

What The??

(When Darkness Falls, Part 1)

A One-Round Living City Tournament

by Brandon Kaya &
Cisco Lopez-Fresquet

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS and RPGA are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 1998 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

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

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

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

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi- and dual-classed characters, use the highest attained class, plus 1 for each active class. E.g. an elf fighter/mage/thief at levels 3/3/4 counts as 6 total levels, a dual-classed human mage at level 3 (formerly a 7th level fighter) would count as 8 levels. 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 BACKGROUND

This module is first in a series of four modules (*When Darkness Falls*) dealing with the coming of an eclipse to the Living City. All the events of this module take place several weeks before the actual arrival of the eclipse.

The other modules are *For Sale*, *Where You Were*, and *Total Eclipse*. It is not necessary to have played in the previous modules to play this one.

DM NOTES

This module can kill parties, especially trigger-happy ones. That is NOT the intention of the module. The effects of the nilbogs can easily be used to completely twist every PC action to a negative effect. That should not be the approach a DM should take to running this module. Rather, use the nilbog effects to promote **ROLEPLAYING** by the PCs. Encourage players to roleplay the choices their characters make under the nilbog effects, and remember, the object of playing AD&D is to have FUN.

Note: During module prep, you should check to see if any of the PCs are carrying extra-dimensional spaces. It should also be clear on the character sheets what is stored where (backpacks, extra-dimensional spaces, hanging from belt, whatever).

You should also be familiar with both the unarmed combat rules in the PH and DMG and the rules for nets in the Complete Fighters Handbook. Make sure you are very familiar with the effects of the nilbogs before you start the adventure.

DM INTRODUCTION

This adventure begins with the PCs performing normal errands around the city. They are not doing anything remotely adventure related. They have a brief encounter with a madman as they wander the streets. After a period of wandering the city, they are suddenly transported elsewhere. They find that there are several other people that have been transported with them, the other PCs.

A man approaches the group and explains that he, Bren Aspuanis, summoned them here to help rescue a friend, Amilani, from Ronras Prison. Bren gives the party six healing potions and promises more items as a reward. He answers any questions the PCs have then leads them towards the prison. When the party is in site of the prison, they are suddenly attacked by a group of monsters. Bren is apparently slain then the monsters flee. The party must rescue Amilani without him.

When the PCs enter the prison, they leave some of their protective devices in a small alcove by the entrance of the prison. This is the first strange effect of the nilbogs. They may explore a little or as much of it

as they choose. There are four different groups of cells, each with its own set of inhabitants. These offer the PCs a chance to set some people free and interact with the prisoners. There is also a barracks, a kitchen and the warden's room. Amilani is imprisoned in an extra-dimensional space that opens into the warden's room.

The main opponents of the PCs will be the nilbogs/goblins that guard the prison. They wander the prison and investigate any strange or loud noises/lights in the prison. The PCs must deal with the nilbogs and eventually the warden of the prison, a rakshasa. When they defeat the rakshasa, they will use the amulet it wears to enter the extra-dimensional space and free Amilani.

Amilani follows the party out of the prison. There they find that Bren is not dead. He casts dispel magic on the party. As they fade on their way back to Ravens Bluff, they see Amilani change back into her true form, that of an annis.

Encounter 1: What The...?

It's a blustery winter day in Ravens Bluff. You have spent the morning running errands, visiting friends and generally relaxing. Even adventurers need some downtime and you revel in the opportunity to do normal things.

As you wander the streets, you hear an old man crying out to all willing to listen, "Beware! The end is nigh! I have seen the swallowing of the sun and the beginning of eternal night!" He finishes his proclamation then vanishes into the crowds. You shake your head at the madman and continue doing your errands.

Ask the players what equipment their PCs carry when they are out doing normal errands around the city. You should give the PCs time to wander the city and purchase items. When they seem to be running out of things to do or have spent five or ten minutes wandering, continue.

A sudden tingling that passes through your body. A faint veil of glimmering light surrounds you. You feel a wrenching pain, as though your body was being torn apart. Then it is over. Your head aches slightly as you notice that you are now standing in a steep, mountain canyon. Bisecting the canyon is an ancient road, barely visible amongst the weeds at your feet.

