

A Man for the Ages

A One-Round Living City Tournament

(part 2 of the Black Hand series)

by Nick Perch

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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 capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

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

Tier Structure

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

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

DM Introduction:

In this event the PCs are asked by the Temple of Torm to retrieve a legendary sword that can be used to combat a Banelich, a fearsome spellcasting undead that has moved into the ruins of Sarbreen below Ravens Bluff and has been establishing a cult and a power base there. In the previous adventure in this series, PCs brought back the information that this particular sword would be effective against the Banelich, and now it needs to be recovered. Researches by the Temple and its agents have revealed that a wizard named Rudolph holds the secret to recovering the sword.

Long ago, when the mighty lord who wielded the sword passed away, he was buried in a hidden tomb, but he left a map with his trusted court wizard, who passed it on to his most trusted apprentice and so on down through the years, with each successive guardian of the map, some great wizards, some of less imposing ability, inheriting his or her master's tower, and adding to the defenses of the map. The map and tower are currently in the care of the mage Rudolph. To this day, Rudolph lives in the same tower and guards the map.

The PCs journey to Rudolph's tower and role-play an encounter with him, during which, if he is not convinced of their sincere need for the map he will offer them a test. After they pass the test, he will lead them to a room, which contains a map sitting on a pedestal. However, powerful magics prevent anyone from removing the map from the pedestal without first solving a puzzle to deactivate the magics.

Using the newly gained map, the PCs travel to the tomb indicated on the map. On the way they encounter a lunatic old man, who cavorts, sings, dances, and generally makes a nuisance of himself. In actuality, this is Jacob Valunsun, a priest of Bane who also spied on the party in the first adventure in this series. He is now getting seriously worried about the threat to his master, the Banelich. He is protected from detection by powerful magics, and will use his *amulet of ESP* to learn as much as he can about the PCs and their mission.

As the PCs camp on their way to the tomb they have another encounter. A stranger dressed in armor will approach their camp and seek hospitality. This stranger is really the spirit of the lord who lies in the tomb, Aramatir the Elder, come to examine personally those who seek his final resting place (as a good and loyal servant of Tyr for a few centuries in the afterlife, he has been granted this request, and knows of the quest because he has been responsible for answering some of the divinations regarding it). He is seeking to discover if these adventurers should be the ones to find his tomb. If they show him hospitality and courtesy, he will aid their quest on the next day. If they are rude, insulting, or violent, he will hinder them. If they are neither, he will not interfere, and see what fate brings to the party.

When the PCs arrive at the tomb, finding it exactly where the map indicated, they first must overcome the physical guardians of the tomb. This is the stage where the spirit of the dead lord will aid or hinder the party, represented by up-tiering or down-tiering the party for this combat. After that battle, the PCs move into the

inner part of the tomb, and must leave a sacrifice to Tyr to obtain the sword. What the PCs (and their employers) do not know, is that this sword is not the famed artifact Juststriker. That sword was in fact destroyed in the very battle in which Aramatir slew the priest who became the Banelich in question. A new sword was forged for him, and the legend of his deed engraved upon the hilt, including the name of the priest. It is this name which holds power, not the sword itself, and a clever party may discover this, if they think to unwrap the hilt, which Aramatir had wrapped in leather after the sword was presented to him as a gift.

As they leave the tomb, the PCs are ambushed by the priest of Bane who spied on them earlier, and all the minions he could round up on short notice. They ambush the PCs as soon as they step out the door of the tomb. This time (unlike in the first adventure in this series) the priest of Bane is personally leading the attack, to make sure it's done right.

As they return to the city, they are met by a patrol from Ravens Bluff. The patrol attempts to arrest them, as they have been convinced that a party fitting the PCs descriptions was responsible for the sack of a farm nearby. The PCs will be stripped of their goods, taken to jail, and tried if they cannot roleplay their way out of this mess. Again, the agents of Bane are responsible for this difficulty, as they set up a contingency plan to get the sword should Jacob and his ambush fail. If the PCs spend time in jail, the sword has been stolen by the time they are released, and the PCs have failed. Full Knight PCs are not stripped of their weapons, even if they are arrested, which might enable lucky or quick thinking PCs to avoid losing the sword, even if they are arrested.

Upon returning the sword to the Temple of Torm, the PCs are rewarded. If they have also uncovered the secret of the sword, they are further rewarded. This concludes this adventure. The final installment in the series will feature simultaneous missions to recover the phylactery of the Banelich (low tier), and to destroy the creature in combat (high tier).

Encounter 1:

You all received a visit last evening from a representative of the Temple of Torm, requesting your presence at a meeting this morning to discuss the possibility of working for the Temple. You are expected at 9 bells and have been promised breakfast when you arrive.

At this point the PCs know what the situation is, and can choose spells that they think appropriate. When they arrive at the Temple of Torm they are greeted by Mistayana Silverbough, a specialty priestess, who will discuss their mission and terms of payment.

Mistayana, an eighth level female half-elf specialty priest of Torm, stands 5'2", weighs 130 pounds, and appears to be about 25 human years old. Mistayana wears full plate armor bearing the holy symbol of Torm, but usually goes without a helm inside the city. She is reasonably attractive, but plain, and well muscled for an elf. She carries whatever compliment of spells the DM deems necessary, and appropriate magic items (DM's discretion).

Read or paraphrase the following:

Arriving at the Temple of Torm, you are greeted by a female elf dressed in the dark green plate armor of a priest of Torm. "For those of you who do not know me, my name is Mistayana Silverbough. I am glad that you have responded to the Temple's request for your assistance, please follow me to a room where we can discuss the details involved."

She leads you into a small room. Where several other adventurers await you. "Please make yourself comfortable. While I know who each of you is, you may not recognize some of those around you, please introduce yourselves." (Continue when introductions have been completed.) "The matter that causes us to bring you here is this: Centuries ago, a mighty lord, Aramatir the Elder, passed from this world to the next. Although he fought for many years, and destroyed many evil creatures, he could not defeat death, the fate of all mortals. When he was buried, his sword, Juststriker, was entombed with him. With this sword he struck down priest, mage, dragon, and worse. It never failed him. Juststriker is needed again, here in Ravens Bluff to combat an ancient enemy of our temple and a grave threat to our city. We do not know where this sword can be found, but we do have a solid lead on finding it. We seek adventurers to recover the sword for us, so that it may be used to destroy the foul creature for whom it is meant."

Mistayana will of course want the PCs to accept out of their sense of civic duty and good will, but realizes that such is not always possible. While she hints that the opportunity to aid a good cause should be reward enough, she eventually offers payment to those who insist on such things. The payment offered is 150 gp

per person per tier, payable in gems. She will not divulge any more details until the PCs accept the quest, and avoids revealing the exact nature of the foe even then, for fear of starting a panic if word gets out. If pressed, she reveals that the foe is a Banelich, one of the legendary undead high-priests of Bane, who has moved into Sarbreen and has been recruiting followers and building his power. Aramatir is known to have slain this high priest of Bane when both were alive, and his sword is thought to have special powers against the creature. The information above was gained though both magical divination and a heroic quest by a group of adventurers who discovered the existence of the sword and that it was likely potent against the Banelich. If the PCs have accepted, Mistayana will provide the following information to start them on their way.

“When the sword you seek was hidden with its dead master, all knowledge of the location of the tomb was carefully hidden. Only the most faithful companion of Lord Aramatir, his court wizard, was entrusted with the key to the tomb, a map that showed where it could be found. When the court wizard grew old, he passed it on to his most trusted apprentice, knowing that one day the sword would be needed again. On through the centuries this happened, with one apprentice taking over guardianship of the map and the tower in which it is housed from his master. This long string of wizards eventually passed the duty on to Rudolph, a wizard of some repute who still maintains the secret today. It is to Rudolph that you must go, and convince him that your quest is a worthy one. If you do this, you will be entrusted with the location of the tomb, and can then recover the sword with little more difficulty. Good luck, and may Torm guide your steps.”

She provides directions to Rudolph’s tower, which is two days ride northeast of Ravens Bluff, and answers other questions that the PCs may have. She also reminds them that they are to bring the sword back to the Temple after they recover it, and are not to go off chasing after the Banelich themselves. Allow the PCs to make any preparations they wish. If they spend more than that day preparing, have a messenger visit them to ask why they haven’t started yet.

Encounter 2: Rudolph

Allow the PCs to make whatever preparations they want for an overland journey of a couple of days. If the PCs take exceptional cautions when they leave the city, such as leaving from the north gate in disguise, or

some other plan, use your discretion as to whether or not the PCs are clever enough to avoid detection. Keep in mind that Banites are watching them because of their visit to the Temple of Torm. If they escape detection, skip the encounter with ‘Justin’, and go from this text to the section dealing with Rudolph’s tower. Otherwise, when they are ready to leave, proceed with the following:

You leave Ravens Bluff without incident, and set out toward Rudolph’s tower, following the directions given to you by Mistayana. As you travel, you have the uncomfortable feeling you are being watched, but your increased vigilance pays no dividends, as you cannot spot your watchers. Or perhaps it did pay off, if they were waiting for you to let down your guard and be ambushed. The territory you traverse is only marginally difficult, but you see few people after you leave the immediate vicinity of the city.

