

Unfinished Business

A one round AD&D Living City Adventure.

by Troy Daniels

Special thanks to Mark Jindra and Shaun Schmidt

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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 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 and a half hours. Make sure you use the last 2- 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. Make sure you have finished voting before you collect the players voting sheets. This way you will not be influenced by their votes and comments.

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

ADVENTURE BACKGROUND

Lord Anton D'Magus was once a staunch and loyal defender of Ravens Bluff. A true friend to all, D'Magus stood for all that was noble and good in the Realms.

One bright sunny day before the war began, Anton and his companions rode through the eastern gates of the city to investigate reports of a rampaging paladin in the fishing villages.

Upon arriving they found a lone figure standing in the midst of the ruined village. Eyes wild with madness, the former paladin attacked D'Magus and his friends without mercy, striking two of them down in the blink of an eye. The remaining companions mustered themselves for the battle to come.

When all was said and done, Lord Anton stood in the center of a circle of dead friends. The paladin lay at his feet, stricken through the heart by the final blow that D'Magus delivered. Filled with sorrow, he took a token, a trophy to honor his dead companions. The crazed paladin's helm would serve as a reminder of the honor and nobility of those that he had killed.

Donning the horned helmet changed his life forever.

The *helm of alignment change* brought about a totally different D'Magus. Now where there once stood a true champion of good, a vile warrior for evil emerged and stomped away to plot and scheme.

Bent on the conquest of Ravens Bluff and the surrounding area, he brought together a small army of like minded individuals and began terrorizing the lands to the south and east. Villages were torched and many lives were lost.

Approached by the army that currently holds the city at its mercy, D'Magus at first refused anything but

full command of the enemy forces. He later agreed to act as a reserve should the attackers find themselves in need. For a steep price. He has been seen at the forefront of many battles for the walls and on several occasions has managed to use his dark arts to breach the walls, always escaping before defenders could arrive, and always leaving destruction in his wake.

Before the adventure begins, the party will have been given a notice to find and defeat the Dark Lord, bringing him back to the Living City for trial. This adventure is different than most in that the characters will be coming into the adventure at the END, during the middle of the battle.

After defeating D'Magus, Ravens Bluff guardsmen will enter the hall and arrest the Dark Lord. The PCs will be thanked and told to return to the city for payment. After several days, D'Magus will escape and a subsequent manhunt will find no trace of him.

The party will be approached in a drinking establishment by a Chronomancer named Terra. She will explain that by allowing his escape, the characters have sealed the doom of the entire region. She will tell them of a dark future where D'Magus rises to leadership of the advancing army and destroys the city of Ravens Bluff in revenge for his imprisonment.

The PCs are not without hope. Terra can send them back in time to where the adventure began, so that they can "re-do" the wrong that was committed.

Once back in time, they will meet a traveling mage, save a slave village, meet an interesting blacksmith and finally meet the Dark Lord once again in battle. This time however, he will be waiting for them.

ENCOUNTER ONE FIGHT FOR YOUR LIFE, PART ONE

Before starting this encounter, please give the player characters PC Handout #1. While they are reading this, either fill out the pertinent information on the *Who's Who in the Living City* sheet or make a list of the characters in your group and their classes. This information is necessary for the first encounter.

The opening encounter for this tournament is quite a bit different than most in that it is actually the ENDING encounter, sort of.

The characters will find themselves in a fight for their lives as they encounter the dread Anton D'Magus after entering his castle. The PCs will know why they are there because of Handout One. But before the actual encounter a little preparation is in order.

1) In the following boxed text, there are blanks () that will need to be filled in. Use the Who's Who sheet to pull names for these blanks. Try to be fair in your picks, but if a character has a large number of hit points and can afford to lose 1d6 or so before the fight event starts, then pick him/her. Try to avoid hitting low level characters for hit points in this manner.

If you are playing a Tier 1 game, use 1d3 for damage.

2) Pull aside each magic using character and have them show you their current spell list. Count the number of spells that the PC has and then pick 25% of them which would reasonably have been cast in a sneaking in action to get to the battle. These spells will be considered "cast" prior to Encounter One. The spells that were lost were used to get to this battle and will not be available for the character during this combat.

If you are playing a Tier 1 game and most of the casters only have two or three spells in their inventory, then do not take away any of their spells.

3) After doing step 1 and 2, and making sure that the characters have read PH #1, you are now ready for the following...

Bright flame brushes against the conjured anti-magic shell as the fireball fills the room around you, bringing tears to your eyes for but a moment. When the flare of fire magic dies down, you can finally take in the room around you.

Through the smoke and crackling flame you can see that you are in a large council room of sorts. Where there were once bright tapestries, now only fluttering ashes remain, with passages behind them to unknown areas of the keep. The tables and chairs in the room have been brushed aside by the burning chaos and before you stands a figure of power.

D'Magus' death's head helm surveys the destruction his spell caused and bends back to laugh. "You have survived the first assault! Good! I have not had a challenge in quite a while! If this is the best and brightest that the high and mighty council can send against me, then surely will they fall before my sword!" He takes a step toward you and gestures with his hand.

The steady thrum of crossbow bolts fill the room as the swarm descends on the group. () takes a bolt high on his shoulder while () is struck in the leg. More bolts follow slamming into armor or being deflected by protective devices.

D'Magus makes a sharp motion with his hand and several of the bowmen set their weapons to the side to draw short swords. "I have seen the coming of a new nation with me as its king! Once my armies

defeat the defenders of Ravens Bluff my power base will be established and then the conquest may begin. All I need to do now, is take care of a little distraction. You."

A sharp crack sounds through the room as a blade of eldrich energy appears from a bracer on the Dark Lord's right arm. The left hand looks equally menacing as the flash of lightning forms about his left hand.

The face under the mask smiles, "Who will be the first to taste my art? Who will be the one to test the metal of MY blade?" he rants as he flourishes the crackling blade of energy. Sarcasm dripping from his voice he asks, "What I am asking my friends is simple.. who will be the first to die?"

You watch as your anti-magic shell fades away, its energy spent. The guardsmen begin to slowly advance and crossbow men bring weapons to ready.

Now proceed with initiative and the usual combat rules. By this time, most of the characters should be itching for a fight. D'Magus and his men have very different fighting styles and will be covered in more detail below.

This fight is a prelude of what is to come. Therefore there will not be as many warriors and D'Magus will not be as prepared as he could be.

The combat instructions will not be repeated for each tier. Refer to Tier 1 for combat and tactics info.

Tier 1 Total Levels 6-13

Warriors (4), hm F1: Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 7, THACO 19 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

The warriors will fight in pairs; one will cover the other while they fight. This may present some problems for disorganized parties. This should also teach the PCs to work as a team to defeat these fighters.

Lord Anton D'Magus: hm F4/W5: Int Genius; AL CE; AC 2 (*armbands of defense* AC 6 + Dex); MV 12; hp 30; THACO 17; #AT 2; Dmg 1d2 (punch), 1d6+2 (*bracer blade* +2); SA *ring of shocking grasp*, Spells; SD Nil; SZ L (7 ft 8 in tall) ML 20.

Magic Items: *armbands of defense* AC 6, *ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade* +2 (does damage as short sword, retracts into bracer on left arm.).

Spells: 1st Level - *affect normal fires*, *burning hands*, *magic missile* x2; 2nd level - *detect invisibility*, *mirror image*; 3rd level - *fireball* (already cast).

D'Magus prefers up front and close in fighting and will usually charge the largest fighter and engage in

melee. He enjoys showing his strength and will attempt to make a Grab attack. If he hits the character's AC, he will grab them and throw them 1d10 + 5 feet. Damage will be 1d6 + the PC's Armor class (i.e. AC 6 character will take 1d6 +6 hp damage). He will use his spells as needed, but should be too pressed by the PCs to have the time.