Around you are several other figures looking as confused as you feel. They have the distinct look of Ravens Bluff adventurers.

Give the PCs time to introduce themselves.

You have just finished introducing yourselves when you notice a tall, robed figure walking down the road. He notices your group and picks up his pace. When he gets nearer he lowers his hood revealing an old man with piercing gray eyes. "Well met," he rasps, "I am Bren Aspuanis and I apologize for grabbing you out of your normal lives but I am afraid I need your help."

Bren will refuse any magical aid the PCs offer him. He will explain that he trusts his own preparations.

Bren will try to answer any questions that the PCs may have. Below is the information he will provide. Explanations of the truth are provided for you. Remember that he has *non-detection* and *obscure alignment* (the reverse of *know alignment*) up so that they cannot tell if he is lying. Paraphrase to make the answers coherent.

Why do you need our help?

I have a companion named Amilani, whom I haven't seen for many years. I recently discovered that she has been kidnapped and placed in Ronras Prison. I vowed to free her, but will not be able to do it alone. Truth: Bren made a deal a long time ago and Amilani is calling in his favor.

What does Amilani look like?

She is a tall, human woman with blond hair and the deepest blue eyes I have ever seen. Her skin is deeply tanned from years of adventuring. She looks like she is in her mid-twenties due to magic.

Truth: This is the description that Amilani slowly sent to him over the years.

Who are you?

I am merely a mage. I adventured for many years in my youth, but have spent the last fifteen years in the south.

Truth: Bren really did adventure for many years. He retired in order to work on the creation of new and more powerful summoning spells such as his humanoid summoning.

What is Ronras Prison?

It's a horrible place. It is an ancient prison that was built by evil creatures. For a fee, they would imprison anyone. They would even kidnap the victim for an extra fee. It slowly declined over the years and

as far as I know, Amilani is the only prisoner added this century.

Truth: This is true. Bren has his suspicions about who is running the prison, but will not under any circumstances tell the party.

Who is Amilani?

Amilani is a warrior who adventured with me. We parted ways many years ago when she wished to continue adventuring and I wanted to focus on my research.

Truth: They were never companions. They only made one deal many years ago.

How do you know she has been kidnapped?

We share a mental link that can be activated in times of true need. She used this link as thugs were taking her to Ronras Prison.

Truth: As part of their deal the two were linked so Amilani could contact Bren when she wished to call in her favor. Amilani has been slowly communicating where she is over the last ten years. She has finally given Bren enough information for him to figure out her location.

Why can't we detect if you are lying and/or evil or any other reason?

I must hide myself from the keepers of Ronras Prison. I revealed myself to them while trying to find the exact location of Amilani. They will sense me if I do not take precautions whenever I am near the prison.

Truth: It prevents the PCs from detecting his alignment or the truth of his words.

How did you summon us here?

I am a conjuror of some small ability. I used a spell of my own creation called humanoid summoning.

True.

Where are we?

We are in the Firestepp Mountains in the Shaar.

True.

Will you pay us for our help?

I will give you several valuable items if you complete the mission. As a measure of good faith I will give you six healing potions. I will summon the other items when the mission is done.

Truth: Bren has no intention of giving anything except the potions to the characters. If the PCs insist on knowing what else they will get, Bren will list a *Dust of Disappearance*, a +2 *longsword*, and a *potion of super-heroism*. When Amilani is freed he will dispel his summoning on the PCs.

How do we get back?

The spell will wear off in about twelve hours.

Truth: True. However, he intends on dispelling the characters as soon as he sees that Amilani is free.

If the PCs mention they are from Ravens Bluff. The City of Ravens? How appropriate.

If asked what he means by that.

Oh, we just helped the city fight off an infestation of wererats about many years ago.

Truth: he is actually working against Ravens Bluff and is covering his mistake.

If the PCs agree to help Bren he will request that they each give an oath to free Amilani. He then gives them the potions and leads them towards the prison. If they do not agree he will cast a dispel magic on them and the adventure is over for the characters.

If PCs have the following proficiencies, they may make checks to see if they know additional information.

