bonus Spells per level; SD +3 saves on mind related spells, *blur* ; SZ M; ML 20.

Magic Item: *ring of the conjuror* (Once per event, the wearer can cast a summoning spell and choose what of the possible creatures arrive, rather than rolling on the chart).

Spells 1st level- *burning hands* x2, *armor\**, *grease* x2; 2nd level- *Melf's acid arrow* x2, *glitterdust*, *summon swarm*; *flame arrow*, *monster summoning I* x2

**Orogs (4):** Int Average; AL LE; HD 2+1; hp 14; AC 5 (chain); MV 12; #AT 1; THAC0 18 (str); Dmg 1-6+1 (Hand Axes+str); SA Nil; SD Nil; SZ M; ML 12.

**Ogres (2):** Int Average; AL LE; AC 3 (partial chain and hide); MV 12; HD 4+1; hp 28; THAC0 14 (str);

#AT 1; Dmg 1-6+6 (Clubs+str); SA Nil; SD Nil; SZ L; ML 12.

### Tier Three:

**Magnu Plano Magnu Plano, hm W(C)8:** Int Genius; AL NE; AC 0 (*armor, blur + dex*); MV 12; hp 32; THAC0 18; #AT 1; Dmg 1-6 (QuarterStaff); SA Bonus Spells per level; SD +3 saves on mind related spells, *blur*; SZ M; ML 20.

Magic Item: *ring of the conjuror* (Once per event, the wearer can cast a summoning spell and choose what of the possible creatures arrive, rather than rolling on the chart).

Spells 1st level- *burning hands* x2, *armor\**, *grease* x2; 2nd level- *Melf's acid arrow* x2, *glitterdust*, *summon swarm* x2; 3rd level- *flame arrow* x2, *monster summoning I* x2; 4th level- *monster summoning II* x2, *Evard's black tentacles*

**Ogres (4):** Int Average; AL LE; AC 3 (partial chain and hide); MV 12; HD 4+1; hp 28; THAC0 14 (str); #AT 1; Dmg 1-6+6 (Clubs+str); SA Nil; SD Nil; SZ L; ML 12.

**Hill Giant (1):** Int Average; AL LE; AC 1 (partial chain and hide); MV 12; HD 10; hp 58; THAC0 9 (str); #AT 1; Dmg 1-6+7 (Club+str); SA Nil; SD Nil; SZ L; ML 12.

### Tier 4:

**Magnu Plano, hm W(C)10:** Int Genius; AL NE; hp 42; AC 0 (*armor, blur + dex*); #AT 1; MV 12; THAC0 18; Dmg 1-6 (Quarterstaff); SA Bonus Spells per level; SD +3 saves on mind related spells, *blur*; SZ M; ML 20.

Magic Item: *ring of the conjuror* (Once per event, the wearer can cast a summoning spell and choose what of the possible creatures arrive, rather than rolling on the chart).

Spells 1st level- *burning hands* x2, *armor\**, *grease* x2; 2nd level *Melf's acid arrow* x2, *glitterdust*, *summon swarm* x2; 3rd level-*flame arrow* x2, *monster summoning I* x2; 4th level- *monster summoning II* x2, *Evard's black tentacles*; 5th level- *monster summoning III*, *summon shadow*, *demi-shadow magic*.

**Hill Giants (4):** Int Average; AL LE; AC 1 (partial chain and hide); MV 12; HD 10; hp 58; THAC0 9 (str); #AT 1; Dmg 1-8+7 (Clubs+str) or 2-16 (thrown boulders); SA Nil; SD Nil; SZ L; ML 12.

### Tier 5:

**Magnu Plano, hm W(C)12:** Int Genius; AL NE; AC 0 (*armor, blur + dex*); MV 12; hp 46; THAC0 18; #AT 1; Dmg 1-6 (Quarterstaff); SA Bonus Spells per level; SD +3 saves on mind related spells, 10 *stoneskin*, *blur*; SZ M; ML 20.

Magic Item: *ring of the conjuror* (Once per event, the wearer can cast a summoning spell and choose what of the possible creatures arrive, rather than rolling on the chart).

Spells 1st level- *burning hands* x2, *armor\**, *grease* x2; 2nd level- *Melf's acid arrow* x2, *glitterdust*, *summon swarm* x2; 3rd level- *flame arrow* x2, *monster summoning I* x2; 4th level- *monster summoning II*, *Evard's black tentacles*, *stoneskin* (10); 5th level- *monster summoning III*, *summon shadow*, *demi-shadow magic*, 6th level spells- *monster summoning IV* x2,

**Hill Giants (7):** Int Average; AL LE; AC 1 (partial chain and hide); MV 12; HD 10; hp 58; THAC0 9 (str); #AT 1; Dmg 1-8+7 (Clubs+str) or 2-16 (thrown boulders); SA Nil; SD Nil; SZ L; ML 12.

## Group 3 : The Shadow Dragon

Motivations for gaining the talisman: This shadow dragon collects magical items to increase its power, it is at conflict with a cloud dragon over territory. It thinks that if it can gain the talisman it will have the upper hand and be able to finally defeat a long-time enemy.

How it was lured here: A rider on a griffon was sent by the lair of the shadow dragon. The rider let it slip that he worked for the paladin and said that if it knew what was good for it, it wouldn't try and gain the item. The challenge issued, the dragon enraged, it wanted to destroy the rider. Chasing after, the man on the griffon quickly led the dragon to the spot where the major ambush takes place.

In combat: This creature will stay aloft and use its breath weapon, snatch, and wing buffet to defeat its enemy. The PCs may be immune to the effects of the breath weapon but the rest of the creatures in combat are not. It is extremely arrogant thinking that it can defeat all these pathetic humanoids, and wishes to gain the item badly. However it will try for self preservation above all else. If reduced to a quarter of its HP it will fly away to its lair. It will launch its self at the wizards and archers first, wanting to take out its biggest threat.