If the PCs encounter Justin, go on, if not, skip to Rudolph’s tower.

In fact, your travels are interrupted only once when you are approached by a rag-clothed figure from the side of the road. He grins stupidly at you and sticks out a grimy hand “Isn’t it a lovely day for dancing?” he says merrily. “I’m Justin, and it’s a lovely day for dancing.” With that he begins to cavort and leap about, before settling down again. “Where ya goin’? Can I come along? Can I? Can I, please?”

“Justin” is a completely insane, happy-go-lucky young man who loves dancing and music and has an intense curiosity. He plays his pan flute and dances merrily for almost any reason, or none at all, and really wants to go on an exciting adventure.

At least, that’s what he wants you to believe. He’s very convincing at selling the persona. In truth, his name is Jacob Valunsun, a priest of Bane. He is using his magical ring and amulet, along with his own considerable disguise abilities to get close to the PCs and learn as much as he can about them and their mission.

What happens in this encounter depends entirely on how the PCs react to this strange young man. If they are truthful and gentle with him, he goes on his merry way, and does not bother them any more. If they let him come with them, he walks along beside them for a while, before a flower or butterfly catches his attention, and he leaves. He chats with them for as long as they like, so long as they do not look like they are getting suspicious. If they ever launch an attack

against him, he immediately casts a *word of recall* spell from his ring. Note that this ring allows him to preempt initiative, and escape before anything can happen to him. Even other speed items will only go simultaneously, and he will escape, though he may be incapacitated or even killed in this case.

If the party attempts to heal his “insanity” the cure works, and Justin suddenly remembers his wife and children. After asking questions to figure out where he is, he sets off to the north, to find his home. If the party wants to take this man back to the city for healing, he goes along with the plan, though he will not enter the Temple of Mystra (he seems deathly afraid of it, and will scream and run away if they try to take him there). If the party attempts to heal this man, award one chivalry point to any knights and squires who are supportive of this action, carry out, or help to pay for the healing. If the knight or squire would rather not heal Justin, for whatever reason, they do not get the point. For full details of Jacob Valunsun, please see Encounter 8: Old Enemies.

Continue here if the PCs did not encounter Justin: Rudolph’s Home.

About an hour before sunset on your second day of travel you arrive in front of an imposing tower which matches the description of Rudolph’s. The tower is perhaps 50 feet tall and as broad, its once white stone now slightly gray. Shuttered windows stare out at you from the upper levels. A pull cord hangs next to the door. When you pull it, you hear a faint ringing sound coming from inside. A few minutes later an elderly man in green robes opens the door. He stands about 5’8” and has a full head of close-cropped gray hair. He looks you over and says, “Yes, what can I help you with today? I don’t do much spellcasting any more, but I’m always willing to hear people out, see what they need.”

The feeling of being watched came from being scried by both Rudolph (sent a dream), and by minions of the Banelich (who know of the party from spying on all comings and goings at the Temple of Torm. There’s probably not much they can do about scrying, but if they want to do something to feel better about themselves, they’re certainly welcome to try. If they somehow manage to avoid the scrying it will probably not benefit them much, but keep it in mind when deciding the Banites’ tactics in Encounter

If and when the PCs inform him of their quest, he immediately lets them inside and directs them to his study where he leaves them while he gets tea and

cakes (he also uses this time to cast *know alignment* out of sight of the PCs). He already knows of their quest, as he was scrying them (having been sent a dream which featured these adventurers travelling toward his tower), but he feels it polite to ask anyway. If they try to lie and tell him they seek spell casting for some problem or another, he still lets them in, and listens politely to whatever they have to say. In this case, he politely (perhaps even regretfully, if the story was a good one) refuses to help them or finds himself unable to help them. The only way to get the location they need is to level with him.

Rudolph’s tower is unassuming; tastefully decorated with the mementos of a long, distinguished adventuring career, and with the books and scrolls and small curios of a subsequent life of contemplative research. It has a study, a dining room, and a kitchen on the first floor, with a bedroom, and living room on the second, and a laboratory, and library on the upper floors. A basement off of the kitchen contains food and water supplies.

Rudolph, hm, W14: AL LG; AC 6 (*armor* spell); hp 34; Int 18; Wis 16;

He is 92 years old though still quite healthy and alert. He has traded, sold, or given away most of his magical items, but still has a *wand of paralyzation* and a *ring of spell turning* to deal with attackers. He has 6 *stoneskins* remaining from his last casting of the spell, 11 years ago. He commonly keeps *web*, *teleport without error*, *know alignment*, *sleep* and many other spells memorized. If he is attacked, he attempts to escape first, and to incapacitate his attackers if he cannot escape. Anyone who attacks Rudolph will be subject to the full penalties under the law, as the tower is still within the lands under the jurisdiction of Ravens Bluff.

When he returns to the room, he distributes refreshments and sits down, scanning the PCs alignment all the while. **He is looking for at least one PC of good alignment who is not a priest or paladin of Tyr or Torm or Ilmater.** If he finds such a PC, continue. Otherwise skip to encounter 2a: The Wolf. If he finds a PC who blocks his detection with a *ring of mind shielding* or similar device, he immediately becomes suspicious, and tests the PCs regardless of what other alignments may be present. In this case, skip to encounter 2a: The Wolf.

Rudolph sits down, takes a sip of his tea and addresses you, “When I was entrusted with the key to the secrets you hope to unlock, I was told to guard it to the best of my ability, which I have done for many years now, and to release the location only if I was

convinced that the time had come for it to be used in a good cause. Apparently, by your presence here, someone believes it is time for the sword to be used again. Tell me why."

This is the PCs' chance to convince Rudolph that the sword is needed to deal with the Banelich. The PCs don't know that he knows a great deal more of the sword and its history and legends than anyone else in this world, since he has been its guardian for so many years. If the PCs try to pull the wool over his eyes, he suggests a test (skip to Encounter 2a: The Wolf). If they tell the story straight, he nods slowly, then bids the PCs to stand and follow him to the basement. There he moves aside a stack of crates to reveal a softly glowing door, upon which is engraved the symbol of Tyr. Go to Encounter 3: Trial by Fire.

Encounter 2a: The Wolf

If there are no good aligned PCs who are not priests or paladins of Tyr, Ilmater, or Torm, or if any PC blocked his attempt to detect their alignment, they must be tested by this encounter. At an appropriate moment, Rudolph will suggest the test:

Rudolph looks at you all carefully and says, "I have reservations. Let us see if Grimjaws approves, before I aid you quest." He produces a wolf's head from a cabinet and places it on a table in the center of the room.

"Let one of you, strong in spirit and resolve, place his right hand in the mouth of the wolf. If Grimjaws smiles on your quest his blessing will be made apparent, but if he frowns your hand is forfeit."

A successful **religion proficiency check** reveals that Grimjaws is a reference to Tyr the god of Justice. Of course any priest or paladin of Tyr will immediately recognize the reference without the need to make a check. Tyr is very likely to smile on this quest to destroy a Banelich quite favorably, but there is a chance that he may not approve of the adventurers who were selected to complete it.

If any PCs (other than priests and paladins of Torm and Tyr) are lawful, or priests of another god, Tyr smiles on the quest. The first indicates that the PC is likely to keep his word and honor the quest, while the second indicates to Tyr that one of his brother gods has given tacit approval to the quest. If none of the PCs match this description, then have the tested PC (the

one who put his hand in the wolf's mouth) roll 1d20, modified as follows:

- +1 for every chivalry point, knightly honor, favor from a temple, or "friendship icon" owned and honestly earned by the PC
- -5 for every negative chivalry point or infamy point the PC has.

A friendship icon is something that indicates the PC is considered a friend by a certain group of people, such as druids, the temple of Mystra, dwarves, and so forth. When the die has been rolled and modified as appropriate, a final result of 1-8 results in failure of the test, while a result of 9 or higher indicates success. Note that a roll of 1 is not automatic failure, if modifiers bring the number to 9 or more, nor is a roll of 20 automatic success.

Remember that the test will only occur if Rudolph can detect no good (non-priest or paladin of Ilmater, Torm or Tyr) characters in the party, or if he finds his detection blocked. It will only be resolved by a die roll if none of the (non-priest or paladin of Torm or Tyr) PCs is lawful or a priest of another god.

If the result of the test is failure, go to Encounter 10a: Bandaging the Wounds. If the party succeeds, then the brave soul who volunteered his hand is covered briefly in golden radiance and affected by a double strength *bless* for the duration of the event (+2 to hit and +2 to fear saves).

After the golden light fades, Rudolph smiles and congratulates the PC who won Tyr's favor, and bids the party to stand and follow him. He leads them to the basement, and moves aside a stack of crates to reveal a softly glowing door, upon which is engraved the symbol of Tyr. Go to Encounter 3: Trial by Fire.

Encounter 3: Trial by Fire

Rudolph tells you that the map you seek is beyond the door, protected by magic and a riddle that you must solve. If you are able to complete the riddle, he assures you, you will suffer no harm, but if you fail you will be struck with cleansing fire. He opens the door, revealing a dark passageway of smooth stone.