Law at -6

Ronras Prison followed no laws but its own. It had a hit squad dedicated to grabbing people and placing them in the prison before they knew what happened. These hit squads became a terror that even governments feared. Eventually, the governments of several cities decided to destroy the hit squads. They started hiring Ronras to kidnap people. When the hit squads tried to kidnap their targets they were ambushed. These tactics eventually destroyed the ability of Ronras to kidnap people. This in turn led to the decline of the prison.

Ancient History at -4

Ronras Prison imprisoned anyone. No one ever imprisoned there escaped. One reason is that they had guards that were invincible. Another reason is that prisoners went insane. It was supposedly a gradual process, but it always happened.

Bren, hm F5/W(Conj)11: AL NE; AC 2(armor spell + dex); MV 12; hp 74; THAC0 16; #AT 1; Dmg 1-6 (quarterstaff); SA -1 to saves vs. his conjuration/summoning spells; SD +1 to his saves vs. conjuration/summoning spells; Str 16, Dex 18, Con 16, Int 17, Wis 11, Cha 11; MR nil; SZ M; ML 15.

Magical Items: *diamond of feign death*, *six healing potions* (given to PCs if they agree to help him).

Spells: 1st level – *charm person, chill touch, grease, protection from good, shocking grasp*; 2nd level – *glitterdust, levitate, melf's acid arrow, mirror image, ~~obscure alignment~~*; 3rd level – *dispel magic* (he won't use this until the end of the module), *monster summoning I, ~~non-detection~~, slow, vampiric touch*; 4th level – *confusion, fire shield, , minor globe of invulnerability, stonewall* (won't use until after he has faked his death); 5th level – *avoidance, ~~humanoid summoning~~, summon shadow, teleport*.

Bren Aspuanis has had a long and fulfilling career. Part of his success was making a deal with an Annis named Amilani early in his career. He owed the Annis a favor and she has been calling it in for the past ten years. The thought of entering Ronras Prison scares him because of the rumors he has heard. That is the reason he is using the PCs. Bren's goal is not to defeat the party. He is using them to get Amilani out of the prison.

Encounter 2: Uh Oh, the Wizards Dead

Bren leads you up the ancient road towards Ronras Prison. After about half an hour the canyon widens into a true valley. Boulders of all sizes are scattered everywhere you look except on the ancient road. The wizard leads you off of the road and continues traveling between the boulders. An hour later, Bren points and you get your first view of the prison. It is a squat, gray, one-story building with only one entrance. Suddenly, you hear a grunting all around you as creatures attack you from the boulders!

Check to see if the PCs are surprised.

Bren set a trap in this area. When the party enters the target area, creatures are summoned, illusions are created, and the illusions attack Bren. The illusions attack only Bren. The summoned creatures attack the PCs and keep them away from the illusions. Any PCs with scarabs of protection do NOT get a save because the illusions are not directly effecting them. Bren will fight for one round then activate a feign death he has stored in a small diamond. Any PC who checks his body finds the remains of the diamond in his hand. When Bren falls, the creatures attempt to flee. The corpses of any slain creatures disappear.

The characters are now left with a dilemma. If they decide to go on without Bren let them make

whatever plans they want. If they decide to enter the prison go to the next encounter. If they decide to wait until the summoning ends, they are eventually returned to Ravens Bluff. The adventure is over.

Tier 1

Orcs (10 real, 5 illusionary): Int Average; AL LE; AC 6; MV 9; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1-6 (short sword or shortbow); SA nil; SD nil; MR nil; SZ M; ML 15.

The illusionary orcs attack Bren with shortbows. The real orcs attack the party with short swords. Remember that the orcs flee on the round after Bren falls.

Tier 2

Ogres (6 real, 4 illusionary): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25 each; THAC0 17; #AT 1; Dmg 1-10; SA nil; SD nil; MR nil; SZ L; ML 15.

The illusionary ogres throw rocks at Bren. The real ogres attack the PCs with their clubs. Remember the ogres flee the round after Bren falls.