How to roleplay it: In this event the dragon just stays aloft and doesn't speak as it views all mortals as beneath its stature. It will not make alliances and will only leave if the PCs offer the fake talisman to the dragon. Keep it aloft and doing damage, and surprised if the PCs shrug off its breath weapon.

**Azuzan, Adult Male Shadow Dragon:** Int Genius, AL CE; AC -6; HD 12; hp 120; THAC0 8; #AT 3 +special; Dmg 1-6+7 (claws), 3-18+7 (bite) SA Breath Weapon, Snatch, Wing Buffet, SD nil; MR 35%; SZ G; ML 14.

Spells and Spell Like Abilities: *mirror image.dimesion door x2, magic missile, detect magic\*, web, blur.*

See Attachment for Full details on powers

#### **Group 4: The Drow**

Motivations for gaining the talisman: From a small house in the drow nation, they seek to increase their power in the drow hierarchy. With the talisman, the mistress of the house hold figures she can claim a place of higher prominence. She sent out a hunting party to return the item to her. They have been stalking the paladin's Band of The Red Sun for a week now. Their devotion to their mistress is fanatical. As if they fail, their own life will be forfeit.

How they were lured here: The drow had been stalking the band waiting for the right moment to try and gain the talisman. Wilton was well aware of this and kept them one step away at all times till he finalized his plans. He made a shadow to have the appearance of him on a stroll. When the shadow image was spotted by the drow, it ran and led the drow to Canter Hill where they now stand.

In Combat: The drow are cold-blooded killers and very efficient. They are the most organized and prepared group. They use group tactics to defeat whatever foe may face them. They use a combination of magic and their skill with bow and sword to defeat the enemy. The magic using drow will use spells to improve the ability of the fighters and defend themselves from attack. Their darkness power will not work in the power range of the Talisman of Pure Radiance

How to roleplay them: The drow will be very willing to make alliances in the middle of the mass combat. They particularly hate the shadow dragon, as this group has run into that very same dragon before. They want the talisman and know that the fake one is just that: fake. But they know something is up and wait for the paladin to show his hand. They are ruthless, cold and calculating. If they know the odds are against them they will leave and try to gain the talisman at another time. They're patient, not ready to rush into anything. If the battle goes badly for them they will retreat, regroup, heal, and return when some of the other groups have been eliminated. Once the paladin and his forces make their appearance, the drow immediately turn to confront that group.

#### **Tier 1:**

**Drow males (4), F2:** Int Average: AL CE; AC 4 (Leather+dex); MV 12; hp 14; THAC0 18 or 15; #AT 2 or 1; Dmg 1d6, 1d6+2 (short sword or short bow); SA

*darkness, faerie fire; SD levitate; MR 33%; SZ M; ML 11.*

**Trizzdela, drow f W2/P2:** Int Average: AL CE; AC 4 (Drow Chain armor+ dex); MV 12; hp 16; THAC0 18; #AT 1; Dmg 1-6+1 (Mace); SA spells; SD +3 versus mental saves; MR 44%; SZ M; ML 18.

Spells: 1st level- *cause fear x3, cause light wounds, magic missile x2.*

Magic Item: *hat of tricks:* This leather hat with brims acts as a bag of tricks type b.

#### **Tier Two:**

**Drow males (4), F4:** Int Average: AL CE; AC 4 (Leather+dex); MV 12; hp 24; THAC0 16 or 13; #AT 2 or 1; Dmg 1d6, 1d6+2 (short sword or short bow); SA *darkness, faerie fire; SD levitate; MR 37%; SZ M; ML 11.*

**Trizzdela, drow f W4/P4:** Int Average: AL CE; AC 4 (Drow Chain armor+ dex); MV 12; hp 21THAC0 18; #AT 1; Dmg 1-6+1 (Mace); SA spells; SD +3 versus mental saves; MR 49%; SZ M; ML 18.

Spells: 1st level- *cause fear x3, cause light wounds, magic missile x2, taunt;* 2nd level- *flame blade, darkbolt, chill metal, stinking cloud, wall of fog*

Magic Item: *hat of tricks:* This leather hat with brims acts as a bag of tricks type b.

#### **Tier Three:**

**Drow Males (4), F6:** Int Average: AL CE; AC 2 (Drow Chain+dex); MV 12; hp 44; THAC0 13 or 10; #AT 2 or 1; Dmg 1d6+3, 1d6+4 (short sword and str or short bow); SA *darkness, faerie fire, Specialized Short Bow; SD levitate; MR 42%; SZ M; ML 11.*

**Trizzdela, drow f W6/P6:** Int Average: AL CE; AC 4 (Drow Chain armor+ dex); MV 12; hp 36; THAC0 18; #AT 1; Dmg 1-6+1 (Mace); SA spells; SD +3 versus mental saves; MR 49%; SZ M; ML 18.

Spells: 1st level- *cause fear x3, cause light wounds, magic missile x2, taunt, spook;* 2nd level- *flame blade, darkbolt, chill metal, stinking cloud, wall of fog, Melf's acid arrow;* 3rd level- *dispel magic, animate dead, blindness, lightning bolt, slow*

Magic Item: *hat of tricks:* This leather hat with brims acts as a bag of tricks type b.

#### **Tier Four:**

**Drow Males (4), F8:** Int Average: AL CE; AC 2 (Drow Chain+dex); MV 12; hp 64; THAC0 10 or 8; #AT 2 or 5/2; Dmg 1d6+3, 1d6+4 (2 short swords and str or short bow); SA *darkness, faerie fire, Specilized Short Bow; SD levitate; MR 54%; SZ M; ML 11.*

**Trizzdela, drow f W8/P8:** Int Average: AL CE; AC 4 (Drow Chain armor+ dex); MV 12; hp 46; THAC0 14; #AT 1; Dmg 1-6+1 (Mace); SA spells; SD +3 versus mental saves, *stoneskin* (7); MR 69%; SZ M; ML 18.