If the PCs question Rudolph for more information, he simply refuses to give it to them, waiting patiently for them to continue. Once the PCs relent and enter the passageway, continue with the following.

As soon as the last of you has entered the passageway, the door swings shut behind you, closing with a loud *click*. You follow the passageway until you come to a large circular chamber, in the center of which is a square marble pedestal with an ivory scroll case sitting on top of it. The pedestal has four bronze plates affixed to it, one on each side. At each cardinal compass direction, a small oak chest sits on the floor, including one that you nearly stumble over as you enter from the south. Each plate has writing on it, and a small, round hole near the bottom of the plate.

When the PCs examine the plates, give them Player Handout 1, contains the writing on the plates. That writing is given below as well:

Plate 1 (facing south):

Read and do my bidding, and that of my brothers. When you have done all of this, speak the name of the Just God. Bring me Fire; Leave Ice in its place.

Plate 2 (facing east):

Read and do my bidding, and that of my brothers. When you have done all of this, speak the name of the Even-Handed. Bring me Water; Leave only Air in its place.

Plate 3 (facing north):

Read and do my bidding, and that of my brothers. When you have done all of this, speak the name of the Blind Overlord. Bring me verdant Life; Leave Blood in its place.

Plate 4 (facing west):

Read and do my bidding, and that of my brothers. When you have done all of this, speak the name of Grimjaws. Bring me Day; Leave Night in its place.

The chests contain seven gems. The southern chest contains a green emerald. The eastern chest contains a black pearl and a ruby. The northern chest contains a blue sapphire and a bloodstone. The western chest contains a sunstone and a diamond.

The PCs cannot move the scroll case in any way, nor can they open it, or do anything else with it, without first solving the puzzle. It is simply not affected by

anything they can do to it. When they solve the puzzle they will be able to pick up the scroll case without difficulty. The part about cleansing fire comes in every time a PC speaks the name Tyr, or tries to touch or affect the scroll case in any way. If the gems are not in the correct positions, the party is struck by a fireball, for 1d6 at first tier, 3d6 at 2nd tier, 5d6 at 3rd tier, 7d6 at 4th tier, and 9d6 at 5th tier. Normal saves apply, but the person actually speaking the name or trying to touch the scroll case saves at -2. This happens every time "Tyr" is spoken without the gems in their proper positions, and every time someone tries to affect the scroll case without the puzzle completely solved. Note that the fireball will not damage any component of the test, nor will it damage the map or the case.

The required distribution of the gems is as follows:

Southern Plate - Ruby
Southern Chest - Bloodstone
Eastern Plate - Sapphire
Eastern Chest - Diamond
Northern Plate - Emerald
Northern Chest - empty (no gem)
Western Plate - Sunstone
Western Chest - Black Pearl.

If the party thinks of it, they can recover the gems once they have completed the riddle and obtained the map. The gems are small, worth 200 gp each.

It is not possible to exit the room without first completing the puzzle. The walls are impervious to all spells, and the room is warded against extradimensional travel. Nor can the door be forced. The room is also completely sealed, and just big enough for a fireball to fill it. The air is magically refreshed, so the PCs may stay in this room as long as their supplies of food and water hold out.

With the map in hand, you retreat back down the corridor you came in by, only to find that it opens into the yard in front of Rudolph's tower.

The map you hold shows the shrine to be about 60 miles from the city, in the mountains south of Ravens Bluff. The entrance is shown behind a large boulder in the side of a relatively low hill.

The party is now free to proceed either directly to the tomb, or first back to the city. Either option is acceptable, though the journey back through the city will add an extra day to their trip, and give the minions of Bane another chance to locate them. In this case, unless they have managed to avoid being scried, any

parties which proceeded with enough stealth to avoid Justin on the first trip will encounter him on the second, just before their return to Ravens Bluff. He will be most disappointed that they are returning from a grand adventure, and not departing on one so that he can come along. If they avoid the city, it is possible to avoid Justin entirely. They will have no further encounters in the city, though they may make what preparations they wish.

Encounter 4: A lonely warrior.

When the party has reached a point where they are ready to camp for the night, let them set up watches and do whatever they feel is needed to make camp. Sometime after dark, but before anyone really drifts off to sleep, anyone on watch will automatically notice the clanking approach of footsteps in the dark.

Anyone not on watch may make an alertness proficiency check to detect the approach. Eventually the figure making the noise steps into view and stops at a comfortable shouting distance. He hails them in Common, or Dwarven if need be, and asks the hospitality of their campfire for the night. At this range in the dark the PCs can only see that the figure is approximately human sized and wearing a full suit of armor, with some sort of weapon. If asked, he assures the party that his intentions are innocent and he will give his word of honor that he brings them no harm.

If the PCs are reluctant to let him approach their camp, he chides them saying, "Is this how you treat travelers alone in the wilderness? With suspicion and malice? Come now, surely you are more generous and brave than that." If the PCs still refuse him, he leaves, never to be seen again. Any attempt to track him will be utterly unsuccessful.

If Aramatir leaves in this manner, the party has gravely offended him, and he will hinder their efforts for the next encounter. This hindering results in the promotion of the party to the next higher tier, for that encounter only.

If the PCs allow him to approach the camp they see the face of an old warrior inside a scarred and dented but rust-free helm. He wears plate mail and carries a mace and short sword. A broad sword is slung over his back. Any PC who states that they are looking for holy symbols on this man or his gear will notice a holy symbol of Tyr just above the handles of each weapon. His armor is functional and unadorned. On his back is a backpack with a bedroll tied over the top. His gear appears well used and well cared for. The man will

introduce himself as Tylliem, and if asked will give his last name as Noralman. (This is true, he simply neglects to mention that his first name is Aramatir, since he doesn't want the party to know, the names given are his middle and last names, which the PCs have never heard before.) He will describe himself as an adventurer and traveling warrior.

While at the camp, Aramatir will offer what food he has (a slab of salt-pork and some dried apples and biscuits) for the communal dinner. He questions the PCs about their mission, their faiths, and especially about past adventures. Give the players a chance to roleplay if they enjoy story telling. If a round of story telling goes on, he adds his own tale of fighting against a corrupt noble who abused his peasants and lands. That noble was overthrown, and his family name shamed forever more. Make up the details of this story to fit the mood and composition of the party. He offers to stand watch, if the PCs wish. At all times he is gracious, courteous, and kind. When the PCs tell their stories, he listens carefully to how they describe their motivations. If they are driven by greed or anger or jealousy, he will not be as inclined to favor them as if they tell stories of just acts done and noble causes championed.

The point of this encounter is to allow Aramatir to judge for himself those who are coming to recover his sword. After long and faithful years of service to Tyr in the afterlife, he was granted the opportunity and responsibility to meet the PCs. The DM's judgment of the PCs behavior is very important for this encounter.

Aramatir is looking for a group of good character, though they do not necessarily need to be followers of Tyr. He reacts favorably if they display many or all of the following traits: justice, valor, courtesy, generosity, hospitality, bravery, honesty, faith, and trust. He reacts indifferently if only a few of those qualities are met, or if he is treated with only a minimum amount of hospitality or if the PCs are vain, braggarts, bunglers, or uncouth. He reacts poorly if they exhibit none of the qualities he seeks (including if they turn him away), if hospitality is only grudgingly given (including asking for payment), or if the PCs are abusive (this includes attempting to *charm* or otherwise magically influence him, or attempting to read his mind. It does not include non-invasive detection spells, which he considers a reasonable and prudent action). Of course, any attack on or attempt to steal from him will result in a bad reaction.

Be fairly generous in interpreting PC actions in this encounter. The next encounter can be extremely deadly if the party has offended Aramatir, and this

result should not be inflicted on the party unless they have truly earned it. It should take some egregious behavior for Aramatir to be offended.

When morning comes, Aramatir takes leave of the party, no matter what objections they may offer. He says he is off to hunt a giant (technically true, he will be traveling to another plane to find and bring to justice a giant that has kidnapped a young dragon). Wishing the party the best of luck in, he heads south, toward the mountains. If the party won a favorable reaction, he is careful to wish them luck “in unwrapping the secrets they seek.” The word unwrapping is the key the secret of the Banelich’s doom, for it refers to unwrapping the hilt of the sword, once they recover it, and discovering the legend, and the true name inscribed upon it.

Aramatir, extra-planar proxy of Tyr: He is instantly aware of any attempt to read his mind, magically influence him or steal from him. All will fail. If the party uses non-invasive detections (including *know-alignment* or *true-seeing*) he does not take offense. His alignment is Lawful Good, and beings able to see his true form see only a slight glow about him (this is his true form, but he can and usually does suppress the glow of holy power about him). If he is attacked, he instantly *teleports* away without error.

Encounter 5: The Tomb

You travel through the day and it is late afternoon when you come to your destination. A large boulder resting on the side of a hill appears to mark the location of the tomb you seek. You find that the boulder, though initially its sheer size puts you off, rolls aside quite easily revealing a stone door with a large, iron handle set in the middle.