Tier 3

Trolls (6 real, 4 illusionary): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 42 each; THAC0 13; #AT 3; Dmg 5-8/5-8/5-12; SA nil; SD regeneration; MR nil; SZ L; ML 15.

The illusionary trolls throw rocks at Bren. The real trolls attack the party with claws and bite. Remember the trolls flee the round after Bren falls.

Tier 4

Hill Giant (6 real, 4 illusionary): Int Low; AL CE; AC 3; MV 12; HD 12 + 1-2; hp 73 each; THAC0 9; #AT 1; Dmg 2-12+7 (club); SA throw rocks for 2-16; SD nil; MR nil; SZ H; ML 15.

The illusionary giants throw rocks at Bren. The real giants attack the PCs with their clubs. Remember the giants flee the round after Bren falls.

Tier 5

Fire Giant (6 real, 2 illusionary): Int Average; AL LE; AC -1; MV 12; HD 15+2-5; hp 95 each; THAC0 5; #AT 1; Dmg 2-20 + 10 (sword); SA throwing rocks for 2-20; SD resistant to fire; MR nil; SZ H; ML 15.

The illusionary giants throw rocks at Bren. The real giants attack the PCs with their swords. Remember the giants flee the round after Bren falls.

The Prison

The outer walls of the prison are made stone five feet thick. The outer walls have been enchanted so spells such as dig, transmute rock to mud, teleport, dimension door or any similar spell does not work. The door is a reinforced oaken door. The door is not locked.

The inside of the prison is dark except for three of the cellblocks and the rakshasa's room. Bright light anywhere else will attract the nilbogs.

The primary challenge in the prison is going to be the nilbogs. Aelasiram starts in the kitchen. The other three nilbogs start in the barracks. All wander around at your discretion. They also investigate any loud noises or strange lights in the prison. Remember these nilbogs are NOT stupid and they know all about their special abilities. They are described in the back of the module.

The Rakshasa running the prison is here because he made a deal with the original creators of the prison. He does not go out of his way to keep the peace. In fact, he will not be interested what the players do as long as the nilbogs check-in once in a while.

As long as the PCs are in the Prison, they will not suffer from any magical aging affects. The original creators of the prison decided that keeping the prisoners alive was worth the cost. They could always be used against those who had them imprisoned.

Encounter 3: I Didn't Need It Anyway.

The hinges screech loudly as the door is opened. The entry opens into a short corridor that is covered in dust. The illumination is the light spilling in from the doorway.

When a PC enters the prison read this:

You stop for a moment and remove some of your protective devices and place them in a small alcove to the right of the doorway. This does not seem odd to you and you have no wish to retrieve the items.

This is the first time the PCs encounter the reality warping effects of the nilbogs. All the PCs will leave a portion of their protection devices, based on tier, in a small alcove. PCs who have a *scarab of protection* get a save to resist this urge. The other PCs will not don their protective devices as long as they are in Ronras Prison. If someone with a *scarab of protection* tries to make the PCs wear the items they left in the alcove the PCs will either place them back in the alcove or drop

them where they stand. The PCs retrieve their items when they leave the prison. If the PCs try swapping a scarab, the person who just gave away the scarab will immediately start removing the protective gear appropriate for the tier.

The dust lasts until they reach the intersection, then the corridors will be bare.

Remember that whenever the PCs make a lot of noise, they will attract at least one of the nilbogs. How many depend on the number currently free/alive and your discretion. Any lights also eventually attract attention.

Tier 1

PCs leave any protective items except for their primary piece of armor.

Tier 2 and Tier 3

PCs leave primary piece of armor, but keep everything else.

Tier 4 and Tier 5

PCs leave all of their protective devices in the alcove.

Encounter 4: Great... Dwarves

The outside of this door has a symbol that resembles a large human carved in the middle of it. You can hear a faint shouting coming through the door.

The only PCs who have a chance of understanding what is being shouted are those who make a successful hear noise roll and can understand dwarven. If successful they will hear what sounds like two groups of dwarves shouting insults at each other.

When the PCs enter the door:

Small rocks in the ceiling glow brightly enough to show the entire room. The inside of this room is lined with cells made of thick crosshatched bars on either side of a long corridor. All of the cells are full of dirty, noisy dwarves. There seem to be two factions, one on either side of the corridor and they are constantly shouting and shaking their fists at each other.