Tier 2 Total levels 14-25

Warriors (6), hm F2: Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 15; THACO 18 (Str of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

See previous tier for combat tactics and information.

Lord Anton D'Magus: hm F5/W6: Int Genius; AL CE; AC 2 (*armbands of defense AC 6 + Dex*); MV 12; hp 40; THACO 15; #AT 2; Dmg 1d2+2 (punch), 1d6+2 (*Bracer blade +2*); SA *ring of shocking grasp*, Spells; SD Nil; Str 18; SZ L (7 ft 8 in tall) ML 20.

Magic Items: *Armbands of defense AC 6*, *ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.).

Spells: 1st Level - *affect normal fires, burning hands, magic missile x2*; 2nd level - *detect invisibility, mirror image*; 3rd level - *fireball* (already cast), *suggestion*

Tier 3 Levels 26-37

Warriors (8), hm (F4): Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 28; THACO 16 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

See previous tier for combat tactics and information.

Lord Anton D'Magus: hm F6/W7: Int Genius; AL CE; AC 2 (*armbands of defense AC 6 + Dex*); MV 12; hp 55; THACO 11/8/11; #AT 2; Dmg 1d2+6 (punch), 1d6+8 (*Bracer blade +2*); SA *ring of shocking grasp*, Spells; SD Nil; SZ L (7 ft 8 in tall); ML 20.

Magic Items: *Armbands of defense AC 6*, *ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.), *consumed potion of ogre strength* (+3/+6).

Spells: 1st Level - *affect normal fires, burning hands, magic missile x2*; 2nd level - *blindness, detect invisibility, mirror image*; 3rd level - *fireball* (already cast), *suggestion*; 4th level - *shout*

See previous tier for combat tactics and information.

Tier 4 Levels 38-56

Warriors (8), hm (F5): Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 35; THACO 15 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

See previous tier for combat tactics and information.

Lord Anton D'Magus: hm F7/W9: Int Genius; AL CE; AC 2 (*armbands of defense AC 6 + Dex*); MV 12; hp 70; THACO 11 or 9; #AT 2; Dmg 1d2+7 (punch), 1d6+9 (*Bracer blade +2 + STR bonus*), Kick 1d4+7 (STR bonus); SA *ring of shocking grasp*, Spells; SD Nil; SZ L (7 ft 8 in tall); ML 20.

Magic Items: *Armbands of defense AC 6*, *ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.), *consumed potion of hill giant strength* (+3/+7 max press 640 lbs).

Spells: 1st level - *affect normal fires, burning hands, magic missile x2*; 2nd level - *blindness x2, detect invisibility, mirror image*; 3rd level - *fireball* (already cast), *suggestion*; 4th level - *minor globe of invulnerability*; 5th level - *hold monster*.

See previous tier for combat tactics and information.

Tier 5 Levels 57+

Warriors (8), hm (F7): Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 50; THACO 13 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

See previous tier for combat tactics and information.

Lord Anton D'Magus: hm F8/W10: Int Genius; AL CE; AC 2 (*armbands of defense AC 6 + Dex*); MV 12; hp 80; THACO 9/6/9; #AT 2/1 Dmg 1d2+7 (punch), 1d6+9 (*Bracer blade +2 + STR bonus*), Kick 1d4+7 (STR bonus); SA Ring of Shocking Grasp, Spells; SD Nil; SZ L (7ft 8 in tall) ML 20.

Magic Items: *Armbands of defense AC 6*, *ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.), *consumed potion of hill giant strength* (+3/+7 max press 640 lbs).

Spells: 1st level - *affect normal fires, burning hands, magic missile x2*; 2nd level - *blindness x2, detect invisibility, mirror image*; 3rd level - *fireball* (already cast), *suggestion x2*; 4th level - *minor globe of invulnerability, shout*; 5th level - *hold monster, telekinesis*

See previous tier for combat tactics and information.

Once the Dark Lord and his men have fallen, read the following:

D'Magus falls to the floor and there is a sudden, eerie quiet that fills the room. The only sound is the crackle of flame on a still burning tapestry and the moaning of a wounded person.

The doors to the room open with a resounding Boom and in rush more soldiers. They take one look at you over the form of their leader and turn and run.

The PCs can now take D'Magus back to town for trial, according to the instructions on the poster. They can also try to capture the running henchmen, but the henchmen know the castle better than the PCs do and they can escape.

When the turn D'Magus over, read the following:

Anton D'Magus turns as he is led away, his death's head mask pulled back into a wicked grin, "We will meet again friends. This dance is not over yet. We will meet again."

Captain Barryston asks for any magical items found on D'Magus. He will explain that they were stolen and will be presented as evidence during his trial. If the characters do not turn them over, they lose the items anyway in Encounter Two. The characters will be able to pick up their monetary reward at City Guard headquarters. After that their time is their own.

The players may want to know how their characters got into that situation, but that knowledge would ruin the rest of the adventure (some players would use the knowledge from this time through to make the second time through easier, even though the characters would have no memories of the first time through when they did it a second time). So, tell them that they proceeded to D'Magus's keep, snuck in through a secret passage, and confronted the villain in his planning room. They can know the rest after the adventure is over.

ENCOUNTER TWO TIME IS RUNNING AGAINST YOU

D'Magus escapes jail. Several days afterward, the PCs will be visited by a strange and powerful young woman, who will explain what they need to do in order to get him back..

Allow the players a few minutes to talk amongst themselves, getting to know one another as they did

not have a chance to do it at the beginning of the module. Once they appear ready to go, read the following..

Several days of relative quiet pass for you in the Living City while you heal your wounds from the battle with D'Magus. Strangely, the troops that have surrounded the city for the past few months have not moved nor have they reacted to the capture of the Dark Lord.

You are awakened early one morning to the town crier calling out concerning a jail break in the City Guardhouse.

DM's note: Once the PCs go to check this out, have a player read the Trumpeter to the group. Use Player Handout #2.

Once the players have digested this news, continue.

Shocked by this news, you gather together later that day at the Red Griffon, a local tavern, to talk with your fellows and figure out where your next commission will be coming from.

The Griffon relaxes you and your companions, its light and wholesome atmosphere brings a measure of peace in this troubled, war torn city. Murgo at the bar is juggling glasses as he takes orders while Megan the waitress is dodging around a group of guardsmen, fresh from the walls. The talk of the bar is of the defeat of a small but sturdy grouping of enemy troops several days ago. Although the city guard and militia took some casualties, the damage to the enemy far outweighed the losses. For just a brief moment all is peaceful, as it should be.

A sudden silence fills the room and you look around to find its cause. What you see startles even battle hardened adventurers as yourselves. Murgo's glasses seem frozen in place, one delicate piece of crystal scant inches from the floor, yet moving not at all. Megan and the guardsmen also are stopped in time, with Megan just about to lose the drinks on her tray, yet even the foaming liquid is stayed by the forces that have entered the Tavern.

Standing in the doorway is a young woman dressed in black and red leathers and spinning what looks to be a glowing crystal ball on one finger. Still as a statue for a moment, she cracks a grin and begins to move toward your group. Tossing the globe of light to her side, it floats there and then begins to follow her. Pulling a chair out at your table, she sits while the orb glides to her shoulder. Another wide grin spreads across her face as she addresses you.

"Hello there" My name is Terra Moortain. I am here as a representative of the Guardians. And we have a problem.. It seems that one of my old enemies

has decided to do some tampering with your time stream. Now things are in a real mess. I need you to help fix it. After all, you do have some unfinished business to take care of."

Terra Moortain is a Guardian herself, but will not tell the PCs that unless she is sorely pressed. She has traveled from the Dimension of Time to investigate a disturbance in the eddy of the chronoverse. Characters questioning her will learn the following.

DM's Note. A few things about Guardians, chronomancers and chronomancing in general.