Spells: 1st level- *cause fear* x3, *cause light wounds*, *magic missile* x2, *taunt*, *spook*; 2nd level- *flame blade*, *darkbolt*, *chill metal*, *stinking cloud*, *wall of fog*, *Melf's acid arrow*; 3rd level- *dispel magic*, *animate dead*, *blindness*, *lightning bolt*, *slow*, *Melf's minute meteors*; 4th level- *cause serious wounds*, *sticks to snakes*, *thunder lance*, *wall of fire*, *stoneskin* (7)

Magic Item: *hat of tricks*: This leather hat with brims acts as a bag of tricks type b.

### Tier Five:

**Drow Males (4), F10:** Int Average: AL CE; AC 2 (Drow Chain+dex); MV 12; hp 84; THAC0 7 or 4; #AT 2 or 5/2; Dmg 1d6+6, 1d6+4 (2 short swords and str or short bow); SA *darkness*, *faerie fire*, Specialized Short Bow; SD *levitate*; MR 59%; SZ M; ML 11.

**Trizzdela, drow f W11/P11:** Int Average: AL CE; AC 4 (Drow Chain armor+ dex); MV 12; hp 66; THAC0 10; #AT 1; Dmg 1-6+1 (Mace); SA spells; SD +3 versus mental saves, *stoneskin* (10); MR 69%; SZ M; ML 18.

Spells: 1st level- *cause fear* x3, *cause light wounds*, *magic missile* x2, *taunt*, *spook*; 2nd level- *flame blade*, *darkbolt*, *chill metal*, *stinking cloud*, *wall of fog*, *Melf's acid arrow*; 3rd level- *dispel magic*, *animate dead*, *blindness*, *lightning bolt*, *slow*, *Melf's minute meteors*, *fireball*; 4th level- *cause serious wounds*, *sticks to snakes*, *poison*, *wall of fire*, *stoneskin* (7), *wall of ice*, *thunder lance*; 5th level spells- *slay living* x2, *flame strike*, *wall of force*, *cone of cold*

Magic Item: *hat of tricks*: This leather hat with brims acts as a bag of tricks type b.

### Handling the Battle

This battle will be chaotic and dangerous to PCs. As the battle progresses each group will take 15% damage per round and spell casters will lose a spell per level. The DM can run the full combat if they want with each group and see how the dice play it out. The dragon's breath can be used to reduce a future group of enemies once the PCs are wounded badly and struggling towards the end of it. If all looks bleak for the PCs, have the dragon snatch an enemy that is doing most of the damage. If the PCs want to survive this they will have to play smart.

Once all forces are reduced below half of original number, the Band of the Red Sun, led by the former Paladin, will sweep in to destroy the enemy. If PCs decide to retreat rather than fight such deadly forces then they will avoid capture and need to find an

alternate way into Wilton's camp. If PCs do retreat, go to Encounter 4A.

There is a DM handout (DM Handout 1) to help run this combat, including offers the other groups may make with the PCs for alliances.

## Encounter 4: Here Comes Wilton

Once the forces have been reduced to below half of their original number, read the following (adjust for foes which have been killed):

*The battle rages, on a dragon swooping through the sky, drow firing arrows, priestesses and men fighting towards a talisman, and a wizard summoning more and more humanoids, all this and you stand in the midst of the wild fray (or hide out watching). A horn blasts off in the distance and the sound of thunder can be heard. Only it's not thunder. It's the sound of hundreds of hoof beats pounding down a hill in the distance and rapidly closing in on the melee. The large shadow dragon flaps off at the coming sight, leaving those with out flight stuck on Canter Hill. The leader of the group is a man in glistening full plate mail with shadows playing across a talisman worn about his neck. It must be the fallen knight, Wilton O' Frinn. Things look bleak.*

Now PCs have time to react. They have two rounds of inaction to drink potions, heal, cast spells, or whatever they feel will be needed. The other enemy will be trying to get away to no avail as there is another force sweeping in from behind. The PCs should now realize that their only hope is to get within twenty feet of the paladin to neutralize the *talisman of ancient shadows* and turn the paladin back to good. If the PCs don't realize this, have the *talisman of pure radiance* tell them what must be done. Once the PCs have gotten within twenty feet of the paladin read the following.

*The two talismans flare up with a bright light and then both go dead. The light causes all to stop a moment then, then the large knight speaks, "All of those here who thought they could defeat me and gain the talisman of ancient shadows, you have been defeated. Now surrender or I shall give the command to finish the charge." Of the survivors, most stand bleeding or somewhat charred by magic and a look of despair crosses the face of each in the circle. "So what say you, surrender or die?" asks the paladin. Weapons are thrown down in the circle and all but you have yet to surrender your arms.*

Now the PCs have a chance to surrender or be stupid and go down in a blaze of glory. The paladin is back to himself and realizes he must still seem in charge and evil if he is to get away from those that he used to hunt. If the PCs try to speak with the paladin, he will come by them and whisper that all will be ok. Once PCs have given in and surrendered, the bandits will tie their hands and lead them on a short march. The paladin will have taken off the *talisman of ancient shadows* and the PCs' *talisman of pure radiance* and put them together in an iron box. They will come to the real campsite set in a forest clearing. They have people leading sweeps of tracks and other creating misdirections. They seem well versed in how to avoid detection, and make it appear as such to the PCs if they ask.

Once PCs arrive at the camp they will be asked to join the paladin in his tent. Read the following when they are there.