The bars of these cells are very strong and are in a crosshatch pattern to increase strength. Attempts to

open doors or bend bars are attempted at half strength. There are small slots on the bottom of the cell doors that allow the nilbogs to feed the dwarves. Open locks or casting knock works normally.

The dwarves are from the clans of Trollgutter and Dragonbelcher. They formed an alliance against a city of dark elves and that proved quite effective. The drow hired Ronras Prison to remove the primary warriors from both clans. The effects of the nilbogs caused them to start fighting and arguing. This was 200 years ago and they are still fighting.

When the dwarves notice the PCs they will demand to be let out. Of course both say, the other side is evil and should be left here to rot forever. They use whatever arguments are necessary to convince the PCs that only their clan should be let out. If asked who leads them, various dwarves from both clans will claim to be the leader of their respective group.

If the PCs release only one clan, it will immediately start taunting the imprisoned clan. The imprisoned clan will swear eternal enmity against the PCs. If they are both are freed a great brawl will ensue. It is up to the players to decide what to do with the dwarves. Neither clan is actually evil. If brought out of the prison they will slowly realize that they have been fighting and arguing for no reason. The dwarves leave immediately for their homes when out of the prison.

Information that the dwarves know:

What is guarding you?

“Stinking goblins! The filthy little creatures always act so tough. They show their faces when I am out of these cells and I’ll show them who’s tough! Course they take damage almost as well as a dwarf. Jontus managed to smack one with a bowl and the little bugger just laughed.”

Dwarves (80): Int Very; AL LG; AC 10; MV 6; HD 1; hp 6 each; THAC0 20; #AT 1; Dmg 1-2; SA nil; SD nil; MR nil; SZ M; ML 13.

The dwarves are evenly split up between both clans. They are dressed in rags and have no weapons. They are extremely chaotic and argumentative until taken out of the prison.

Encounter 5: One of These Rogues is Not Like the Others...

The outside of this door has a symbol that looks suspiciously like a keyhole carved into it.

When the PCs open the door:

Small rocks in the ceiling glow brightly providing light. The inside of this room is lined with cells on either side of a long corridor. There are several figures in the cells.

The locks on these cells are exceedingly complicated with –40% to pick. Bend bars, open doors, or *knock* spells work normally. The cell doors have small openings to allow the nilbogs to feed the prisoners.

There are four rogues in the cells, two in the middle and two at the very end of the cells. They all beg to be let free. If asked, they say that their compatriots in jail are honest fellows. In fact, they all claim they were wrongly imprisoned. If led out of the nilbog area of influence, they mention that Harris isn’t normal. He has tried to eat various limbs of anyone who gets near.

Harris is actually a polymorphed drow. This special version of the *polymorph* prevents Harris from using any drow abilities. He (actually *she*) knows that the anti-magic shell in encounter seven will free her from the spell. Harris knows the general layout of the prison and attempts to lead the PCs to the encounter seven. If the polymorph is dispelled, she tries to leave. Let the players decide if they want to fight an evil creature that didn’t attack them.

Information the thieves know:

What is guarding you?

These very peculiar goblins. They don’t seem very worried about us. When we make our periodic escape attempts, they always manage to capture us with little difficulty. I’ve slain my share of goblins and these seem much tougher to kill.

What do you know of the prison? (Harris answers)

The prison is split up into various cellblocks. These consist of the warrior, rogue, mage, and priest cellblocks. I have heard rumors of a fifth cellblock that

contains extremely troublesome prisoners. I don't know where that cellblock is located.

Grana, Klena, Iata, hf, hf, and hm T5: AL N; AC 8 (dex); MV 12; hp 20 each; THAC0 18, #AT 1; Dmg 1-2 (hands); SA backstab; SD nil; Str 12, Dex 16, Con 10, Int 13, Wis 14, Cha 11; MR nil; SZ M; ML 8.

Special powers or skills: all have 5th level thief abilities. If they become important, make them up. These thieves only want to out of Prison and refuse to join the party. They are not bad people and do nothing to harm the PCs if they are released.