- Guardians are a semi-reclusive force that wanders the Plane of Time watching and observing the course of human (and non-human) events.
- Chronomancy is the study and practice of spells relating to the flow and form of Time.
- Chronomancers are those special individuals who have mastered the dangerous and awesome powers of Time.

If questioned as to how someone could cause an imbalance in time, or otherwise screw up the flow of history (and this will happen, especially if there is any players in the group who have read the *Chronomancer* supplement), read the following:

"There are many checks and balances in your world. And there is the same in the time stream. People like your Elminster and Khelben Blackstaff, deities like Denier and Oghma all watch your time stream closely, waiting for something abrupt to occur. My nemesis has done the unexpected in that he simply changed two documents about. That is not an abrupt change that these individuals look for. Subtle changes in the time stream can sometimes go unnoticed. Granted that this subtle change radically moves the future, but from the point of those who watch, that IS the future. Understand?"

- Her friend is called "Sprite". He (although "he" really has no sex) is what is called a Temporal Guide. They help travelers move through the Time Stream so that they do not inadvertently disrupt time.

Agents of a Dark Power (to be covered in a later module) have managed to change something here in the past. This change will have drastic long term effects in the time stream of not only Ravens Bluff, but the entire Forgotten Realms if it is not corrected.

The Tampering in question was the warrant issued for D' Magus's arrest. She will show the PCs Exhibit 1

and 2, ask them to examine them, and then point out the differences if they do not figure this out for themselves.

Exhibit 1- This is what the PCs received when they first set out after the Dark Lord. Note the inclusion of a *"Wanted Alive for Trial"* in this one.

Exhibit 2- The actual note that should have been given to them. Terra's enemy intercepted this note and put Exhibit 1 in its place.

If she is asked why there is a problem, read or paraphrase the following:

Terra gazes at each of you for a moment, then looks toward the glowing orb. "Sprite? Show (insert PC name here) what the future holds. "

The ball of light gently floats toward you and settles on the table. Pulsing with a golden flame, Sprite shares the future.....

Give the selected character Handout 4 and have him/her read it aloud. After this is done, let the players talk for a moment. And then continue.

Terra will ask the party if they will aid her. She cannot go back herself and change the past (it is against the rules), but the PCs can since it is their past that would be altered.

They must go back to where this all started and battle D'Magus again. And this time, he must not survive. She will disallow anything but this, citing alteration of time lines, etc.

Once the PCs agree to help, the following should be read:

With a final nod, you have all agreed to help the young woman put your Time Line back on track. Sprite flares brightly in approval and begins to slowly float above the table.

"I thank you and the Guardians thank you as well. Sprite will take you to where you began your quest, from there, you are on your own. It will be difficult to remember what happened the first time because of the Laws of Paradox. Be warned though, as you come closer to the pivotal point in time, your memories will become clearer. And also, the danger will become more apparent. You are getting a chance to do something that very few individuals get to do. You will be re-playing a portion of your lives. So be well, be careful, and may Luck cross the barrier with you.

Saying that, Terra moves back as a cone of light envelopes the party. A dark vortex expands under your feet and you are pulled into the Plane of Time. Led by Sprite, you are carried along the weave and strands of the chronoverse until you come to a

brilliant pulsing light. Sprite flares to white flame and then...

Move immediately to Encounter Three. The PC spellcasters have whatever spells they memorized after fighting D'Magus back in Encounter One. They do not have D'Magus's items (if they kept them) or their reward.

ENCOUNTER THREE A TRAVELING MAGE I BE

In this encounter, the PCs will meet a Geomancer who, after they rescue him, will give them information about D'Magus as well as the name of a possible contact in the confines of the keep.

You have been traveling since this mornings sun was but a slow moving orb on the horizon. With thoughts on the mission at hand, you push yourself onward. You have all met or heard of Anton D'Magus at least once in your travels to and from Ravens Bluff. Once a staunch protector of the city, something or someone has driven him to perform the acts that he has been charged with. It is up to your small group to bring him in.

Strange, you think not for the first time this morning, it feels as though you have done this before., but the feeling passes.

Ahead on the side of the road, you spot what appear to be several overturned wagons. One of them is smoldering from a fire and as you get closer, you can make out the distinct forms of bodies lying on the roadside.

D'Magus's men caught this caravan unprepared and have stripped it of all its apparent valuables.

This caravan was composed of six wagons and thirty brave souls; who else would try to travel here during a siege? All are dead but one (see below). The spirits know that they were attacked by fighters and overwhelmed, and then killed. They recognized the symbols of D'Magus on the attackers.

As the PCs venture closer, they will notice one of the wagons is moving and they will hear a low groaning sound.

Trapped underneath the wagon is Carmanstos, the Geomancer. He is a "rock mage" in that he enchants gemstones with magic and then uses the gems to cast his spells. He has been trapped for several hours now and is getting rather worried. He will hear the PCs coming and mistake them for D' Magus's men coming back for another look. Carmanstos is unable to reach his pouch of gems to cast a spell; but the Monster

Summoning gem he has managed to pull free will be used on the party if they get too close (which we know they will!)

Once the party is within 50 feet of the Geomancer, he will cast the spell.

Based on the party level, the following monsters will appear and attack

Tier 1 6-13th level

Fire Beetle (6): Int Non; AL N; AC 4; MV 12; HD 1+2; hps 7 each; THAC0 19; #AT 1; Dmg 2d4; SA nil; SD nil; SZ S(2 1/2 feet long); ML 20.

Since the fire beetles disappear after combat, the PCs will not have a chance to take the special light glands that these giant insects possess

Tier 2 14-25 levels

Owlbear (3): Int Low; AL N; AC 5; MV 12; HD 5+2; hps 24 each; THAC0 15; #AT 3; Dmg 1d6 (claw), 1d6 (claw), 2d12 (bite); SA Hug; SD nil; SZ L (8 ft tall); ML 20.

If an owlbear scores a claw hit with a roll of 18 or better, it drags its victim into a hug, subsequently squeezing its opponent for 2-16 points of damage per round until the victim or the owlbear is slain. A single attempt at a bend mars/lift gates roll may be made to break from the grasp of an owlbear.

Tier 3 26 - 37 levels

Displacer Beast (2): Int Semi; AL LE; AC 4; MV 15; HD 6; hps 34 each; #AT 2; Dmg 2d4/2d4; SA nil; SD -2 on opponents' attack roll due to displacement effect, saves as 12th level fighter; MR nil; SZ L (8 to 12 foot long); ML 20.

To determine the true position of the displacer beast and its illusion, roll 1d10. On 1-5, the illusion is in front of the creature, 6-7 to the creatures left, 8-9, to the right. On 10, the illusion is behind the beast's actual position. Only true seeing will reveal the beast's location.

Tier 4 38+ levels

Griffon (3): Int Semi; AL N; AC 3; MV 12, Fl 30(C); HD 7; hps 45; THAC0 13; #AT 3; Dmg 1d4 (claw), 1d4 (claw), 2d16 (bite); SA nil; SD nil; MR nil; SZ L (9 ft long); ML 20.

The griffons will make one flying attack pass and then land for melee.

All Tiers

Carmanstos, hm "Geomancer" W12: Int Exceptional; AL LN; AC 10; MV 12; hp 24; THAC0

18; #AT 1; Dmg nil; SA spells, but he cannot cast them until freed; SD nil; MR nil; SZ M; ML 12.

If he is attacked, Carmanstos does not attack the party. Instead, he uses a *teleport* gem to leave the scene, and the PCs lose the information he has.

If anyone in the party attempts to come close to the Geomancer, he will yell for them to "Back away villain or feel my magical wrath!" This is all so much poppycock as he has no other spells to cast and is very weak from blood loss and a broken leg. If the PCs convince him that they are trying to help, he will dismiss the *monster summoning* spell.