***You are led away from the battlefield by the large group of bandits. They seem very well organized compared to any you have ever heard about or seen. Their tracks are being swept up and there are men leaving false trails leading away from the true destination. Once you get to the camp in a forest clearing you can see how well organized they really are. The fallen paladin has organized them into a military type group, with what appears to be many different bandit groups rallied under one flag, that of the Band of the Red Sun. Your march stops and the former paladin orders you all into his tent.***

Give the PCs time to react as they move into the tent. Then once they get in alone with the Paladin continue the text:

***As you filter into his tent he and you stand alone and he speaks. "Thank the Gods. You have freed me of that curse. I am my old self again, though I can't let those outside the camp know this. I know your group has good and noble intentions and I ask your help in getting us out of this mess. Your equipment is under that tarp over there. Please re-outfit yourselves."***

Give the PCs time to gather their equipment, and ask any questions they may wish. Afterwards, the paladin will tell them what must be done to escape the camp. If the PCs wish time to rest, the paladin will tell the group they only have a few hours. If PCs do not have access to a *nap* spell the paladin will offer to cast it for them.

Wilton can tell them the following:

1. *Why does it look like a military camp?* My evil side made a pact with the Zhentarim to harass trade in the area in return for gold and magic.

2. *Zhentarim?* Yes, that is who we must go see now. They have sent a diviner to keep an eye on things. He was the liaison to their headquarters
3. *What happened to you?* The talisman turned my soul to the shadows, and forced me to do opposite what I did in my life.
4. *How do we get out of here?* The Zhentarim wizard has an item that I had, one which could get me to Kelv's tower in Hlintar. He was using the item to spy on him. That's how we knew about you. Once I have that device I can open up a gateway to the tower so we can all flee.
5. *How do we get by the bandits?* I will lead you to his tent in fake bondage, with your weapons hidden under my cloak. I will lead you in, then we take him by force.
6. *Are the Talismans safe?* Yes once together they are both powerless.
7. *How did you set us up?* I used the powers of the talisman to lure each of you to the hill, then allowed you all to weaken yourselves. A good way to deal with enemies is have them make new enemies, so I arranged to have you all there at once.
8. *I can get us out of here with a spell of my own.* No, we can not leave the Zhentarim here to take control. If we do not defeat them, the Band of the Red Sun may stay together. We must defeat them leaving no strong leadership here that should cause most of the men to melt away.

Any other questions the PCs may have give vague answers based on the DM background information or simply say that he doesn't know.

Read the following when PCs are ready to gain the item.

***Leading you through the camp in fake bondage, the restored paladin seems quite in charge as scoundrels salute their leader. It seems he whipped this rag tag bunch into some shape in his time as a villain. As you approach a large black tent with the Zhentarim "Z" embroidered into the side. You step into the tent. As you all clear the flap you see a bald tattooed man staring at a object and talking to three other men. "Now!" shouts the paladin.***

The PCs and the paladin will have four rounds to defeat the Zhentarim in this tent before bandits start to pour into the tent, unless magical silence is used to hide the sounds of the combat. Even if this is done one of the four will try to make their way out of the tent to garner help from others.

### Tier One:

**Togar, hm W6:** Int Genius; AL NE; AC 6 (Dex); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1-6 (Quarterstaff); SA Spells; SD nil; SZ M; ML 13.

Spells 1st level- *magic missile* x2, *grease*; 2nd level- *deafness*, *mirror image*, *Tasha's uncontrollable hideous laughter*; 3rd level- *ESP\**, *clairvoyance\**

**Randle, hm P2 of Cyric:** Int Average; AL NE; AC -1 (*full plate mail* +2); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1-6+1 (mace); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 13.

Spells: 1st level- *command*, *cause fear*.

Magic Items: *armor of the moon full plate mail* +2 (this suit of dark purple armor allows the wearer to cast the spell *moonbeam* once per event.)

**Soam, hm F1:** Int Average; AL NE; AC 5 (Chain Mail); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-8+1; (Battle Ax+str); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Goaqal, hm T1:** Int Average; AL CE; AC 7 (dex); MV 12; hp 7; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA Backstab x2; SD HS: 35%; MR Nil; SZ M; ML 13.

### Tier 2:

**Togar, hm W7:** Int Genius; AL NE; AC 6 (Dex); MV 12; hp 26; THAC0 18; #AT 1; Dmg 1-6 (Quarterstaff); SA Spells; SD; SZ M; ML 13.

Spells 1st level-*magic missile* x2, *grease*; 2nd level- *deafness*, *mirror image*, *Tasha's uncontrollable hideous laughter*; 3rd level- *ESP\**, *clairvoyance\**, *slow*; 4th level- *curse*

**Randle, hm P3 of Cyric:** Int Average; AL NE; AC -1 (*full plate mail* +2); MV 12; hp 12; THAC0 17; #AT 1; Dmg 1-6+3 (mace+str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 13.

Spells: 1st level- *command*, *cause fear*, *cure light wounds*; 2nd level-*chill metal*.

Magic Items: *armor of the moon full plate mail* +2 (this suit of dark purple armor allows the wearer to cast the spell *moonbeam* once per event.)

**Soam, hm F2:** Int Average; AL NE; AC 5 (Chain Mail); MV 12; hp 16; THAC0 17; #AT 1; Dmg 1-8+1; (Battle Axe + str); SA Nil; SD Nil; MR Nil; SZ M; ML 13.

**Goaqal, hm T2:** Int Average; AL CE; AC 7 (dex); MV 12; hp 13; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA Backstab x2; SD HS: 45%; MR Nil; SZ M; ML 13.

### Tier 3:

**Togar, hm W8:** Int Genius; AL NE; AC 2 (Dex+armor spell); MV 12; hp 31; THAC0 18; #AT 1; Dmg 1-6 (Quarterstaff); SA Spells.; SD *stoneskin* (6); SZ M; ML 13.