(Harris) Assiani, fdrow T15: AL CE; AC 6; MV 12; hp 65; THAC0 13; #AT 1; Dmg 1-2; SA drow abilities, backstab; SD drow abilities; Str 13, Dex 18, Con 15, Int 14, Wis 15, Cha 15; MR 80%; SZ M; ML 14.

(Harris) Assiani is helpful and tries to aid the PCs, but will not use any drow abilities. She knows about the anti-magic shell around encounter 7 and attempts to lead the PCs there. When back in her own form, she attempts to leave. If attacked, she flees.

Encounter 6: What? I Can't Hear You!

This door has a symbol of a long stick with rays coming out one end carved into it.

When the door is opened:

Glowing rocks in the ceiling light this area. You see a row of cells, four to a side. There seem to be only two figures in this area. They both sit slumped dejectedly in opposite cells on the far end.

The entire area is covered in a permanent *silence* spell. The cells in this area have a *wizard lock* at 20th level. Normal bend bars, open doors and open locks chances apply. The cell doors have small openings to allow the nilbogs to feed the prisoners.

This is where they keep the mages. The two mages in the cells are magically connected. When one dies, the other dies as well. If brought out of the silence or communicated with in another way, the PCs find out one of them is a Harper (Carsten), the other a follower of Bane (Silke). Carsten refuses to leave without Silke because they think they are in love. If Silke is set free, she goes out and wreaks havoc upon the world.

The magical tie can be broken with a dispel magic cast vs. 20th level. It is temporarily dispelled if the mages are taken to encounter seven.

Information the mages know:

What is guarding the prison?

Silke knows this information and uses it as a bargaining tool to get the players to set Carsten and herself free.

They are a strange variant of goblin. They do not take damage from things that normally cause damage. In fact, they cause strange reverses of reality. Other than them not taking damage, this reverse effect doesn't always happen. At least not that I notice.

Carsten, em W5: AL NG; AC 10; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1-2; SA spells; SD spells; Str 12, Dex 14, Con 15, Int 17, Wis 9, Cha 10; MR nil; SZ M; ML 10.

Spells: none memorized.

Special powers or skills: If Carsten is killed then Silke will die and vice versa.

Carsten hails from the Dalelands. An active Harper, he was captured 150 years ago by the Ronras hit squads. When he arrived, they had just devised a new method of keeping mages in line. They attached him to another recent capture, Silke. They have figured out a rather complex sign language to communicate with each other. They are convinced that they are in love because of the effects of the nilbogs.

Silke, hf W7: AL NE; AC 9; MV 12, hp 21; THAC0 18; #AT 1; Dmg 1-2; SA spells; SD spells; Str 13, Dex 15, Con 9, Int 17, Wis 11, Cha 15; MR nil; SZ M; ML 9.

Spells: none memorized.

Special powers or skills: If Silke is killed then Carsten will die and vice versa.

Silke was an up-and-coming follower of Bane. Some 150 years ago, one of her underlings hired Ronras to kidnap her and place her in prison. When she arrived here, she was connected to Carsten through a new process invented by the people who ran Ronras Prison. She can communicate with Carsten using a sign language they developed. She believes she is in love with Carsten because of the nilbogs' influence.

Encounter 7: There Go the Stoneskins

This door has a symbol that looks like a thick stick.

When the door is opened:

A long hallway is flanked on either side by cells. On the second cell to the left a man mumbles quietly to himself. You cannot hear exactly what he is saying.

These doors are just locked. The bottom of the cells has a small opening used to feed the prisoners.

Merten, a priest of Oghma, is completely mad. He hasn't been able to use the spells granted to him by his god and has been alone in the dark for a very long time. The reason he cannot cast his spells is that this whole area is under an anti-magic shell. Any spells currently up will be dispelled.

If the players set Merten free he will run out and start casting all of the spells he has had pent up for so long. He will not deliberately try to harm anyone. If someone gives him books with knowledge, not spells, in it he will calm down and begin his slow recovery. A heal spell frees him of his insanity. Any priest that makes a successful religion roll also begins Merten's journey back to sanity.