After the PCs have helped free him, he can relay the following information to the party (if asked, of course):

- Magus Keep is another 10 miles to the east. Be careful of the patrols. If one of them spots you, then you will be attacked. He thought he would be safe as he was a merchant going to Magus Keep to sell goods. Apparently, he thought wrong. His caravan was ambushed and everything was taken. He managed to be spared because he fell underneath the wagon and was hidden as they were looting.
- Lord Anton D'Magus WAS once a good and just man. But after a fight with an insane paladin, he took as his prize a magical helm. This helm, a *helm of alignment change* is what has made him the evil creature he is today.
- There is a slave village just outside the keep. If they can sneak in there and talk to a man named Pardenar, he may be able to help them get into the castle. He knows from looking at the castle that the walls are unclimbable and that a frontal assault would be extremely difficult.

Once he has answered their questions, he will reveal a hollow bottom to his wagon. Pulling a pouch from it, he will give the party a *gem of harmful spell warding*. Carmanstos will explain that the gem will activate whenever "harmful magic" is cast at the party.

After imparting his information and gifts, Carmanstos will pull a gem from his belt pouch, toss it on the ground and disappear in a puff of smoke.

ENCOUNTER FOUR DEJA'VU PART ONE

In this encounter, the PCs enter the village and gain the help and information needed to enter the Keep proper and continue their mission. This village is next

to the walls of D'Magus Keep, and is where his servants and such live.

The miles pass quickly and soon you see Magus Keep ahead. Moving to the trees along the road, you soon come to the Servant's Village.

Squalor best describes this place. Men and women move slowly through the alleys between the scant few buildings that their Lord allows them. A small well is in the center of the village and is surrounded by eight buildings in various states of disrepair. An occasional cry escapes a shack, a testament to the anguish these people face.

Two lone guardsmen walk the streets tonight, heads bent in soft whispers as they march along the main road.

Behind all of this stands Keep Magus, a dark fortress even in the light of a pale moon. Looking toward the battlements, you see movement, but cannot be sure if it is a person, or something far more sinister.

PCs may attempt to silence the two guardsmen in the village before attempting to contact the inhabitants. For tournament purposes they will succeed automatically unless the plan that they propose is foolish.

They may also just try to sneak around the village. Any attempt at stealth will be met with success, though some 1d20 checks against Dexterity or some thief **Move Silently** check are certainly appropriate. Failure of these checks means that they made a noise, and a villager comes to check on it.

A charge down the middle of the main road toward the Keep will alert the guards of the Keep. There are over 100 guards in the keep, and they will be sent out to capture the PCs if the PCs make a frontalk assault.

Guards (2), hm F3: Int Average; AL LE; AC 5 (chain mail); MV 9; hp 18; THAC0 18; #AT 1; Dmg 1d10 (halberd); SA nil; SD nil; MR nil; SZ M; ML 14.

Once the PCs are in the central part of the village, a strange feeling of *Deja vu* will pass over them and they will realize that the one that they seek is in the farthest cottage. Read the following:

As you begin to fan out in search of the one the Geomancer called Pardenar, an almost tangible feeling of having been here before passes through the group, and as one, you begin moving toward the last cottage in the village. Something deep inside you explains that what you seek will be inside.

Standing in front of the door, you hear a rough coughing from inside. Without thinking, (insert priest

or mage name here) grabs a handful of herbs from a pot outside and stuffs them in a pocket. The coughing ceases after a moment.

If the PC above asks what the herbs are or why they picked them, have them make a Herbalism check. If they succeed, tell them that the plant is marjoram and is used in healing balms and elixirs. Of course if they fail or do not have the Herbalism proficiency, they will only know that it seemed like the right thing to do, although they will not know why. (It is because they have done this before, only they came back OUT of the cottage to get the herb.)

The PCs are greeted at the door by Brea, 16 year old daughter of Pardenar. She will ask what they want, telling them that her father is very ill. If the PCs say that Carmanstos told them to come, or that they wish to free the village, Pardenar will beckon the PCs forward and inside.

Once inside, they will find a very old man withering away in a bed. Where once there was a strength of body, now Pardenar only has his mind to rely on. If questioned by the PCs, he can tell them the following:

- The only reason that he is still alive is because he once held the post of Advisor to Lord D'Magus. That is of course before Anton's "sickness" came over him. Now, the Dark Lord keeps him alive to torture and torment as he sees fit. A reminder of what he once was, and will never be again.

After he tells them this, Pardenar is overcome by a coughing fit. Brea explains that she will be right back, but must fetch the marjoram from out front to make her father feel better. If the PC with the marjoram brings it forth at this time, she will take it from them, eyeing the PC suspiciously for the rest of the time they are in the hut. Once she makes the tonic from the herb and gives it to Pardenar, he will be able to continue.

- There is a secret entrance to the keep, one that Lord D'Magus had built many years ago on the western wall of the Keep. Finding the "branch that is not a branch" near the entrance will open the hidden doorway. Pulling on that branch will cause the passage to open without a sound. If they try to force it, a loud noise will be made and the guards will be alerted.
- The guards on the wall change shifts about midnight and usually take about five minutes to do it. That is all the time that the PCs have to find the passage and gain entry. After that, they are sure to be spotted.

- Once inside, they should seek out the blacksmith Donovan. He is trustworthy and no friend of their current situation. He will help them once inside.

Pardenar will beseech the party to help the villagers. Once this was a Servant's community. Those who worked in the Keep lived here in prosperity. Now that Anton has changed, the village has become little more than a prison for slaves that are slaughtered like cattle if they do not do what they are told. He implores the party to stop this madness, and end the reign of terror once and for all.

DEJA'VU PART TWO

In this, the second part of Encounter Four, the party will make to the wall, and then to the keep beyond. Although there is no conflict, they will be given another example that they have "done this before".

Around midnight, the PCs should be ready for their run to the secret door. Pardenar will remind them that they only have about five minutes before they are discovered. He will also mention that they should be careful to avoid any guardsmen coming IN from duty. Once they set out, read the following.

Your group gathers together and begins its run for the western wall. Covered by the clouds, the moon seems to be working to your benefit by keeping its light from revealing your presence.

After what seems like minutes (but was only seconds) you make the west wall and begin to travel its length, looking for some sign of what the old man said was a "branch that is not a branch".

Suddenly, you all feel the moonlight on your back, and as one throws yourselves against the wall and the waiting shadows. You don't know why you did this. You just knew it was the thing to do.

Your breath catches in your throats as a group of armed men round the corner and walk by. Only by throwing yourselves to the wall did you prevent the exposure of your group. Strange, you feel as though you have done this before.

If the party says that they are examining the wall for secret doors, they will easily find it. Well over 10 feet high and six feet wide, it is easily large enough for a man to ride a horse through (which is exactly what it was intended for.) However, no apparent triggering mechanism is around.

If the group says that they are looking for shrubbery or plants, they will find several scraggly looking plants along the wall. If a successful secret door roll is made, one of the shrubs will be revealed as

a fake. Inside the shrub is a wooden rod. When pulled, the door will open without a sound and close after the party is safely (if that could be said) inside.

If they try to force the door, it makes a creaking sound which seems quite loud. This first sound does not attract any guards, but if the PCs persist they are discovered and 10 guards with crossbows attack them from the top of the wall and another 20 come from around the corner (see guard stats above). If these are defeated, the word spreads and 15 more guards enter the fight (split between the wall and the ground) each two rounds until all 100 have entered the fight.

ENCOUNTER FIVE A SMITH WITH A TALE

At this point, the PCs will be looking for the Blacksmith. As fortune would have it, the door that they have entered is directly behind the stables, with the smithy not far away.

The Keep is shrouded in darkness and the quiet of the night hides you as you come through the secret door. Looking around, you find that you are behind a large building. Careful inspection (and one whiff of the air) reveals that you are near the stable. Looking south, you spy the smith's shop. There is a light pouring through the window and the steady tapping of metal on metal comes from within.