Spells 1st level-*magic missile* x2, *grease*; 2nd level- *deafness*, *mirror image*, *Tasha's uncontrollable hideous laughter*; 3rd level- *ESP\**, *clairvoyance\**, *slow*, *vocalize*; 4th level-*curse*, *stoneskin\**

**Randle, hm P5 of Cyric:** Int Average; AL NE; AC -1 (*full plate mail* +2); MV 12; hp 32; THAC0 15; #AT 1; Dmg 1-6+3 (mace+str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 13.

Spells: 1st level- *command* x2, *cause fear*, *cure light wounds*; 2nd level- *chill metal*, *hold person*; 3rd level- *prayer*.

Magic Items: *armor of the moon full plate mail* +2 (this suit of dark purple armor allows the wearer to cast the spell *moonbeam* once per event.)

**Soam, hm F6:** Int Average; AL NE; AC 2 (Plate and Shield); MV 12; hp 46; THAC0 13; #AT 1; Dmg 1-8+5; (Battle Axe + str); SA Spec. Battle Ax; SD Nil; MR Nil; SZ M; ML 13.

**Goaqal, hm T5:** Int Average; AL CE; AC 7 (dex); MV 12; hp 33; THAC0 18; #AT 1; Dmg 1d6+2 (short sword and str); SA Backstab x2; SD HS: 55%; MR Nil; SZ M; ML 13.

### Tier 4:

**Togar, hm W10:** Int Genius; AL NE; AC 2 (Dex + armor spell); MV 12; hp 39; THAC0 14; #AT 1; Dmg 1-6 (Quarterstaff); SA Spells; SD *stoneskin* (8); SZ M; ML 13.

Spells 1st level- *magic missile* x4, *grease*; 2nd level- *deafness*, *mirror image*, *Tasha's uncontrollable hideous laughter*, *Melf's acid arrow*; 3rd level- *ESP\**, *clairvoyance\**, *slow*, *vocalize*, *lightning bolt*; 4th level- *curse*, *stoneskin\**, *ice storm*; 5th level- *cone of cold*, *feeblemind*.

**Randle, hm P7 of Cyric:** Int Average; AL NE; AC -4 (*full plate mail* +2 and dex); MV 12; hp 43; THAC0 15; #AT 1; Dmg 1-6+3 (mace+str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 13.

Spells: 1st level- *command* x2, *cause fear*, *cure light wounds*; 2nd level- *heat metal*, *chill metal*, *hold person*; 3rd level- *prayer*, *dispel magic*; 4th level- *protection from good 10 radius*.

Magic Items: *armor of the moon full plate mail* +2 (this suit of dark purple armor allows the wearer to cast the spell *moonbeam* once per event.)

**Soam, hm F7:** Int Average: AL NE; AC -2 (Full Plate Shield and dex); MV 12; hp 66; THAC0 10; #AT 2; Dmg 1-8+8; (Battle Axe + str ); SA Spec. Battle Axe; SD Nil; MR Nil; SZ M; ML 13.

**Goaqal, hm T7:** Int Average: AL CE; AC 4 (Leather + dex); MV 12; hp 43; THAC0 18; #AT 2; Dmg 1d6+2 (short sword and str, using one in each hand); SA Backstab x3; SD HS: 75%; MR Nil; SZ M; ML 13.

#### **Tier 5:**

**Togar, hm W12:** Int Genius; AL NE; hp 45; AC 2 (Dex + armor spell); #AT 1; MV 12; THAC0 14; Dmg 1-6 (Quarterstaff ); SA Spells; SD *stoneskin* (10); SZ M; ML 13.

Spells 1st level-*magic missile* x4, *grease*; 2nd level- *deafness*, *mirror image*, *Tasha's uncontrollable hideous laughter*, *Melf's acid arrow*; 3rd level- *ESP\**, *dispel magic*, *slow*, *vocalize*, *lightning bolt*; 4th level-*curse*, *stoneskin\**, *ice storm*; 5th level spells- *cone of cold* x2, *feeblemind*; 6th level-*chain lightning*.

**Randle, hm P9 of Cyric:** Int Average: AL NE; AC -4 (*full plate mail* +2 and dex); MV 12; hp 43; THAC0 12; #AT 1; Dmg 1-6+3 (mace+str); SA spells; SD +3 versus mental saves; MR Nil; SZ M; ML 18.

Spells: 1st level- *command* x2, *cause fear*, *cure light wounds*; 2nd level- *heat metal*, *chill metal*, *hold person*; 3rd level- *prayer*, *remove paralysis*, *dispel magic*; 4th level- *protection from good* 10' radius, *poison*, *protection from lightning*; 5th level- *slay living*.

Magic Items: *armor of the moon full plate mail* +2 (this suit of dark purple armor allows the wearer to cast the spell *moonbeam* once per event.)

**Soam, hm F9:** Int Average: AL NE; AC -2 (Full Plate and dex); MV 12; hp 72; THAC0 9; #AT 3; Dmg 1-8+8, 1d6+6; (Battle Ax+str, short sword); SA Spec. Battle Ax; SD Nil; MR Nil; SZ M; ML 14.

**Goaqal, hm T9:** Int Average: AL CE; AC 4 (Leather +dex); MV 12; hp 43; THAC0 14; #AT 2; Dmg 1d6+2 (short sword and str, using one in each hand); SA Backstab x4; SD HS: 95%; MR Nil; SZ M; ML 14.

After Round 4:

If the PCs used no way to magically quiet the battle have some bandits come investigate. Use the stats in the retreat Encounter 4a and the appropriate tier for the bandits that arrive, one exception they will be using short swords instead of spears.

#### **Encounter 4a:Retreat!**

*Looking at the overwhelming odds to gain the talisman, you retreat from canter hill looking to*

*survive rather than die on Canter Hill. The forces fighting for the talisman can still be heard in the distance as you crest the next hill. From this new vantage point you can also see down on the hill and watch as the last of the combatants begin to fall and the last spells are cast.*

*You hear a commotion off in the distance and see the surviving members of the standoff being surrounded by hundreds, if not thousands, of mounted men on horseback. The shadowy winged dragon sails off in the distance as those stuck on the ground are confronted by what must be the fallen paladin. After surrendering there, as far as you can tell, they are tied up and led off as the men form into columns leading off north.*

Now the PCs will have several options they can use at this point to try and gain access to the bandit camp. One, they can take the men's horses and cloaks off the bandits they killed and try to assume their guise.