The door is not locked, trapped, or magically sealed in any way. It had been magically sealed with very strong magics, but as the party approaches, the wards recognize the map they bear and fade away. If the party does not have the map, (for example if they are only carrying a copy of it, or if they have it stored in an extradimensional space) the door is sealed, quite tightly, and no amount of force or magic will allow them to pry it open or bypass it. In this case, if they do not make the connection on their own, Aramatir may take a hand. If the party has won a favorable reaction, his voice whispers in the ear of the character who impressed him most “The map is key.” If he intervenes here to put the party back on the right track, he will not assist with the combat to come. If the party did not

impress Aramatir, they are on their own, and left to experiment, or to recall that the map was referred to as key, or the key, several times in previous conversations.

The door bears no inscriptions or glyphs and no markings of any sort other than the handle in the center. It opens quite easily, despite time and the elements. Behind the door is a passage leading deep into the hillside. There are no traps, tracks, or other distinguishing features to the corridor. It is just wide enough for 3 to walk abreast (or for a coffin to be carried into, it is a tomb after all). No light is provided, except what filters through the door; the PCs must provide their own illumination. When they enter the tomb, read or paraphrase the following (the bit about the broken weapons is an important warning at the high tiers, and one that should not be omitted) the broken weapons were left here by the creators of the tomb, as a warning for those who are perceptive and knowledgeable about such things, no bodies can be found to go with the broken weapons:

You descend for a long time, the passageway leading far deeper into the ground than you might have expected, and eventually come to a large square chamber, perhaps 35-40’ square and with a ceiling 8-10’ over your heads. A set of small double doors is set into the far wall, the symbol of Tyr just visible on them at the edge of your light. Lining the walls are statues of warriors, dressed in ancient gear, and all with the symbol of Tyr prominently displayed on their armor. Shattered and broken weapons litter the otherwise spotless room.

A deep, male voice rings out as you get enter the room, “You have entered a holy place! If you are defilers, prepare to meet your doom. If you are faithful then prepare to prove your mettle!” With those words a number of the statues begin to move in on you!

The number and kind of statues that attack is determined by the party’s tier, adjusted up one or down one for their behavior in dealing with Aramatir.

If Aramatir was favorably disposed to the party, lower their tier by one. If he was indifferent, he neither helps nor hinders them: let them fight at their own tier. If he was offended, turned away, or otherwise poorly disposed toward the party he will actually hinder their efforts: increase the party’s tier by one for this encounter only.

If the party is in Tier one, and have won the favor of Aramatir, they will see several of the statues start forward, only to grind to a halt after a few short steps. All of the golems have only the powers listed in this section. Additionally, while the party may flee, the golems will not pursue them outside of this room, and they are impervious to any attacks launched from outside of the room. If ever there are no PCs in the room, the golems return to their posts by the walls and are fully healed. Until the golems are defeated the doors are utterly impassable. They can not be opened, nor will a *passwall*, *dimension door*, *knock*, *wraithform*, or any other sort of magic serve to pass them. This includes the walls, floor, and ceiling in this room.

Tier 1:

Least Stone Golems (2): Int Non; AL N; AC 5; MV 6; HD 5; hp 30; THACO 15; #AT 1; Dmg 1d10; SA nil; SD immune to all elemental spells and attacks, poison, and mind-affecting spells; MR nil; SZ L (9'); ML 20.

These golems are vulnerable to any magics not specifically excluded above, as a normal humanoid opponent. Thus *haste*, *slow*, and *magic missile* all have normal effects. They do not require special weapons to hit.

Tier 2:

Lesser Stone Golems (2): Int Non; AL N; AC 5; MV 6; HD 8; hp 45; THACO 13; #AT 1; Dmg 1d10+4; SA nil; SD immune to all spells except *rock to mud* (slows for 2d8 rounds), *mud to rock* (heals all damage), and *stone to flesh* (renders vulnerable to attack magic for the following round), immune to poison; MR nil; SZ L (9'); ML 20.

These golems do not require magical weapons to hit, but are otherwise treated as normal stone golems, with the changes noted above. They do not have the *slow* ability common to stone golems.

Tier 3:

Minor Stone Golems (2): Int Non; AL N; AC 5; MV 6; HD 10; hp 60; THACO 11; #AT 1; Dmg 2d8; SA *slow*; SD immune to all spells except *rock to mud* (slows for 2d8 rounds), *mud to rock* (heals all damage), and *stone to flesh* (renders vulnerable to attack magic and normal weapons for the following round), immune to poison; MR nil; SZ L (9'); ML 20.

These golems require magical weapons to hit. The DM should waive this requirement if the party possesses no suitable weapons. It may be difficult, but eventually they should be able to win through. The *slow* ability is usable once every other round and is directed at only a single opponent, who gets a save vs.

spells at -4. The *slow* lasts 13 rounds. The Judge should give the PCs a chance to flee, regroup and try again if needed, as this encounter can be very difficult or relatively simple, depending on the composition of the party.

Tier 4:

Stone Golems (2): Int Non; AL N; AC 5; MV 6; HD 14; hp 60; THACO 7; #AT 1; Dmg 3d8; SA *slow*; SD immune to all spells except *rock to mud* (slows for 2d8 rounds), *mud to rock* (heals all damage), and *stone to flesh* (renders vulnerable to attack magic and normal weapons for the following round), immune to poison; MR nil; SZ L (9'); ML 20.

These golems require +2 or better magical weapons to hit. The DM should waive this requirement if the party possesses no suitable weapons. It may be difficult, but eventually they should be able to win through. The *slow* ability is usable once every other round and is directed at only a single opponent, who gets a save vs. spells at -4. The *slow* lasts 17 rounds.

Caryatid Columns (2): Int Non; AL N; AC 5; MV 6; HD 5; hp 22; THACO 15; #AT 1; Dmg 2d4; SA nil; SD +4 bonus to all saving throws, non-magical weapons inflict only half damage, magical weapons do not gain bonus damage from magic, weapon destruction (see below); MR nil; SZ L (7'); ML 20.

A caryatid column is a variant kind of stone golem. A caryatid column is destroyed instantly by a *stone to flesh*, *transmute rock to mud*, or *stone shape* spell if it fails its save. Whenever a caryatid column is struck with a weapon there is a 25% chance of the weapon breaking, reduced by 5% for each plus of the weapon (use the highest plus). There is no minimum, so a +5 weapon cannot be broken in this manner. A magical weapon with no plusses is considered +1 for these purposes. The first time a column is struck, the weapon will automatically pass its check and survive, read the following:

When you strike the creature, a shock travels up the weapon and through your arm. The weapon vibrates in your hand, and you quickly glance at it to see if it has been damaged. It still holds, but you're not sure how many more strikes like that it can survive.

At this point the PCs are free to communicate that knowledge amongst themselves (in-character of course) and have the option of resorting to other attack forms. After the warning has been read once, roll normally for weapon destruction. If any PC who is not aware of the destructive power of the columns strikes one (after the first time one is struck) roll normally, but then warn that PC if his or her weapon survives (if it

didn't that should be sufficient warning). *Rods of smiting*, being specially designed for use against golems, are unaffected by this power.

Tier 5:

Clay Golems (2): Int Non; AL N; AC 7; MV 7; HD 11; hp 50; THACO 9; #AT 1; Dmg 3d10; SA see below; SD immune to poison, see below; MR nil; SZ L (9'); ML 20.

These golems require magical blunt weapons to hit. The most fearsome power of a clay golem is that damage inflicted by one can only be cured by a *heal* spell from a priest of 17th level or higher. (This applies to magical curing only, the damage can be regained through natural means, but the healing and herbalism proficiencies are of no use). Once per day, after engaging in at least one round of combat, the golem can *haste* itself for 3 rounds of combat. It does this at will and may attack (with double attacks) in the same round. For dispelling purposes, treat this as a level 11 effect. A *move earth* spell will drive a clay golem back 120 feet and inflict 3d12 points of damage if it fails its saving throw. A golem flung into a wall in this manner suffers no additional damage, but a golem flung from the room is instantly destroyed. A *disintegrate* spell will slow the golem for 1d6 rounds and inflict 1d12 points of damage if it fails to save, and an *earthquake* cast directly at the golem will prevent it from moving for one turn (10 rounds) and inflict 5d10 points of damage.

Caryatid Columns (6): Int Non; AL N; AC 5; MV 6; HD 5; hp 22; THACO 15; #AT 1; Dmg 2d4; SA nil; SD +4 bonus to all saving throws, non-magical weapons inflict only half damage, magical weapons do not gain bonus damage from magic, weapon destruction (see below); MR nil; SZ L (7'); ML 20.

A caryatid column is a variant kind of stone golem. A caryatid column is destroyed instantly by a *stone to flesh*, *transmute rock to mud*, or *stone shape* spell if it fails its save. When ever a caryatid column is struck with a weapon there is a 25% chance of the weapon breaking, reduced by 5% for each plus of the weapon (use the highest plus). There is no minimum, so a +5 weapon cannot be broken in this manner. A magical weapon with no plusses is considered +1 for these purposes. The first time a column is struck, the weapon will automatically pass its check and survive, read the following:

When you strike the creature before you, you feel a shock travel up the weapon and through your arm. The weapon vibrates in your hand, and you quickly glance at it to see if it has been damaged, but it still

holds, but you're not sure how many more strikes like that it can survive.