The PCs are fairly safe as the guardsmen do not expect an attack from within and are looking outward, away from the walls.

When they enter the shop, they will be greeted by a small, wiry man named Donovan Blackforge. He will be wary at first until the PCs say that they were sent by Pardenar. Once the ice is broken, he will relate the following information.

- Oi! things have just not been the same since Laird D'Magus came back wit 'da new helm. Them's eyes are evil now, as is the spirit that moves them. I want no part in crossin' 'im as me daughter is in the village outside. If in I were to turn on the Laird, sur'en she would be punished in me stead.
- Ah. the passage! There is a likeen in 'da wall of 'de stable. I found it one day, watching him use it. I'm thinkin' there must be a passage from the keep to the stables that he could travel 'troo.
- If ye think's ye can do it and save us from his UnHoliness, then do your doom you so take us. For if you escape his wrath, believe you me, we shant.

- I'll take ye as far at the stables, and after that, I'll have no'tin ta do with ya. Me pap. he was a hero, course he's dead now. Me. I have me girl ta think 'bout.

Donovan Blackforge, hm F2: Int Avg; AL NG; AC 8 (Dex), MV 12, hps 20; #AT 1; Dmg 1d4 (hammer); SA nil; SD nil; MR nil; SZ M; ML 12.

If the party has no objections, he will take them to the stables. As long as the PCs are not foolish, they will not attract the attention of the guards.

ENCOUNTER SIX STABILITY IN PASSAGE

During this encounter, the PCs will find the secret passage from the stables to the Keep proper. They will also face a watery grave if they are not careful.

The smell of hay and manure are your first greeting as you enter the stables of the Dark Lord. Horses begin to nicker as they are roused from their slumber. Quickly, Donovan comforts them with kind words and gentle pats and soon the stable is quiet once again.

The smith motions you toward a support pillar in the center of the room. Pointing about five feet up from the ground he whispers "The Laird will always come in here at tap this one place. He says it is for good luck, but I am thinkin that tis for sometin' else. What do ye make of it?"

If secret doors are detected for, the PCs will find a small door in the pillar. The door is trapped with a poison needle (normal chance for thieves to find it). If the proper key (which D'Magus has) is not used and the PC trying to open it fails their Remove Traps roll, or does not find the trap at all, they must make a Save vs. Poison. Failure on the save means that he/she will take 1d6 points of damage per level of the PC opening the door, onset time two minutes. Success or failure will open the door to reveal a hollow niche inside.

Inside, the PCs will discover a hidden latch and a small cache of items that D'Magus has stored away for a quick exit. Triggering the latch will produce a hollow click from one of the stalls as the secret door to the keep is unlocked. Treasure from the niche is fairly simple:

- 1 *potion of healing*
- 1 *potion of invisibility* (one dose)

Before the party leaves, read the following:

Donovan moves to the back of the stable and returns a moment later with a wrapped bundle. Reverently, he sits the parcel down and begins to unwrap it. Inside lies a war-hammer gilded with gold and runes on the sides. With a tear in his eyes and a humble voice, he speaks.

"Me father was a hero, liken to ye and yer friends. Here is his hammer he used in his final battle. It did not save him from de' bottle, but 'hapse may save ye from sometin'." He motions for someone to pick it up. "He called it Spellbreaker. Said that he could mush a mage at fifty paces if the darned wizard would ever hold still long enough.

With that said, the old smith wishes you luck, and leaves.

Moving the horse, the heroes will discover a passage leading downward with steps carved into the stone floor. The tunnel twists and curves (but remains 5 feet wide throughout) for about 40 feet and then comes to an opening chamber. Read the following,

The wet passage opens into a small, round chamber roughly thirty feet across with the passage continuing on the other side. There is a glowing silver ring suspended from the ceiling by a thin chain; it spins slowly in the center of the room. Its light fills the chamber with warmth and a feeling of peace surrounds the room.

First, the room. If ANY of the PCs examine the walls to the chamber, they will find very small holes throughout the surface. Careful listening will determine that water can be heard gurgling behind the walls. If the PCs state that they are looking for traps, they will find just a small rune above the entrance and exit to this chamber. A successful Spellcraft roll will indicate Evocation magic of some kind.

Second, the ring. The ring is an ornately crafted silver TRIGGER worth 100 gp (due to the fine quality of workmanship). The only spell on the ring is a permanent *faerie fire* spell. The rest of the magic in the room is from the room itself.

Although there are no effects from the "peaceful magic" there are some rather adverse effects to even TOUCHING the ring. Once the ring has been touched, two *walls of force* (wall shaped) appear blocking each entrance. Since the room is only thirty feet at its widest point, unless a PC is out in the hallway, they are inside the Wall. Any party member who says that they were outside of the area of effect must make a Save vs. Paralyzation, unless of course it is obvious, (i.e. "I stay outside of the room and wait to see what happens.") Success indicates that they were indeed out of reach of the spell. Failure of course means that they are trapped.

After the *walls of force* have been sprung, the small openings in the wall begin spilling forth water. The water level in the room will rise at the rate of 1 foot per round. The PCs have 12 rounds until the water fills the chamber (it is 12 feet high), and then drowning rules apply unless the characters can breathe underwater.

Possible ways out of the Trap:

- If there are not any greedy PCs in the group, this trap will be by passed completely. D'Magus was counting on the fact that if someone came through here, they were bound to want the magic of the ring. Too bad there wasn't any.
- PCs that are not trapped can run forward into the cave. After climbing 40 feet of stairs (1 full round, they are rather steep) they will come to an iron bound door with a handle inset on the left wall. Pulling this handle will release the Wall and allow the water to flow harmlessly away. If the Dark Lord needed to make an escape, he would have exited the Keep from this door, pulled the handle to prevent the trap from accidentally going off and went through.
- Spellbreaker: This is where the magical warhammer Spellbreaker come in handy. Spellbreaker's special power is the destruction of magical barriers. Every time the hammer is struck against a magical wall, there is a 25% chance that the wall will be dispelled. If the PCs need some help, Spellbreaker can hum softly when it is close to a *wall of force*.
- The standard ways to destroy a *wall of force* will still work (see spell description).

The iron-bound door at the top of the stairs is not trapped. Listening will reveal the shuffling of paper only if a successful Detect Noise is used. Careful characters who look closely at the door will notice that the hinges have been oiled recently.

ENCOUNTER SEVEN UNLIKELY ADVERSARY

In this encounter, the characters will meet the Dark Lord's right hand man. The problem is that they will not be able to recognize him for he is masked using a consumed *potion of polymorph self*. Here they will begin to fall for the trap that D'Magus has waiting for them.

After the characters have opened the door, read the following:

Opening the door reveals what appears to be a library. Rows of books line the walls as a warm fire crackles in the hearth. Before you is a large oak desk, and a small wrinkled man sits behind it. Staring at you in horror, he begins to speak. "Who, who who are you? Wha Wha Wha what are you doing here and w w w where did you come from?" The questions blurt out as the man begins cringing in the chair.

This man is Trenvis Marduke, D'Magus's right hand man. He is currently under the influence of a consumed *potion of polymorph self*. Pretending to act as an old man, he will cringe and cower in his chair, begging the party not to slay him. If questioned, he has the following information. (Everything he says here is a lie.)

- Named Treeler, I am the accountant and collector for Lord Anton. I keep his books and insure that the men are paid from the loot that they bring in. I was preparing to have dinner and catch up on some paperwork before the food arrived. (False-he has been waiting for the party.)
- Lord D'Magus was just in a meeting with his Captains but should be checking the battlements right now. (False-He is waiting for Trenvis to bring the PCs into his waiting hands.)