Remember that Harris from encounter five tries to lead the characters to this area to dispel the polymorph.

Merten, hm P7: AL NG; AC 10; MV 12; hp 42; THAC0 16; #AT 1; Dmg 1-2+1; SA spells; SD spells; Str 16, Dex 9, Con 12, Int 13, Wis 14, Cha 8; MR nil; SZ M; ML 6.

Spells: 1st level – *command, create water, cure light wounds, light(x2)*; 2nd level – *aid, chill metal, music of the spheres*; 3rd level – *continual light (x2)*; 4th level – *protection from evil 10' radius*.

Merten is insane. He has a phobia of the darkness and casts ALL of his light spells the minute he is out of the anti-magic sphere. He then continues to cast his spells in an attempt to bring himself closer to Oghma.

Encounter 8: They Eat That?

The door to this room is unmarked.

When the door to this room is opened:

The room you have entered is apparently the kitchen. A long table that has many knife scars on it and a stack of crusty bowls lies to your right. A huge fireplace rests in the far wall. In the middle of the room are two large depressions. You cannot see what is in the depressions from here, but one has a large ladle by it, the other a bucket with a ratty rope attached to it.

Aelasiram starts here. No one is normally in this room except when the nilbogs eat and feed the prisoners. The nilbogs eat whenever they feel a little hungry. The prisoners get fed once a day in the evening. The first large depression is a cauldron. It eternally makes the wretched tasting gruel that is the only food in the prison. The other depression is the prison well. The water is clean and safe to drink.

Encounter 9: What Comfy Beds

The door to this room has a crude picture of a table with very short legs.

When they open the door:

The smell of unwashed bodies escapes from the room as the door is opened. On your left, you see a row of triple bunk beds along one wall. On your right lies a long table filled with junk. On the opposite wall there is a door.

If some nilbogs are still in the barracks add:

Small figures look up as you open the door.

The nilbogs keep what little treasure they own in this room. This consists of crude wooden statues and various obscure fetishes. There is very little of interest to adventurers here.

Encounter 10: The Pit

You see a square in the middle of the corridor painted red. It is about 10' square. On the wall in very crude writing is the word: TRAP.

This really is a pit trap. The nilbogs have marked it so that they do not forget it is there. It is 20' deep with spikes on the bottom. Remember the effects of the nilbogs on normal actions when they try to go over it.

Tier 1

Anyone who falls in the pit takes 2d6 damage, half if they make a dex check.

Tier 2

Anyone who falls in the pit takes 3d6 damage, half if they make a dex check.

Tier 3 and above

Anyone who falls in the pit takes 4d6 damage, half if they make a dex check.

Encounter 11: The Wire

You see a wire about shin-high ahead of you. It is painted bright red and impossible to miss. On the wall in crude writing is the word: Nasty Blades!

This really is a blade trap. If the characters fail to step over the wire (remember the nilbog effects), they take 1d6 per tier damage from blades coming out of the walls at waist height for a human. Save vs. paralyzation for half damage. The nilbogs marked the trap so they wouldn't forget about it.

Encounter 12: Ooooh! He's Nasty!

The outside of this door is immaculate. You can see your own reflection in the polish of the door.

When they open the door:

The smell of incense wafts from the room. Inside you see comfortable pillows on expensive Calimshan rugs. The walls are lined with gorgeous tapestries, except for the center of the far wall, which is dominated by a huge painting of a beautiful blonde-haired woman sitting in a garden. On the other side of the room you see a curious looking creature lounging upon some pillows. Removing the hookah from its mouth it sighs and says, "Well, I guess my guards were not enough to deter you from wandering the prison. I give you one more chance to leave."

This is the Rakshasa. He has no real desire to fight the PCs, but will if they do not leave the prison. He wears the amulet needed to get to where Amilani is being kept. The painting on the far wall is an opening to an extra-dimensional space where the dangerous creatures are kept, which currently consists of Amilani.

Tier 1

Talsuna (Least Rakshasa): Int Very; AL LE; AC -1; MV 15; HD 7; hp 28; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA nil; SD half damage from weapons of less than +2; MR 50%; SZ M; ML 16.