At this point the PCs are free to communicate that knowledge amongst themselves (in-character of course) and have the option of resorting to other attack forms. After the warning has been read once roll normally for weapon destruction. If any PC who is not aware of the destructive power of the columns strikes one (after the first time one is struck) roll normally, but then warn that PC if his or her weapon survives (if it didn't that should be sufficient warning). *Rods of smiting*, being specially designed for use against golems, are unaffected by this power.

Tier 6: (if a 5th Tier party offended Aramatir)

In this case, the combat is the same as for the 5th tier, but add 2 more clay golems.

Encounter 6: The Sword

At the conclusion of the combat, the golems collapse into dust, and the doors on the far side open of their own accord. Beyond the door is a small shrine, an altar to Tyr with a fine steel broadsword with a leather wrapped hilt resting on top. A thin book bound in red leather lays open in front of the altar. On the wall behind the altar is a dull metal plate that declares (in archaic common) that this is the final resting place of Aramatir Tylliem Noralman the Elder, Lord of Bright Waters and Champion of Tyr.

The book is a journal kept by Aramatir and it is open to the last page, which reads "So that ye of faith and resolve may recover my sword in your time of need, leave an offering and sacrifice to Tyr. Leave ye on this altar the means by which Tyr might destroy his enemies, and heal the wounds of his faithful. I go now to my final rest, may Tyr smile upon all who are just and true, and guide the hands of those who come to seek to unwrap the secrets of this sword."

The required sacrifice is any weapon and any means of healing. These need not be magical, but **do not tell the players this** unless they have the divinatory means to discover it on their own. A simple dagger and roll of bandages will do, as will a magical weapon and a potion of healing. The sacrificed items vanish in a flash of golden light, forever gone. Once this is done, the sword may safely be recovered. If anyone attempts to pick up the sword before the sacrifice is made, that person is affected by a *temporal stasis* spell (there is no save against this spell, though MR and *scarab of protection* saves will apply).

If the entire party is so foolish as to be affected by temporal stasis, the Banites following them will enter the tomb, steal the sword, and collapse the tomb on the heads of the unfortunate, trapped PCs. If this happens, the characters are out of play indefinitely.

If only part of the party is trapped in this manner, the rest of the PCs may attempt to dispel the magic (which is at 18th level of ability), or they may return to Ravens Bluff and petition for assistance. If they leave the appropriate sacrifices after someone touched the sword, the *temporal stasis* is broken, but all previously affected PCs operate under the effects of a *slow* spell for the rest of the adventure. Otherwise, one of the higher level priests of Torm will eventually ride out and spend however long it takes to dispel the magic.

Once they have made the required sacrifice, they may safely pick up the sword. When this is done read the following:

As you pick up the sword, a ghostly image of a man appears behind the altar. You recognize him immediately as the man who visited your camp last night. "You have won my sword and therefore the favor of Tyr. May it be used wisely and well to accomplish the task for which it was left. For you who have recovered this weapon, I have arranged a reward. Beneath the altar you will find two weapons. They are yours for your service. Thank you and Godspeed on your journey back to Ravens Bluff. Take care, for danger ever lurks and seeks to do harm to the righteous." With those words the figure disappears and the altar slides back, revealing a small cavity in which lie a mace and a short sword.

The mace and short sword radiate magic under detection. See the Treasure Summary for details. The PCs find a note wrapped around the handle of the mace, directed to the just an proper authorities of the land, from Aramatir, written when he was still alive. It is brittle and faded, but says in no uncertain words that the items in the hidden cache are the just reward for those who recovered his broadsword.

The sword itself is effective against the Banelich, although it is not magical in any way. The power of the sword comes from the true name of the Banelich, the one he bore in life, inscribed upon the hilt. The legend is covered by the leather wrapping, which must be removed to read it. The legend need never be discovered, since the sword is effective in and of itself, but the discovery will make the Banelich all that much

easier to defeat. If the legend is discovered it reads as follows, in an old form of the Common tongue:

In the Year of the Singing Sprite did our Lord Aramatir finally come to blows with the foul creature Cthurdar Belvarent, a priest of the tyrant god. The battle was long and arduous, and the retainers and companions of both men slowly fell away, dead or too injured to continue the fight. It was then that Lord Aramatir faced Cthurdar and his chosen minion, the babau Grhosrillin alone, in the sactuary of evil and vileness that was their lair. With his mighty sword Juststriker, Aramatir did slay the evil ones, striking off the head of the fiend with the last ounce of his strength. Though Aramatir did live, and fight again, a great weapon for justice was lost that day, for the foul secretions of the babau did destroy Juststriker, even as the keen edge of the blade sent the creature screaming back to the pits from which it sprang. It is to this purpose that the mastersmiths of Bright Waters have converged, and forged this weapon, as a symbol of the deed and our gift and tribute to Lord Aramatir. May his legend shine brightly for many years to come.

The PCs are now free to leave, but they will find that they cannot *teleport*, *dimension door*, *plane shift* or otherwise leave via magic while within the tomb. When they leave, they are attacked by Jacob Valunsun, and all of the help he could round up on short notice.

Encounter 7: Old Enemies

Jacob and party are waiting in ambush for the PCs. How they react will depend on what shape the party is in, and how proficient he believes them to be. If he believes that they are weak, or have been significantly damaged by the fight with the guardians, he will simply wait for them to exit the tomb, and attack as soon as the party exits the door. In this case he will be looking to capture the sword, or failing that, destroy it (especially if he has his mystic lash spell available to destroy it with). If, however, he feels that the party poses a significant threat, he will not attempt to capture the sword, but content himself to keep it from returning to Ravens Bluff. Remember that Jacob and other minions of Bane have spent a great deal of time observing and spying on the PCs, so they should have a fairly accurate idea of what their capabilities are, and what weaknesses they can exploit. Fell free to let Jacob and company use DM knowledge of PC weaknesses to simulate this advantage.

If he decides to simply bury them he will send his minions ahead into the tomb to engage the PCs, while he recites an earthquake spell from a scroll, hoping to bury them alive. Of course, his minions know nothing of what he is casting, and he has assured them that he will cast a spell to assure victory, if only they can hold off those wretched adventurers for a few minutes.

Jacob starts his earthquake spell 4 minutes before his minions enter the tomb, where they will encounter and battle the PCs in the hall of golems. The archer, if this strategy is employed, takes cover behind the edge of the door and snipes in at any clear targets. In this case, Jacob and Arrene have fewer precasts. Those that are not used in this option are denoted with asterisks. If Jacob opts for the earthquake, the changes to this encounter are noted after the tiered statistics for the villains.

If the frontal attack option is used to capture or destroy the sword, proceed with the following (if the party avoided Justin completely, modify the text, and keep in mind that he has far less idea of their strengths and weaknesses than he otherwise might):

As you emerge from the hillside the door swings shut behind you. As you stretch and look around, you see a familiar face, Justin, the madman you met on the road. Without apparent madness or provocation, he finishes what looks like a spellcasting chant!

Roll surprise for the PCs at a penalty of -2, as the thugs were waiting in ambush. Surprised PCs are unable to act on the first round of combat. Roll initiative and proceed normally. The two unique characters are fanatical Banites and not subject to morale, but the fighters are not subject to such faith and will flee or surrender if the situation warrants.

Tier 1:

Jacob Valunsun, hm, P(Sp)5 of Bane: AL LE; AC 0 (chainmail and shield, Dex); MV 12; hp 38; THAC0 17; #AT 1; Dmg 1d6+2 (mace) or by spell; SA spells, powers; SD spells, powers; S 17; D 18; C 16; I 12; W 18; CH 12; MR nil; SZ M; ML n/a.

Magical Items: Jacob carries his *ring of false detection* and his *amulet of ESP*. The *amulet of ESP* is out of charges by the time PCs can use it.

Spells: (Precast spells in **bold**). *bless*, *cure light wounds* (x3), *detect magic**, *heat metal*, *silence 15' radius*, *spiritual hammer*, *find traps*, *hold person*, *protection from fire*, *prayer* (this is the spell he just finished).

Special Powers: Unaffected by *fear* spells. May generate fear aura 50' in diameter once per day: save

vs petrification or flee (70%) or attack him (30%). Aura and affects last 5 rounds.

Arrene Bloodbow, hef, F2nd: AL LE; AC 5 (chainmail); MV 12; hp 16; THAC0 17 (19 with sword); #AT 2 (1 with sword); Dmg 1d8+2 or 1d8; SA missile fire; SD nil; SZ M; S 14; D 12; C 14; I 15; W 8; CH 11; MR nil; ML n/a.

Magical Items: Arrene carries a longbow with a quiver of 20 sheaf arrows. She also carries another quiver which contains 12 *sheaf arrows* +2, which she employs against the party. Her THAC0 increases to 19 if and when she runs out of magical arrows. She has a non-magical longsword at her side.

Thugs (4), hm, F1: AL LE; AC 6 (studded leather and shield); MV 12; hp 12; THAC0 20; #AT 1; Dmg 2d4 (broadsword); SA/SD nil; MR nil; SZ M; ML 13. The thugs each have 50 gp, which they received as a retainer.