Make up any suitable story for the PCs. If any of the characters have a *ring of truth* or similar magic in use, they will be able to tell that this man is lying through his teeth. Just before the PCs arrived he imbibed a *potion of magic resistance (50%)* in case the characters tried to use spells such as *charm person*, *friends* or other similar magic.

Trenvis will plead for his life, begging the characters not to kill him. He will explain that if they do not kill him, he will show them a secret way into the Dark Lord's inner sanctum. Remember to play him as one who is acting as though his life was in the hands of the player characters. Have him attach himself to a cleric or Lawful Good member of the party, using them as a shield against the more militant members of the party.

DM NOTE: If any of the party members ask if they feel the sense of *Deja vu*, tell them NO!

Everything will be made clear during the last encounter but you should know something now. The time traveling mage that was mentioned in the beginning of the adventure has found out that the

characters have been sent back into time to correct the problem. He has traveled back himself and WARNED D'Magus of the PCs' intrusion. The Dark Lord has taken steps to trap the characters and bring them to a place where he can meet them on his terms. The reason that they no longer feel the sense of *Deja vu* is because the past has changed. From here on in, they are creating a new future.

If the characters agree to let Trenvis take them to the inner sanctum, he will lead them through several secret passages to Encounter Eight A.

If the characters become suspicious and go out on their own, then they will move on to Encounter Eight B.

If for some reason, the PCs attack Trenvis, he will defend himself to the best of his ability and try to escape the library.

ENCOUNTER EIGHT A. THE FINAL BATTLE REVISITED

The characters trusted the small man and he has led them through several secret passages. Now, he will show them a door that leads to their final showdown with the Dark Lord. But not the way that they expected.

The text below should be read to the PCs once they leave the library:

Stepping through another secret door that the old man knew about, you begin your trek through the back passages of the castle. Hallways covered with the cobwebs of ages hang before you as you move through one last chamber and come to a wall. Pointing to a small rock, the accountant turns to you "Press that and the wall will turn, leaving an opening into the Dark Lord's private council chambers.

If asked, Trenvis will tell the party members that D'Magus usually studies spells after council meetings and before he retires for the evening. If they are quiet, they should surprise him.

Trenvis will follow the characters into the area, for he understands his part in his master's plan and needs to be at the PCs side in order to accomplish it.

If the PCs press the button, yet another secret door will open without a sound. When they enter, read the following:

Stepping through the secret door, you enter the private council chambers of Lord D'Magus. The room is large, easily forty feet wide by sixty feet long.

A large square table with chairs dominates the room and tapestries adorn the walls at regular intervals. Sitting in one of the chairs, with his back to you is the Dark Lord himself, reading a large and ancient looking tome.

Sitting in the chair is a phantasmal force of Lord D'Magus. He has used a mass invisibility scroll to hide him and his troops until the party is fully into the room. Once the group is fully in the room Trenvis will slam the door. This is the signal for the attack to begin.

D'Magus will start the combat with a fireball aimed at the party. Read the following, adjusting as needed:

As your hands pass through the phantom image of the Dark Lord, you hear a shout from the far side of the room. Looking, you see what can only be the real D'Magus surrounded by his men. Pointing at the party, he mutters words that are heard and then forgotten and a small, pea sized sparkle of energy breaks from his pointing finger and streaks toward the party.

Without warning, a silvery glow covers the entire group and a warm feeling passes over you when the fireball strikes. Looking out from the glow, you see the tapestries burst into flame and the table split from the intense heat. Yet you feel nothing. Then with a roar, the inferno is gone. Gone with it is the silvery radiance that protected you from a fire that surely would have been your doom.

Inform the player with the *gem of harmful spell warding* that the item has crumbled to dust in his pocket. Characters with speed weapons or hast spells active could reach D'Magus as the spell went off, so they are out of the range of the fireball. They could not stop him from casting it, though.

"Ah!", says D'Magus as his men slowly advance on the party. "I was told that that may happen. But it does not matter, you will still die, by my magic or by my hand. You will perish. And once you do, I have been told that a great future awaits me. I will be a conqueror. Ravens Bluff, and then the world will fall to its knees before me! All I need do is defeat a small group of ragtag warriors."

Hands waving in front of him, he begins casting a spell. With a roar, his men charge into the fray. The final battle has begun.

Use initiative here; the PCs can go first if they win initiative. Stats for D'Magus and his men follow. Note that he is not physically joining the fray this time. He was warned by the enemy Chronomancer that that would be his downfall. He will only join if his men are

almost defeated, if a clear, easy opportunity presents itself or if he is taunted into combat.

As before, the combat tactics will not be repeated in each tier. Refer to Tier 1 for combat and tactical information.

Tier 1 Total Levels 6-13

Warriors (4), hm F1: Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 7; THACO 19 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

The warriors will fight in pairs, concentrating on melee fighters. Their primary purpose is to delay fighting members of the group until the crossbowmen and D'Magus take care of the spellcasters.

Crossbowmen (2), hm F1: Int Average; AL NE; AC 6 (Leather + dex); MV 12; hp 6; THACO 15 (DEX of 17); #AT 1; Dmg 1d4 (light quarrel); SA Nil; SD Nil; SZ M; ML 13

The crossbowmen have very specific instructions. They are to lay harassing fire for the warriors as a secondary action. Their primary purpose is to fire on spellcasters who are in the process of casting. At the beginning of each round, each crossbowmen will hold their actions until after the obvious spellcasters have started theirs. Then they will fire on the mage or cleric in question.

The crossbowmen have no other weapons, so if attacked they will surrender.

Trenvis Marduke, hm T3: Int Very; AL CE; AC 2 (studded leather +1 + dex 18); MV 12; hp 12; THACO 20; #AT 1; Dmg 1d6+1 (short sword); SA Backstab x2 Dmg, Rogue Skills; SD Rogue Skills, 50% magic resistance from potion (see Enc 7), consumed *potion of polymorph self*; SZ M; ML 15.

PP-30 OL-22 FRT- 20 MS-31 HS-26 HN-20 CW-75 RL-0.

Trenvis will be close enough to the party that he will be protected from the fireball's blast by the gem. Once the attack has begun, he will begin maneuvering around the group looking for a backstab attempt on a spellcaster. Failing that, he will attempt the backstab of a fighter who is heavily engaged with someone else, and therefore distracted.

Lord Anton D'Magus: hm F4/W5: Int Genius; AL CE; AC 6 (*armbands of defense AC 6*); MV 12; hp 30; THACO 17 or 15; #AT 2; Dmg 1d2 (punch), 1d6+2(*bracer blade +2*); SA *ring of shocking grasp*, Spells; SD Nil; SZ L (7 ft 8 in tall) ML 20.

Magic Items: *armbands of defense AC6*, *ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.).

Spells: 1st Level - *affect normal fires, burning hands, magic missile x2*; 2nd level - *detect invisibility, mirror image*; 3rd level - *fireball* (already cast).

Tier 2 Total levels 14-25

Warriors (4), hm (F2): Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 15; THACO 18 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

Crossbowmen (3), hm (F2): Int Average; AL NE; AC 6 (Leather + dex); MV 12; hp 16; THACO 17 (DEX of 17); #AT 1; Dmg 1d4 (light quarrel); SA Nil; SD Nil; SZ M; ML 13

Trenvis Marduke, hm T3: Int Very; AL CE; AC 2 (*studded leather +1 + dex* 18); MV 12; hp 12; THACO 20; #AT 1; Dmg 1d6+1 (short sword); SA Backstab x2 Dmg, Rogue Skills; SD Rogue Skills, 50% magic resistance from potion (see Enc 7), consumed *potion of polymorph self*; SZ M; ML 15.

PP-30 OL-22 FRT- 20 MS-31 HS-26 HN-20 CW-75 RL-0.