Two, the PCs can try to tail the bandits and sneak into the camp at night fall. Some PCs may suggest turning invisible and following, but this will not work due to the fact the PCs have the *talisman of pure radiance*.

Capturing one of the six bandits and asking him the whereabouts of the camp will work as well, although he will tell the PCs that it is well guarded and they would have little chance of sneaking into the camp and getting anywhere near Wilton.

At this point PCs can either give up the mission and return back to Kelv and tell of their failure, or they can try to sneak into the bandit camp dressed as them. PCs could now attempt to follow the men or they can wait till later and try to track the large group. PCs taking this option should have little problem sneaking into the camp. Once PCs have finalized their plans for getting into the camp go next Retreat section.

#### **Encounter 4b:**

Once the PCs have made their way near the camp they will be confronted by a perimeter guard. If PCs try to fight their way in by force, there will be hundreds of men that respond and try to kill the PCs. If PCs try to sneak in, they will be sighted rather quickly as the camp is on alert. PCs have two ways in. One, they can sneak in invisible. Secondly they can fake their way into the camp and make their way to the Zhentarim tent. PCs will run into several check points before they can make it to the camp. DM should make this a high-tension incident. Once PCs try and make their way in, read the following as they are stopped and questioned by a Bandit Guard:

*“You there, stop. Where are you headed? You know Wilton wants us all staying in our assigned camp area,” says a gruff looking man in chain mail armor.*

The PCs should have an easy time duping the man with simple answers or charming magic. With the camp being on guard with new and dangerous prisoners just coming in, and a general distrust in the camp due to the fact that this is many assembled groups, PCs should be able to play on this to gain fairly easy access into the inner camp. Once PCs have made it to the camp and gain access to the Zhentarim tent they will find Wilton and the Zhentarim, from the end of encounter four, bent over charts reading as they interrogate one of the captured drow. Once PCs have made their way into the camp and into the tent read following:

*Making your way through the suspicious bandits, you feel a sense of tension, but one of victory as well. You quickly spot the command tent, a huge black tent standing in the middle of the camp. A flag flies over the tent with two flags on its pole: one a red sun over a brown field, the second clearly recognizable as the Z of the Zhentarim. Most of the bandits stay clear of this tent as they have broken off into separate areas playing dice or eating and drinking. As you make your way through the camp you stand at the mouth of the large black tent.*

Give the PCs time to react, pause, and consider before they enter the tent, then continue:

*As you pull back the tent flap you see five men bending over a table looking at charts speaking to a beaten and bruised drow tied to chair. The men look up at you, when suddenly the talisman of pure radiance flares and goes dead. The large man in the dark plate mail looks startled for a second as the shadowy talisman around his neck goes dead. The man in robes looks towards the fallen knight, “He’s changed, kill him and the imposters,” he shouts. The four other men snap to action.*

At this point refer to the fight in encounter 4 for the stats of the Zhentarim agents. PCs will not know about the device of gate opening and thus have to fight the whole fight in this tent, with reinforcements coming after the fourth round. If things look bleak, have the paladin activate the gate. Togar knows about the change due to the *clairvoyance* and *ESP* spells he had up and running for the interrogation of prisoners.

## Encounter 5: Finding the Device of Gate Opening

Once the fight is over or the PCs activate the gate, several options can happen. If the gate is opened while the combat is still going, the battle will spill into the lobby of Kelv’s tower in Hlinter. If this is what happened read text 5.1. Two, the PCs defeat the Zhentarim and activate the device before bandits start to investigate the combat; read text 5.2. Three, if the PCs defeat the Zhentarim and the bandits have started to arrive, read box text 5.3.

*Text 5.1: Grabbing the gate disk, you quickly activate it. As Wilton said, a shimmering gateway appears between you and an outer tent wall. Looking at it, you quickly recognize the lobby of Kelv’s tower. As you try to step through, the remaining Zhentarim cross the gate with you, trying to stop your escape. An eight-foot by eight-foot gate stands. One side in Hlinter, the other in a well furnished tent in a bandit camp. You all see the mage, Kelv, running down the stairs shouting at you as you begin to cross over. “Hurry, I must close the gate before the bandits try and get through,” he waves trying to get you all through the gate.*

*Text 5.2: The Zhentarim have been defeated, and the noble paladin grabs a golden disk off the table the Zhentaruim were huddled around. He quickly flips a switch on the bottom of it and a shimmering eight-foot by eight-foot gateway appears near one of the tents outer walls. Kelv stands in his lobby looking at each of you with a smile on his face. “Quickly get over here and I will close the gate before the bandits will try and pour through.” As you get to the other side he waves his hand and the gateway disappears.*

*Text 5.3: The Zhentruim are defeated, but you stand in the midst of hundreds of enemies. The bandit camp you can hear outside has become a series of shouted orders and mass confusion. Wilton activates the gateway he told you about and a shimmering eight-foot by eight-foot gateway appears to Kelv’s tower. Suddenly the tent flap opens and bandits begin to pour into the tent. “Quickly, cross over so I can close the gate,” says the shouting mage. As you cross over he quickly gestures his hands and the gateway snaps shut. A muffled curse can be heard as a bandit swears as the gate closes inches before the mass of wild men could have crossed over.*

Depending on what happened when the PCs activated the gate, they either have to defeat the rest of the Zhentarim or have successfully rescued the Fallen

Knight. Defeating the Zhentarim should be easy with the help of Kelv. Once the enemy is defeated, the PCs have had a chance to tell the mage of their daring rescue and escape from the camp. Then read the following:

*“Well great job, you have brought back a great hero and defeated a wicked alliance. You are indeed the heroes I came to the City of Ravens looking for. A celebration is in order, a feast and a party, but something troubles me. There are bandits in the hills, Zhentarim trying to take over activities again in the Vast, and some strange force that led a hapless thief to find an ancient temple. I fear something has guided it to the temple then led our good man Wilton towards defeating him. This reminds me of a story I heard about in your city of another paladin that had fallen from grace, an Anton Demagus or something like that. He was also a paladin that fell to evil caused by an enchantment. I fear that there is an evil trying to corrupt some of the Vast’s most noble of knights and heroes. But, enough dire news, we have won a great victory and a celebration is in order.” He summons one of his apprentices and orders him to prepare a great victory celebration.*

*A regal party is thrown in your honor that night, the merchants’ circle comes forward and says their hellos, Wilton and Kelv approach you. “Thank you, these are for you.” Kelv hands each of you a sack that jingles full of coins. “I fear an evil is on the march, an old evil, a corrupt evil. If we need your help again, I hope we can call upon you. I fear we will be calling soon.”*

## 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. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1

experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> 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+

For Surviving the grand battle for the <i>talisman of ancient shadow</i>	200 xp
For Rescuing Wilton O’ Frinn	300 xp
For Defeating the Zentarim	100 xp
Sneaking into bandit camp (only available if PCs choose retreat option)	100 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:	6,000 xp

## Treasure Summary

If it’s not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

### Encounter 4:

- *ring of the conjuror*: Once per event, the wearer can cast a summoning spell and choose what of the possible creatures arrive, rather than rolling on the chart. This ring does not confer the ability to cast summoning spells, only to control the selection of creature from a spell that the wearer casts.

### Encounter 7:

- *armor of the moon plate mail +2*: this suit of dark purple armor allows the wearer to cast the spell *moonbeam* once per event. PCs wearing this armor can only carry 10 magical items with them at a time. If more are carried, all magical items on the PC are drained of all power permanently.

### Encounter 8:

- 2000 gold pieces in sack from Kelv.

### Fame Award

None. These events happened far from Ravens Bluff.

## Major NPCs

### Wilton O' Frinn

Level 13 Paladin of Tyr, lawful Good human male.

Str: 18/11      AC - 6      Items: *plate mail +2, shield +2, long sword +3, cloak of displacement*  
Dex: 15      hp: 95  
Con: 18      THAC0 7 base  
Int: 11      Attacks: 2  
Wis: 14  
Cha: 18

Personality: Wilton is a noble and loyal friend and companion that has spent his whole life tracking down bandits and bringing them to justice. Devote in his faith and his devotion he has served many roles in his years of service. Now as he gets a little older he has taken more often to command of troops to help gain his way

Appearance: Wilton is a man of 45 with short grey hair and a neatly trimmed beard that is salt and peppered color. He is handsome and still has the body of a man in the prime of his years. Wearing plate mail and carrying a shield with the symbol of Tyr on it. A long sword is never far from his hip.

### Kelv Cormantle

Level 18 Wizard Conjurer Lawful Good Human Male

Str: 12      AC -1      Items: *bracers of defense AC 3, ring of protection +1*  
Dex: 17      hp: 58  
Con: 15      THAC0 13  
Int: 18      Attacks 1  
Wis: 18  
Cha: 12

Spells: Kelv has a tome of spells and can have access to any spell of level 7 or under.

Personality: Kelv is a man who has spent years in his books and not in society, he often misspeaks and stumbles over words around pretty women. He is very good with magic but is very humble about his own ability.

Appearance: Kelv is a man in his thirties with receding blonde hair flecked with gray. He has a goatee on his chin and wears blue mage robes.

## **DM Aid Sheet #1**

In encounter three through six the PCs are confronted by separate groups battling for the same item. This table will help the DM determine what happens to the other groups while the PCs are fighting their chosen group, or even making a deal with one of the NPC groups.

What happens per group during battle

*Shar priestesses vs drow:* The priestesses will overcome the hunting party, losing Keri, Stephanie, and four of the thugs in the fight. Half of Golva's spells will be gone. Half of the drow will survive to retreat. This takes six rounds.

*Shar priestesses vs Magnu Plano:* Plano's forces quickly overcome the Shar Priestesses as a monster summoning spell caught the priestesses from behind and allowed them to be killed quickly. Magnu's forces will be reduced by all of his original humanoids, to be replaced by those that he has summoned. This takes seven rounds.

*Drow vs Magnu Plano:* The drow easily defeat the wizard with bowfire and spell casting. They only lose one fighter and each other takes half damage. This takes five rounds.

*Dragon:* The dragon will fly around and be used to help PCs having too hard of a time and to attack PCs if they are having too easy a time of the combat. If wizards are decimating the other groups with area of effect spells, have the dragon attack that wizard or group of wizards. The dragon is a smart opponent. If you use it to attack the PCs it will stay aloft, and pick up rocks to drop on PCs, cast defensive spells on its turning round, and snatch particularly deadly fighters. If a PC tries to take flight and fight the dragon, the dragon is at home in the air. Make that PC suffer enough to land. It will use its breath weapon if one or more PCs leave the radius of the protection offered by the Talisman of Pure Radiance.

### **Offers the NPCs will make the group.**

*Sharrans:* "Fight with us, not against us. We can offer you riches you would not believe, and power of the dark Goddess. Fight us and fear the wrath of Kimber Galin. So be our friend and let us destroy the others," says the beautiful yet deadly priestess of Shar.

*Magnu Plano:* "I shall achieve shadow magic. Serve me and be rewarded with the powers of the shadow when I achieve power. We can together defeat those other groups and take power for ourselves," says the crazed wizard as he looks for an alliance on top of the hill.