Tactics: Jacob's side has a *prayer* spell in effect. This gives them +1 to hit, damage, and saves, and gives the party -1 to hit, damage, and saves. Jacob casts *heat metal* at a heavily armored PC who is not wearing magical armor. The goons move in from all four sides, and Arrene concentrates fire on lightly armored targets. After the first round, Jacob casts *hold person* at one or two particularly annoying targets (save at -2 or -1 vs. paralyzation applies). On the third round he will *bless* himself and enter melee. If Jacob is the last foe standing he will activate his *fear* aura (not before, since none of his allies are immune to it).

Tier 2:

Jacob Valunsun, hm, P(Sp)7 of Bane. AL LE; AC 0 (chainmail and shield, Dex); MV 12; hp 50; THAC0 15; #AT 1; Dmg 1d6+2 (mace) or by spell; SA spells, powers; SD spells, powers; S 17; D 18; C 16; I 12; W 18; CH 12; MR nil; SZ M; ML n/a.

Magical Items: Jacob carries his *ring of false detection* and his *amulet of ESP*. The *amulet of ESP* is out of charges by the time PCs can use it.

Spells: (Precast spells in **bold**). *bless*, *cure light wounds* (x3), *detect magic**, *heat metal*, *silence 15' radius*, *spiritual hammer*, *find traps*, *hold person*, *protection from fire*, *prayer*, *dispel magic*, *poison*, *tongues*.

Special Powers: Unaffected by *fear* spells. May generate fear aura 70' in diameter once per day: save vs petrification or flee (70%) or attack him (30%). Aura and effects last 7 rounds. *Dispel good* once per day.

Arrene Bloodbow, hef, F4: AL LE; AC 1 (chainmail, Dex); MV 12; hp 30; THAC0 13 (17 with sword);

#AT 2 (1 with sword); Dmg 1d8+2 or 1d8; SA missile fire; SD nil; S 14; D 18; C 14; I 15; W 8; CH 11; MR nil; SZ M; ML n/a.

Magical Items: Arrene carries a longbow with a quiver of 20 sheaf arrows. She also carries another quiver which contains 12 *sheaf arrows* +2, which she employs against the party. Her THAC0 increases to 15 if and when she runs out of magical arrows. She has a non-magical longsword at her side.

Thugs (4), hm, F2: AL LE; AC 4 (chain mail and shield); MV 12; hp 20; THAC0 18; #AT 1; Dmg 2d4+1 (broadsword, strength); SA/SD nil; MR nil; SZ M; ML 13.

The thugs each have 50 gp, which they received as a retainer

Tactics: Jacob's side has a *prayer* spell in effect. This gives them +1 to hit, damage, and saves, and gives the party -1 to hit, damage, and saves. Jacob casts *heat metal* at a heavily armored PC who is not wearing magical armor. The goons move in from all four sides, and Arrene concentrates fire on lightly armored targets. After the first round, Jacob casts *hold person* at one or two particularly annoying targets (save at -2 or -1 vs. paralyzation applies). On the third round he will *bless* himself and enter melee. If Jacob is the last foe standing he will activate his *fear* aura (not before, since none of his allies are immune to it).

Tier 3:

Jacob Valunsun, hm, P(Sp)9 of Bane: AL LE; AC -2 (platemail and shield, Dex); MV 12; hp 62; THAC0 15; #AT 1; Dmg 1d6+2 (mace) or by spell; SA spells, powers; SD spells, powers; S 17; D 18; C 16; I 12; W 18; CH 12; MR nil; SZ M; ML n/a.

Magical Items: Jacob carries his *ring of false detection* and his *amulet of ESP*. The *amulet of ESP* is out of charges by the time PCs can use it.

Spells: (Precast spells in **bold**). *bless*, *cure light wounds* (x3), *detect magic**, *heat metal*, *silence 15' radius*, *spiritual hammer*, *find traps*, *hold person*, ***protection from fire***, ***prayer***, *dispel magic* (x2), *poison*, *tongues*, *neutralize poison*, *mystic lash* (see below).

Special Powers: Unaffected by *fear* spells. May generate *fear* aura 90' in diameter once per day: save vs petrification or flee (70%) or attack him (30%). Aura and affects last 9 rounds. *Dispel good* once per day.

Arrene Bloodbow, hef, F7: AL LE; AC 1 (chainmail, Dex); MV 12; hp 50; THAC0 10 (14 with sword); #AT 2 (3/2 with sword); Dmg 1d8+2 or 1d8; SA missile fire; SD nil; S 14; D 18; C 14; I 15; W 8; CH 11. MR nil; SZ M; ML n/a.

Magical Items: Arrene carries a longbow with a quiver of 20 sheaf arrows. She also carries another quiver which contains 12 *sheaf arrows* +2, which she employs against the party. Her THAC0 increases to 12 if and when she runs out of magical arrows. She has a non-magical longsword at her side.

Thugs (4), hm, F4: AL LE; AC 3 (chain mail and shield, Dex); MV 12; hp 35; THAC0 16; #AT 1; Dmg 2d4+2 (broadsword, strength); SA/SD nil; S 18; D 15; MR nil; SZ M; ML 13.

The thugs each have 50 gp, which they received as a retainer.

Tactics: Jacob's side has a *prayer* spell in effect. This gives them +1 to hit, damage, and saves, and gives the party -1 to hit, damage, and saves. Jacob casts *heat metal* at a heavily armored PC who is not wearing magical armor. The goons move in from all four sides, and Arrene concentrates fire on lightly armored targets. After the first round, Jacob casts *hold person* at one or two particularly annoying targets (save at -2 or -1 vs. paralyzation applies). On the third round he will *bless* himself and enter melee. If Jacob is the last foe standing he will activate his *fear* aura (not before, since none of his allies are immune to it).

Tier 4:

Jacob Valunsun, hm, S(Sp)11 of Bane. AL LE; AC -4 (full plate and shield, Dex); MV 12; hp 70; THAC0 13; #AT 1; Dmg 1d6+2 (mace) or by spell; SA spells, powers; SD spells, powers; S 17; D 18; C 16; I 12; W 18; CH 12; MR nil; SZ M; ML n/a.

Magical Items: Jacob carries his *ring of false detection* and his *amulet of ESP*. The *amulet of ESP* is out of charges by the time PCs can use it.

Spells: (Precast spells in **bold**). *bless**, *command* (x2), *cure light wounds* (x3), *detect magic*, *heat metal*, *silence 15' radius*, *spiritual hammer*, *find traps*, *draw upon holy might*, *hold person* (x2), ***protection from fire***, ***prayer***, *animate dead*, *dispel magic* (x2), *poison*, *tongues*, *neutralize poison*, *abjure*, ***true seeing****, *cure critical wounds*, *word of recall*.

Special Powers: Unaffected by *fear* spells. May generate *fear* aura 110' in diameter once per day: save vs petrification or flee (70%) or attack him (30%). Aura and effects last 11 rounds. *Dispel good* once per day. *Mystic lash* once per day (see below).

Arrene Bloodbow, hef, F9: AL LE; AC 1 (chainmail, Dex); MV 12; hp 60; THAC0 5 (9 with sword); #AT 2 (3/2 with sword); Dmg 1d8+8 or 1d8+6; SA bow specialist; SD nil; S 18/00; D 18; C 14; I 15; W 8; CH 11; MR nil; SZ M; ML n/a.

Magical Items: Arrene carries a longbow with a quiver of 20 sheaf arrows. She also carries another

quiver which contains 12 *sheaf arrows* +2, which she employs against the party. Her THAC0 increases to 7 if and when she runs out of magical arrows. She has a non-magical longsword at her side.

Thugs (4), hm, F7: AL LE; AC 2 (chain mail and shield, Dex); MV 12; hp 50; THAC0 12; #AT 3/2; Dmg 2d4+3 (broadsword, strength); SA/SD nil; S 18/51; D 16; MR nil; SZ M; ML 13.

The thugs each have 50 gp, which they received as a retainer

Tactics: Remember that a *prayer* spell benefits Jacob's side. They get +1 to hit, damage, and saves, and the party gets -1 to hit, damage, and saves. A precast *bless* adds another +1 to hit. Jacob casts whatever spell seems most appropriate to the situation. The goons move in from all four sides, and Arrene concentrates fire on anyone wearing a visible holy symbol. She will not target mages because she knows that many powerful wizards cast stonesskin, and Jacob has warned her that their opponents are powerful.

After the first round, Jacob has many options. He saves a command spell to stop a fleeing opponent. He employs his spells to best affect, and may enter combat after casting his mystic lash spell. If he enters combat, he uses his magic detection ability to seek out a heavily armored figure who is not wearing magical armor (such as a fighter or cleric in mundane full plate) and attempts to use his mystic lash to destroy it by calling upon result number 5 (see spell description below). Note that non-magical armor gets no save against this effect, which is why he is seeking out a target without magical armor. If he sees the broadsword (intelligence check) and recognizes it as the one he is seeking (wisdom check) he will target it with the lash, if it appears that he will not be able to capture it. If the fight is going badly Jacob will cast his *draw upon holy might* spell to increase his strength to 20 (gaining +2 to hit and +7 to damage above what is already calculated into his statistics). If Jacob is the last foe standing he will activate his fear aura (not before, since none of his allies are immune to it). At this level Jacob has a *word of recall* spell memorized and is not above using it. It is important to remember that Jacob was probably able to detect the PCs with *ESP* earlier in the adventure, and may be able to use knowledge gained to his advantage.