Lord Anton D'Magus: hm F5/W6: Int Genius; AL CE; AC 6 (*armbands of defense AC 6*); MV 12; hp 42; THACO 15 or,13; #AT 2; Dmg 1d2+2 (punch), 1d6+4(*Bracer blade +2*); SA *ring of shocking grasp*, Spells; SD Nil; Str 18; SZ L (7 ft 8 in tall) ML 20.

Magic Items: *Armbands of defense AC 6, ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.).

Spells: 1st Level - *affect normal fires, burning hands, magic missile x2*; 2nd level - *detect invisibility, mirror image*; 3rd level - *fireball* (already cast), *suggestion*

Tier 3 Levels 26-37

Warriors (6), hm (F4): Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 28; THACO 16 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

Crossbowmen (4), hm (F4): Int Average; AL NE; AC 6 (Leather + dex); MV 12; hp 22; THACO 14 (DEX of 17); #AT 1; Dmg 1d4 (light quarrel); SA Nil; SD Nil; SZ M; ML 13.

Trenvis Marduke, hm T5: Int Very; AL CE; AC 2 (*studded leather +1 + dex* of 18); MV 12; hp 24; THACO 18; #AT 1; Dmg 1d6+1 (short sword); SA Backstab x3 Dmg, Rogue Skills; SD Rogue Skills, 50% magic resistance from potion (see Enc 7), consumed *potion of polymorph self*; SZ M; ML 15.

PP-40 OL-42 FRT-40 MS-55 HS-43 HN-25 CW-85 RL-10.

Lord Anton D'Magus: hm F6/W7: Int Genius; AL CE; AC 2 (*armbands of defense AC 6 + Dex*); MV 12; hp 55; THACO 11/8/11; #AT 2/1 Dmg 1d2+6 (punch), 1d6+8 (*Bracer blade +2*); SA *ring of shocking grasp*, Spells; SD Nil; SZ L (7 ft 8 in tall) ML 20.

Magic Items: *Armbands of defense AC 6, ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.), *consumed potion of ogre strength* (+3/+6).

Spells: 1st Level - *affect normal fires, burning hands, magic missile x2*; 2nd level - *blindness, detect invisibility, mirror image*; 3rd level - *fireball* (already cast), *suggestion*; 4th level - *shout*

Tier 4 Levels 38+

Warriors (6), hm F5: Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 35, THACO 15 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

Crossbowmen (6), hm F5: Int Average; AL NE; AC 5 (Studded leather + dex); MV 12; hp 28; THACO 12 (DEX of 17); #AT 1; Dmg 1d4 (light quarrel); SA Nil; SD Nil; SZ M; ML 13

Trenvis Marduke, hm T8: Int Very; AL CE; AC 2 (*studded leather +1 + dex* of 18); MV 12; hp 22; THACO 16; #AT 1; Dmg 1d6+1 (short sword); SA Backstab x3 Dmg, Rogue Skills; SD Rogue Skills, 50% magic resistance from potion (see Enc 7), consumed *potion of polymorph self*; SZ M; ML 15.

PP-65 OL-57 FRT-55 MS-62 HS-49 HN-25 CW-96 RL-40.

Lord Anton D'Magus: hm F8/W10: Int Genius; AL CE; AC 2 (*armbands of defense AC 6 + Dex*); MV 12; hp 80; THACO 10 or 8 #AT 2; Dmg 1d2+7 (punch), 1d6+9 (*Bracer blade +2*); SA *ring of shocking grasp*, Spells; SD Nil; SZ L (7 ft 8 in tall) ML 20.

Magic Items: *Armbands of defense AC 6, ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.), *consumed potion of hill giant strength* (+3/+7 max press 640 lbs).

Spells: 1st level - *affect normal fires, burning hands, magic missile x2*; 2nd level - *blindness x2, detect invisibility, mirror image*; 3rd level - *fireball* (already cast), *suggestion x2*; 4th level - *minor globe of invulnerability, shout*; 5th level - *hold monster, telekinesis*

Tier 5 Levels 57+

Warriors (9), hm F6: Int Average; AL NE; AC 6 (studded leather + dex); MV 12; hp 43; THACO 14 (STR of 17); #AT 1; Dmg 1d8+1 (Long Sword + STR bonus); SA Nil; SD Nil; SZ M; ML 14.

Crossbowmen (6), hm F5: Int Average; AL NE; AC 6 (Leather + dex); MV 12; hp 28; THACO 12 (DEX of 17); #AT 1; Dmg 1d4 (light quarrel); SA Nil; SD Nil; SZ M; ML 13

Trenvis Marduke, hm T8: Int Very; AL CE; AC 2 (*studded leather +1 + dex of 18*); MV 12; hp 22; THACO 16; #AT 1; Dmg 1d6+1 (short sword); SA Backstab x3 Dmg, Rogue Skills; SD Rogue Skills, 50% magic resistance from potion (see Enc 7), consumed *potion of polymorph self*; SZ M; ML 15.

PP-65 OL-57 FRT-55 MS-62 HS-49 HN-25 CW-96 RL-40.

Lord Anton D'Magus: hm F8/W10: Int Genius; AL CE; AC 2 (*armbands of defense AC 6 + Dex*); MV 12; hp 80; THACO 10 or 8; #AT 2; Dmg 1d2+7 (punch), 1d6+9 (*Bracer blade +2*); SA *ring of shocking grasp*, Spells; SD Nil; SZ L (7 ft 8 in tall) ML 20.

Magic Items: *Armbands of defense AC 6*, *ring of shocking grasp* (9 charges, each doing 1d8 + 8 dmg), *bracer blade +2* (does damage as short sword, retracts into bracer on left arm.), *consumed potion of hill giant strength* (+3/+7 max press 640 lbs).

Spells: 1st level - *affect normal fires*, *burning hands*, *magic missile* x2; 2nd level - *blindness* x2, *detect invisibility*, *mirror image*; 3rd level - *fireball* (already cast), *suggestion* x2; 4th level - *minor globe of invulnerability*, *shout*; 5th level - *hold monster*, *telekinesis*

If the PCs defeat D'Magus, refer to the Epilogue to close this adventure.

If the PCs fail here (they are all dead), then do not tell them what happens, since their characters would not know anyway. What does happen is that D'Magus becomes more powerful for some months, but eventually the enemy commander has him killed because he proves a threat to her plans.

ENCOUNTER 8B THE FINAL BATTLE REVISITED

The player characters for one reason or another did not trust Trenvis and have either taken care of him or

brought him along. In either case, they will face this version of the final battle.

Moving quietly through the castle, you come to the double doors of the council chambers where you last met the Dark Lord. Behind that door is a battle that you knew from the beginning you would have to face. Now however, you have a chance to prepare.

Allow the characters to prepare for the upcoming battle for no more than four rounds. This should be more than enough time to cast spells such as *bless*, *prayer* or whatever the group wants to do. If the PCs take longer than four minutes getting ready for the combat, inform them that they hear movement from behind the door. This should get them moving.

Once they enter the door, read the following:

Opening the door, you see Lord Anton D'Magus standing at the council table with several of his men. They appear to be going over a map and planning some sort of strategy. Looking up at you, alarm crosses the Dark Lord's face. "You are not supposed to be here yet! The time mage said that you would fall into the trap! Very well, you wish to finish it now, then so be it!" Sputtering and fuming at being caught off guard, he orders his unprepared men to the attack.

The player characters have one free round as they gain automatic surprise. Unprepared for the sudden entrance of the PCs, D'Magus will not have a chance to throw his deadly fireball. The guardsmen will draw weapons and charge the party while D'Magus dons his death's head mask and begins a spell. This will all take place in the second round. The first round is for PC actions alone.

Use the exact same stats as for the first battle except that the *fireball* spell will not have been cast.

If the PCs are victorious, refer to the epilog .