*Drow:* "Help us and have the favor of our House and Lloth. We shall grant you drow magic in return for the talisman. Fight with us and we win easily," says the white-haired dark elf woman as she stands there in a menacing stance.

*Dragon:* "I am Azuzan, the Creeper of Shadows. This item belongs to those of Dragon Kind. Serve me and I will let you live, and give you a pick of an item from my horde," says the dark black reptile as it glides by you.

Now all these offers are false or even if true will not be able to be followed up on, as Wilton and his forces will close in on the PCs and the group they have made the alliance with. These are the roleplaying options for the PCs during this combat. This combat should take some time to run and there will be plenty of roleplaying involved. If the DM wishes to handle all the groups in combat with dice rolling let them fly and see how it goes.

## Shadow Dragon

CLIMATE/TERRAIN: Non-arctic/Ruins, subterranean, and plane of Shadow  
FREQUENCY: Very rare  
ORGANIZATION: Solitary or clan  
ACTIVITY CYCLE: Nocturnal (any on the plane of Shadow)

DIET: Special  
INTELLIGENCE: Genius (17-18)  
TREASURE: Special  
ALIGNMENT: Chaotic evil  
NO. APPEARING: 1 (2-5)  
ARMOR CLASS: -4 (base)  
MOVEMENT: 18, Fl 30 (D), Jp 3  
HIT DICE: 12 (base)  
THACO: 9 (base)  
NO. OF ATTACKS: 3+special  
DAMAGE/ATTACK: 1-6/1-6/3-18  
SPECIAL ATTACKS: Special  
SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable  
SIZE: H (21' base)  
MORALE: Champion (16)  
XP VALUE: Variable

Shadow dragons are sly and devious. They are instinctively cunning and are not prone to taking risks.

At all ages, a shadow dragon's scales and body are translucent, so that when viewed from a distance it appears to be a mass of shadows.

Shadow dragons speak their own tongue and a tongue common to all evil dragons. Also, 17% of hatching shadow dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

**Combat:** Shadow dragons prefer to attack from hiding, usually employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. Older dragons are especially fond of their *non-detection* ability.

**Breath Weapon/Special Abilities:** A shadow dragon's breath weapon is a cloud of blackness that is 40 feet long, 30 feet wide, and 20 feet high. Creatures caught in the cloud are blinded for one melee round and lose  $\frac{3}{4}$  (round up) of their life energy (levels or Hit Dice); a successful saving throw vs. breath weapon reduces the loss to  $\frac{1}{2}$  (round up). The life energy loss persists for a variable number of turns, shown on the table above. *Negative plane protection* spells prevent this life energy loss. A character who is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect.

A shadow dragon casts spells and uses its magical abilities at 6th level plus its combat modifier.

Shadow dragons are born immune to energy draining and with the ability to hide in shadows with 40% chance of success; this ability increases 5% per age category to a maximum of 95%.

As they age, they gain the following additional powers: Juvenile: *mirror image* three times a day (1d4+1 images). Adult: *dimension door* twice a day. Old: *non-detection* three times a day. Venerable: *shadow walk* once a day. Great wurm: *create shadows* three times a day. (This ability creates a mass of leaping shadows with a radius of 100 yards, duration one hour. All magical {and normal} light and darkness sources are negated for as long as they remain in the radius. Creatures able to hide in shadows can do so in these magical shadows even if under direct observation. Shadow dragons and other creatures from the plane of Shadow can move and attack normally while hiding in these shadows, effectively giving them improved invisibility. A successful *dispel magic* spell banishes the shadows.)

Habitat/Society: Shadow dragons hate both bright light and total darkness, preferring variegated lighting with patches of diffuse light and deep, inky shadows. On the Prime Material plane, their lairs are always places that provide shadowy light for most of the day. They prefer ancient ruins, where they can hide underground when the sun is bright and still find shadows above ground during dawn and twilight. In the plane of Shadow, they live in dense thickets of trees and brambles, fortified castles, or labyrinthine caves. In either plane, they prefer to locate their lairs near colonies of other creatures that can alert them to potential foes or victims. The dragons seldom actually cooperate with these allies, however, though the dragons commonly prey on them.

Shadow dragons love dark-colored, opaque gems, and especially prize black stones. They also collect magical items that produce shadows or darkness. They use these items to turn areas filled with total darkness or light into masses of shadows.

Ecology: Shadow dragons eat almost anything. Their favorite food is rotting carrion, though they often kill for sport. Slain victims are left to decay until they become suitably foul. These dragons are equally fond of frost-killed, waterlogged, or salt-poisoned plants.

Body Age	Tail Lgt. (')	Breath Lgt. (')	AC	Spells Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	1-4	1-3	-1	1d4+1	Nil	5%	Nil	4,000
2	4-11	3-8	-2	1d4+2	Nil	10%	Nil	6,000
3	11-18	8-13	-3	2d4+1	Nil	15%	Nil	8,000
4	18-23	13-18	-4	2d4+2	2	20%	½ H, S	10,000
5	23-29	18-23	-5	3d4+1	2 2	25%	H, S	11,000
6	29-36	23-28	-6	3d4+2	2 2 2	30%	H, S	13,000
7	36-42	28-33	-7	4d4+1	2 2 2 2 / 1	35%	H, S	15,000
8	42-48	33-38	-8	4d4+2	2 2 2 2 2 / 2	40%	H, Sx2	17,000
9	48-55	38-43	-9	5d4+1	2 2 2 2 2 2 / 3	45%	H, Sx2	19,000
10	55-61	43-48	-10	5d4+2	4 2 2 2 2 2 / 3 1	50%	H, Sx2	20,000
11	61-67	48-53	-11	6d4+1	4 4 2 2 2 2 / 3 2	55%	H, Sx3	21,000
12	67-74	53-58	-12	6d4+2	4 4 4 2 2 2 / 3 3	60%	H, Sx3	22,000