Tier 5:

Note that at this tier, so many spells have been precast that their effects on the statistics of the combatants have been calculated and noted in parenthesis.

Jacob Valunsun, hm, S(Sp)13 of Bane. AL LE; AC -4 (-9 with defensive harmony, effectively -10 with prayer and protection from good) (full plate and shield, Dex); MV 12; hp 90(98); THAC0 11(1); #AT 1 (2); Dmg 1d6+11 (mace), 2d8+10+special (mystic lash) or by spell; SA spells, powers; SD precast *stonesskin* (from Arrene, blocks 8 attacks), spells, powers; S 17 (21); D 18; C 16; I 12; W 18; CH 12; MR nil; SZ M; ML n/a.

Magical Items: Jacob carries his *ring of false detection* and his *amulet of ESP*. The *amulet of ESP* is out of charges by the time PCs can use it.

Special Powers: Unaffected by *fear* spells. May generate fear aura 130' in diameter once per day: save vs petrification or flee (70%) or attack him (30%). Aura and affects last 13 rounds. *Dispel good* once per day. *Mystic lash** once per day (see below).

Spells: (Precast spells in **bold**). *bless**, *command* (x2), ***protection from good***, *cure light wounds* (x3), *detect magic*, *heat metal*, ***aid*** (x2)***, *silence* 15' radius, *spiritual hammer*, *find traps*, *draw upon holy might*, *hold person* (x2), ***protection from fire***, *prayer*, *animate dead* (x2), *dispel magic* (x2), ***defensive harmony**** (see TOM p 77), *poison*, *tongues*, *neutralize poison*, *abjure*, ***true seeing****, *mystic lash*, *word of recall*, *blade barrier*.

Arrene Bloodbow, hef, F9/M9: AL LE; AC 1(-6, -8 if opponent is good aligned, -2 more for the first attack from blur spell) (chainmail +1, Dex); MV 12; hp 90(98); THAC0 5(3) (9(7) with sword); #AT 2(4) (3/2(3) with sword); Dmg 1d8+8(9) or 1d8+6(7); SA bow specialist; SD precast stonesskin blocks 8 attacks, mirror image precast generating 5 images; S 18/00; D 18; C 14; I 15; W 8; CH 11; MR nil; SZ M; ML n/a.

Magical Items: Arrene carries a longbow with a quiver of 20 sheaf arrows. She also carries another quiver which contains 12 *sheaf arrows* +2, which she will employ against the party. Her THAC0 increases to 7(5) if and when she runs out of magical arrows. She has a non-magical longsword at her side.

Spells: (all precast) ***shield***, ***protection from good***, *detect magic*, *detect invisibility*, *blur*, *mirror image*, *fly*, *fly(cast on Jacob)*, *haste*, *improved invisibility*, *chill shield*, *Mordenkainen's faithful hound** (*cast on the hillside between her and the door*)

Thugs (4), hm, F7: AL LE; AC 0(-5) (chain mail and shield, Dex); hp 50; THAC0 10(8); #AT 2(4); Dmg 2d4+8(9) (broadsword, strength); SA/SD nil; S 18/51; D 16; MR nil; SZ M; ML 13

The thugs each have 50 gp, which they received as a retainer

Tactics: Jacob has a *prayer* spell in effect giving his side +1 to hit, damage, and saves, and gives the party -

1 to hit, damage, and saves. A *bless* gives a further +1 to hit.

In this tier, Jacob and friends have so many spells running that they simply try to make minced meat out of the PCs. They gain a +2 initiative bonus while hasted. Jacob may cast his blade barrier into the party on the first round of combat, or he may close to use his mystic lash. When using his mystic lash he will seek out an heavily armored foe who does not have magical armor, and attempt to destroy it with the mystic lash, calling upon ability number 5 (see the spell description below). Note that non-magical armor gets no save against this effect, which is why he is seeking out an target without magical armor. If the fight is going badly, he may seek out the broadsword. If he sees it (intelligence check) and recognizes it as the one he is after (wisdom check) he will attempt to destroy it with the mystic lash. After that, he will cast spells only to deal with changing combat conditions, preferring to simply pummel his victims with the mystic lash.

If Jacob is the last foe standing he will activate his fear aura (not before, since none of his allies are immune to it). At this level Jacob has a word of recall spell memorized and is not above using it. It is important to remember that Jacob was probably able to ESP the PCs earlier in the adventure, and may be able to use knowledge gained to his advantage.

Earthquake option:

In this option, Jacob has a scroll of *earthquake*, which he uses to collapse the tunnel on the PCs. When the PCs emerge from the inner shrine, they are accosted by the four thugs and Arrene, who fires arrows down from the cover of the doorway. The end of the first round of combat is the end of the fifth round of Jacob's casting. At the end of the 6th round of combat, if he succeeds in his roll for spell failure, the spell goes off, burying the PCs and any remaining thugs in the tomb. If any PCs fight past the thugs and Arrene before Jacob finishes his spellcasting, and if they notice him chanting 20 feet from the door, he abandons the spell, and combats them to the best of his ability.

Chances for spell failure are based on Jacob's level in the appropriate tier. At tier 1, the chance of failure is 45%. If he fails, there is a 25% chance that a localized earthquake swallows Jacob, otherwise the magic is harmless. At tier 2 the chance of failure is 35%, with the same 25% chance of destroying Jacob. At tier 3 the chances of failure and death are 25% and 15%, respectively. At tier 4, 15% and 5%, and at tier 5, 5% and 5%. These numbers are from the DMG entry on spell failure, in the magical item listing for scrolls. Note that at lower tiers this makes this tactic a

particularly desperate one, and Jacob will most likely use more conventional methods.

If the earthquake spell is successfully cast, the PCs are in for something of a bad time. Each PC takes 2d10 points of damage per tier from being buried alive. A saving throw vs. wands results in half damage. The thugs take the same. Anyone left alive after this is entitled to a roll on the following table, to determine their predicament following the burial. Note that in all cases, the PC will be unable to see. Light sources were snuffed out, and continual light rocks buried.

d100 result:

- | | |
|--------|--|
| 1-40 | Buried alive. The PC will die of suffocation in 2-5 turns if not aided or able to survive in such circumstances. Innate abilities can be activated, but nothing else can be done |
| 41-70 | Limited movement. The PC will suffocate in 3-8 hours if unable to escape. Magical items in hand or worn can be activated. Concentration even on verbal only spells is NOT possible. Other magical items or mundane tools may be accessible. Allow a 50% chance for any desired and reasonable item to be within reach. |
| 71-90 | Relative freedom of movement. Most gear, except that which is large and bulky is accessible. Magical items and innate abilities can be used, as can any spells not requiring somatic components or mundane tools that do not require a great deal of room (protection from evil 10' radius, for example, requires a circle to actually be drawn at 10' radius. It cannot function). Physical attempts to clear rubble may work. The PC is in a pocket with enough breathable air for 2-4 days. |
| 91-98 | Great freedom of movement. The PC may take any normal action desired, but is trapped within the confines of this little bubble of stone and earth. |
| 99-100 | Miracle! The PC is free to move, and finds him or herself in a crevice or shaft with daylight streaming down from above. The PC may safely get back to the surface and take any desired action, or may choose to lie low and act from within the cave in. |

If several characters end up with result 91-98, it can be assumed that they are in the same large cavity. How well PCs' can free themselves is the province of the judge; however, it is recommended that reasonable attempts be allowed to succeed.

Possible escapes include *teleportation* magics (the wards that prevented them before no longer function), shape changing, digging (one of the least like solutions to work, although those who have already gained the surface can dig for their companions), creative spell casting, or magical calls for help from Ravens Bluff or elsewhere (this option should not be to favorably judged, since the PCs are supposed to complete this mission; if they have some legitimate way of summoning aid, allow it, but the sword is lost, either taken from the rubble by Jacob, or cast into another plane if it was inside an extradimensional space, as the magical container was destroyed in the collapse). However the PCs decide to get out, Jacob and Arrene, if she is still alive, will wait around for one half hour before departing, intending to clear the area before any druids come to investigate (none will, but Jacob does not know that, and does not want to take any chances on getting caught and killed after all this effort). If any PCs make it to the surface before Jacob and Arrene leave, they will have to defeat or avoid those enemies.

Spell Notes:

Mystic Lash: (Evocation) Combat Sphere; Level 5; Range 10 yds/level; VSM components (or none if used as innate power); 1 rd./ level duration; CT 8 (or 3 if used as innate power); found on *Faiths & Avatars* pg 40.

Casting this spell creates a long whip of ghostly, glowing red force that emanates from the priest's hand. With this lash of lighting, the caster can attack once per round at a +3 bonus to his or her attack roll. Whenever this lash strikes a being, the caster can release it to attack that being repeatedly, fighting on its own until the spell expires (using the priest's TAHC0). The caster can then engage in spellcasting or other activities. If the target of a lash dies, falls unconscious, or becomes immobilized, the following round it returns to the casting priest's hand. If the casting priest does not grasp it that round, the spell ends; otherwise, the priest may again attempt to hit a new target and then release the *mystic lash* to once more attack on its own.