If the PCs fail here (they are all dead), then do not tell them what happens, since their characters would not know anyway. What does happen is that D'Magus becomes more powerful for some months, but eventually the enemy commander has him killed because he proves a threat to her plans.

EPILOG

D'Magus falls to the floor and there is a sudden, eerie quite that fills the room. The only sound is the crackle of flame on a still burning tapestry and the moaning of a wounded Dark Guard.

The doors to the room open with a resounding Boom and in rush more soldiers. They see you

standing over their fallen leader and turn to run , as you knew they would. Without their leader they are no threat.

When the PCs report D'Magus's death to the City Watch or take his body there:

"The city of Ravens Bluff is in your debt." Captain Lionel Barryston says. "With D'Magus finally dead, the people can once more rest easy. We have learned however that he is only a minor commander in the enemy encampment. So even though you have defeated a great evil, the war continues. You will be properly rewarded once you return to the city with your report. Once again, thank you on behalf of the council and the city."

The PCs can recover D'Magus's magical items; this time the guard does not ask for them or take them.

They are:

- *Armbands of defense* AC 6
- *Ring of shocking grasp* (9 charges)
- *Bracer blade* +2

Afterward, read the following:

A slight glow in the corner of the room catches your eye. Looking you spy the floating Sprite. With a bright flash and a burst of appreciation, the shimmering orb vanishes. In your mind you hear the voice of Terra. "Well done my friends, well done indeed!"

Characters who survive gain 1 Fame Point in City Government or City Watch

the end for now.

Experience Point Summary

Encounter 1-
Surviving- no PC dies 300 exp

Encounter 2-
Noting the differences in warrants before it is pointed out to them 100 exp

Encounter 3-
Defeating Summoned Monsters 200 exp
Helping Free Carmanstos 100 exp
Healing Carmanstos 100 exp

Encounter 4-
Avoid warning castle of their arrival in servant village 100 exp

PCs volunteer to give herbs before Brea fetches them for her ailing father 100 exp
Party gains 3 clues 100 exp

Encounter 5-
Party member finds secret door and triggers it 100 exp

Encounter 6-
PCs learn 2 clues 200 exp
Avoid trap on pillar 100 exp
Completely bypass the water trap 300 exp
OR
Manage to escape Water Trap 500 exp

Encounter 7-
PCs realize that Trenvis is a fake 200 exp
Realizing that this encounter did not happen before 100 exp

Encounter 8A-
Defeating D'Magus and his henchmen in combat 600 exp

Encounter 8B-
Using time to prepare for combat 100 exp
Defeating D'Magus and his henchmen in combat-400 exp

Total Possible Experience: 2,600 exp

Treasure Summary

If it is not here, then the PCs cannot keep it

- *Gem of Harmful Spell Warding* (1 use): When any harmful spell is cast at the owner of a Gem of Spellwarding, the magical device will activate. An AntiMagic aura (Same effects as an Anti-Magic Shell) surrounds all persons within a 20 ft radius. This aura stays in place for 1 round and then dissipates. During this time, the persons affected cannot be affected by magic of any sort. This also precludes the use of spells for the round in question
- 1 *potion of healing*
- 1 *potion of invisibility*
- *Spellbreaker* (magical warhammer): Spellbreaker destroys magical walls such as walls of force, stone, fire etc. By striking the wall with the hammer, there is a 25% chance that the wall will be dispelled. Each strike which destroys a wall uses one charge. When all charges are used up, the magical properties of the hammer are lost. The item cannot be recharged.
- Ring with permanent *faerie fire* (100gp)
- *Studded leather* +1

- *Armbands of defense* AC 6
- *Ring of shocking grasp* (9 charges)
- *Bracer blade +2*: This magical Bracer creates a plane of force that acts in all ways like a *short sword* +2 for purposes of combat. Only usable once per day, a shimmering blue blade of force is created that sheds light in a 5 ft radius. A loud humming noise is created by the bracer blade that can be heard by all creatures within 50 feet of the wielder. Once activated, the blade will stay in existence for 1 turn. It is usable once per day.
- 700 gp for successful completion of mission.

Characters who survive gain 1 Fame Point in City Government or City Watch.

Player Handout #1. (Give to PCs before adventure begins)

WANTED

Lord Anton D'Magus

for crimes against the city and citizens of Ravens Bluff.

High Murder
and Treason

D'Magus is wanted alive for interrogation. He will stand trial for his crimes as an example to others who might wish to break the laws of the city.

500 gold reward.

Finding this posted, you stare in shock as the words ring in your ears. Remembering the man's reputation as a staunch City Watchman, you find it difficult to believe that he could be guilty of these crimes. Yet it must be true. Banding together with friends, you set out to bring this former guardsman to justice.

After a short trip in which you gained information about the newly dubbed Dark Lord, you stand ready to face him.

WANTED

Dead or Alive

Lord Anton D'Magus

for crimes against the city and citizens of Ravens Bluff.

High Murder
and Treason

D'Magus is wanted dead or alive.
He is armed and extremely dangerous. Caution should be used in apprehending this
most dangerous foe.

500 gold reward.

Player Handout #4

The Telling of Sprite's Future

This is what you see in the vision that the creature known as Sprite.

Your vision clouds for a moment and when it clears you see Zhentil Keep. The dark fortress of evil in the north where Manshoon once ruled is now under the control of the Dark Lord, Anton D'Magus.

Great armies gather behind this new, more ruthless Zhentarim leader. The southern sweep of their first campaign crushes all organized resistance. The Dales and even the lands of fabled Cormyr fall before him.

Your final vision is of the Dark Lord leaving the ravaged and burning city of Ravens Bluff. The skulls of the defeated warriors of the once fair city adorn the crumbling walls. With barely a glance back, he leaves the city to continue his conquest.

The Ravens Bluff Trumpeter



Editor-in-Chief: Fred Faber
City News: Clio Hesperin
Society Editor: Jacinth Moonspring

ANTON D'MAGUS ESCAPES

CITY GUARDSMEN KILLED

PRICES RISE AS FOOD SHORTAGE WORSENS

Though pirate activity has dropped in past tendays, food shortages continue throughout the city. The area farmers have had their lands devastated by war, and the risk of pirates has caused merchants to incur extra costs in procuring food, cloth, weapons, lamp oil, candles, and a variety of other necessities. The morale of the people, especially of residents of Crow's End, is falling rapidly. One disgruntled warehouse worker told us: "Oi, the wealthy have their food cause they can afford th' outrageous prices. But me an' me family will starve if we don' get some relief soon. The temples just canna' keep up."

The Trumpeter urges citizens to remain calm while some relief is sought for this crisis.

Trumpeter reporter Terrin Jolane was at the scene mere moments after the escape of former city guardsmen Lord Anton D'Magus. D'Magus was being held upon charges ranging from High Murder to Unlawful use of magic within City limits.

D' Magus's daring daylight escape was done with all of the usual bravado that the Dark Lord, as he called now is famous for. Gaining the attention of the guardsman on duty and luring him into the cell, D'Magus killed the guard and fled to the halls of City Guard Headquarters. Using his dark arts, he managed to retrieve equipment impounded until trial and then staged an attack on the main office. Several guardsmen were killed and at least 20 remain in serious condition in temples throughout the city.

An extensive manhunt followed but no trace of the Dark Lord was found within the city limits. It is presumed that he will be heading north, away from the city and prosecution. City Guard Captain Miles Voren was quoted as saying ilf any citizen sees this evil man, do not attempt to capture him. Inform your nearest Guard Post and we will handle the matter. He should be considered extremely dangerous.

THE MILITARY NEEDS YOU

The army is still looking for able-bodied residents to serve in the current conflict. If you can serve, contact your local recruiter. *Players should send notice in writing to Network HQ with their character's name, race, class, level, desired branch of service, and qualifying skills. Do this before Dec 31, 1996.*