A *mystic lash* does 2d8 points of electrical damage per strike. Targets who are hit by the lash are entitled to a saving throw vs. spell to take half damage (round up). The strike of the *lash* also has a magical effect. If the *lash* is directly wielded by its caster, that priest mentally chooses the effect from those listed below. If the *lash* is fighting by itself, the effect is chosen at random by rolling 1d6 and consulting the list below.

1. The struck victim is stunned (reeling and unable to think coherently or to act) for the rest of the current round and the following round.
2. The struck victim forgets any one spell or command word held in memory. If none are known or memorized, treat this result as result 1.
3. The struck victim is wracked with pain, takes and additional 1d4 points of damage, and any held weapons or other items are dropped.
4. The struck victim is paralyzed. This lasts until the victim makes a successful saving throw vs. paralyzation. The victim may first attempt a saving throw two rounds after being hit and is entitled to one attempt a round after that until she or he succeeds.
5. The victim suffers an additional 2d4 points of damage. In addition, any one mental item or weapon carried or worn by the victim is vaporized; it is instantly and irrevocably disintegrated in a blue cloud of arcing electricity. Magical items are entitled to an item saving throw vs. lightning at +2 to avoid this effect. Artifacts and relics cannot be harmed by this effect.
6. The *mystic lash* entwines the struck victim in a helix of lightning and the being is propelled helplessly 1d4x10 yards in a straight line away from the caster, taking an additional 2d6 points of impact damage when arriving at the new location (or, if in midair, taking falling damage instead). No damage is suffered from the entwining lash.

A *mystic lash* is destroyed instantly by a successful *dispel magic*, but cannot be affected or guarded against as though it were a purely electrical attack. Its material components are the priest's holy symbol and a piece of amber.

When the encounter ends the party may lick their wounds for as long as they wish before returning to Ravens Bluff. If they search the bodies of their fallen foes they may recover some of the magical items used against them, including any arrows of the 12 that Arrene did not fire, her chainmail, and the ring Jacob carried if he did not escape using his word of recall spell. They will not be bothered again by minions of Bane until their return.

Encounter 8: Returnings

Note: This encounter may be skipped if the event is running long. Assume that the Banite plot failed because the patrol could not find the PCs.

Your ride back to the city has been uneventful so far, but late in the day you begin to feel that perhaps that luck will not hold, as you spy a Ravens Bluff patrol moving toward you at a steady clip. As they get closer you see that it is a group of 10 cavalymen led by a man in the raiment of a Knight of the Griffon.

As they approach, they draw weapons and spread out. When they have approached within hailing distance the Knight calls out “You are all under arrest, please dismount and lay down your weapons.”

The Knight is Sir Gregor Matins, a loyal and brave, but unfortunately supremely stupid individual. He and his patrol have been convinced that the PCs are bandits, murderers and rapists who savagely raided a farm two days ago. Of course, the minions of Bane committed this heinous act, and sent one of their own to play the part of a pathetic escaped victim and pin it on a group that looks very much like the PCs. Note that even if the party is traveling in disguise, Gregor will stop them and eventually see through the disguise.

The PCs have a chance to roleplay the encounter with Gregor, in an attempt to escape being arrested for a crime they did not commit. While it should be possible for low level PCs to talk their way out of the problem (this is relatively easy if they mention they are recovering a weapon for the Temple of Torm, since Gregor is a devout follower of Torm). At the DM's option other tactics might work as well, for example, pointing out that the party is based in Ravens Bluff and not likely to be assaulting its farms, or planting the idea that the whole thing could have been a set up by the minions of Bane might both work. The judge should make the PCs sweat a little bit, but not actually have them arrested unless they become belligerent or can not roleplay their way out of this. High level PCs have several other options that may be available. First any priest or paladin of Torm of 5th level or greater is 90% likely to be recognized by Sir Gregor, and will be able to get the party off the hook almost immediately, with profuse apologies from Sir Gregor. Second, any character may roll a Fame, Upper Class check to determine if Sir Gregor has heard of them. If so there is a good chance that the PC will be able to convince Sir Gregor that they have done nothing wrong (roll reaction check if necessary, using the friendly column; remember to include bonuses or penalties).

Even if the PCs are arrested, all is not lost. They are divested of all weapons and spell components, and so forth and led away to jail. Once back in Ravens Bluff the ruse is quickly discovered and they are freed, however the sword has been stolen from storage unless

the PCs made arrangements with their captors to deliver it to the Temple of Torm on their way to jail. PCs who are full knights have another option, since they are not disarmed upon arrest, they might think quickly enough to keep the sword always at hand, preventing its theft. Finally, even if the sword is lost, the legend, and the key name, may not be if the PCs have discovered it.

If statistics are needed for Sir Gregor, he is a 6th level fighter specialized in the two-handed sword. He wears full-plate armor and rides a heavy war horse. His patrol is composed of 10 first level fighters armored in chainmail and shield, with light lances and hand axes. If the patrol is attacked the judge will have to flesh out these statistics on the fly, but they do not really matter since the party then has to deal with the consequences of attempting to murder a military patrol in the process of performing their just and lawful duty.

Encounter 9: Conclusion

When the PCs return to the Temple of Torm they are again greeted by Mistayana Silverbough. She takes the sword from them and thanks them profusely, assuring the party that she will keep them in mind when it is actually time to hunt the creature. If they do not have the sword or the legend she curtly dismisses them with 10% pay to cover expenses, and races off to organize another mission to recover the sword.

If they recovered the sword she pays them the agreed-upon sum and cautions them to be on their guard against followers of Bane who might seek to do them harm for their participation in this cause. If they have only the legend, having discovered it but subsequently lost the sword, she pays half the agreed reward, since they only partially completed the mission, but two weeks later they will receive the rest of their payment, after the significance of what they have recovered is revealed through further divination and research.

Finally, if they have both the sword and the legend, she grants an additional 50% bonus to their reward. Note that at the current moment, no one knows the importance of the legend on the hilt, though perceptive PCs may well suspect it.

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. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

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

Encounter 2:

Sympathy or charity shown to madman	75 xp
OR	
Discover madman's ruse	75 xp
OR	
Avoiding the madman altogether	100 xp
Convincing Rudolph of the need for the sword, without taking the test	50 xp

Encounter 3:

Obtaining the map without taking damage	100 xp
OR	
Obtaining the map	75 xp

Encounter 5:

Defeating the golems (1st tier parties get this experience if they do not have to fight the golems due to Aramatir's assistance)	100 xp
--	--------

Encounter 6:

Gaining the sword without activating the trap	100 xp
OR	
Gaining the sword after activating the trap	50 xp
Discovering the legend on the hilt of the sword (also awarded if discovered later in event)	50 xp

Encounter 7:

Defeating the minions of Bane or surviving and escaping the earthquake	150 xp
--	--------

(If both are somehow accomplished, award an extra 50 xp for exceptional work)

Encounter 8:

Avoiding losing the sword even if arrested	50 xp
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Total experience for objectives	750 xp
Role-Playing Experience	0-500 xp

Total Possible 1,250 xp

For Tier 2	2,500 xp
For Tier 3	3,750 xp
For Tier 4	5,000 xp
For Tier 5	6,250 xp

Treasure Summary:

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

Note that if Jacob does not use the earthquake option he does not have the scroll, and that if he is interrupted in the casting, the scroll is wasted):

- 150 gp per person per tier, payable in gems.
- 200 gp from the Banites
- *Indestructible footman's mace +1* This is a nondescript mace, with the holy symbol of Tyr engraved on the handle. This weapon functions in all respects as a mace +1. It is unharmed by all magical effects which might destroy it except *spheres of annihilation* and disenchantment and disjunction spells and effects. It cannot be broken through normal use. It retains its +1 magical bonus on all planes. It never rusts, even when subjected to the attacks of rust monsters. It functions normally within a wild-magic or anti-magic zone, but not within a dead-magic zone.
- *Ring of false detection* This ring appears to be a plain brass band. It is charged (5 charges), and each charge can produce one of the following effects: *nondetection* (as the spell), alter user's alignment aura (user selects what aura he wishes to project), dampen the magical emanations from all items the user is wearing or carrying and any spells active on the user. Additionally, without spending any charges, the user can make a Wisdom check to cause a statement made by himself to register as untrue to a *detect lie* spell. All abilities last for 4 hours per charge, except the last one, which must be activated per statement. Once all charges are used, the ring becomes non-magical. It can be recharged.

- *12 sheaf arrows* +2 less any that were fired during the combat.

Fame Award:

1 point in Temple or City Government. May be applied to Upper Class if Sir Gregor was dealt with in what the judge determines to be an impressive fashion.

Chivalry Point Award:

1 Chivalry point for those knights, squires and knight-squires who attempted to heal the madness of the man Justin, whom they met on the road. This applies only if they actually got him to a priest and had a *heal* spell cast to remove the insanity (or if a PC casts the spell). This is for going out of their way to help a less fortunate resident of the Ravens Bluff area, and is awarded even though Justin is not truly mad, nor even truly Justin, because the ruse is nearly impenetrable.