This rakshasa has been stripped of most of its magical powers by the rakshasa maharajah. The oath he swore was considered demeaning to the race. It is still vulnerable to a blessed crossbow bolt, but make very sure that the characters have a legitimate reason to know this. For instance, they played in a module where the weakness was revealed.

The rakshasa looks like a 7' tall human with an ape's head. It is dressed in the finest silken clothing.

Tier 2

Talsuna (Lesser Rakshasa): Int Very; AL LE; AC -3; MV 15; HD 7; hp 35; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA nil; SD need +1 weapons to hit, half damage from weapons of less than +2; MR 50%; SZ M; ML 16.

This rakshasa has been stripped of most of its magical powers by the rakshasa maharajah. The oath he swore was considered demeaning to the race. It is still vulnerable to a blessed crossbow bolt, but make very sure that the characters have a legitimate reason to know this. For instance, they played in a module where the weakness was revealed.

The rakshasa looks like a 7' tall human with an ape's head. It is dressed in the finest silken clothing.

Tier 3

Talsuna (Rakshasa): Int Very; AL LE; AC -4; MV 15; HD 7; hp 42; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA spells cast at 7th level of ability; SD +1 weapon needed to hit. Weapons of less than +3 do half damage; MR immune to spells lower than 8th level; SZ M; ML 16.

Spells: Wizard: 1st level – *charm person, color spray, magic missile, reduce*; 2nd level – *glitterdust, shatter, web*; 3rd level – *dispel magic, hold person*.

Priest: 1st – *cause fear, command, light*.

The Rakshasa has sworn to be the warden of the prison for 1001 years or until it is destroyed. It is vulnerable to a blessed crossbow bolt, but make very sure that the characters have a legitimate reason to know this. For instance, they played in a module where the weakness was revealed.

The rakshasa looks like a 7' tall human with an ape's head. It is dressed in the finest silken clothing.

Tier 4

Talsuna (Rakshasa Ruhk): Int High; AL LE; AC -5; MV 18; HD 8+16; hp 64; THAC0 11; #AT 3; Dmg 1-6/1-6/2-10; SA spells cast at 9th level of ability; SD +2 weapon needed to hit, weapons below +4 inflict half damage; MR immune to spells of lower than 8th level; SZ M; ML 18.

Spells: Wizard: 1st level – *charm person, color spray, magic missile, reduce*; 2nd level – *glitterdust, shatter, web*; 3rd level – *dispel magic, hold person*

Priest: 1st – *cause fear, command, light*.

The Rakshasa has sworn to be the warden of the prison for 1001 years or until it is destroyed. It is still vulnerable to a blessed crossbow bolt, but make very sure that the characters have a legitimate reason to know this. For instance, they played in a module where the weakness was revealed.

The rakshasa looks like a 7' tall human with an ape's head. It is dressed in the finest silken clothing.

Tier 5

Talsuna (Rakshasa Rajah): Int High; AL LE; AC -5; MV 18; HD 8+16; hp 72; THAC0 11; #AT 3; Dmg 1-6/1-6/2-10; SA spells cast at 11th level of ability; SD +3 weapon to hit, weapons below +4 inflict half damage, 10 stonemarks; MR immune to spells below 8th level; SZ M; ML 18.

Spells: Wizard: 1st level – *charm person, color spray, magic missile, reduce*; 2nd level – *glitterdust, shatter, web*; 3rd level – *dispel magic, fireball, lightning bolt*; 4th level – *evard's black tentacles, wall of fire*.

Priest: 1st – *cause fear, command, light*; 2nd level – *charm person or mammal, hold person, silence 15' radius*; 3rd level – *cause serious wounds, pyrotechnics, rigid thinking*.

The Rakshasa has sworn to be the warden of the prison for 1001 years or until it is destroyed. It is still vulnerable to a blessed crossbow bolt, but make very sure that the characters have a legitimate reason to know this. For instance, they played in a module where the weakness was revealed.

The rakshasa looks like a 7' tall human with an ape's head. It is dressed in the finest silken clothing.

Encounter 13: The Painting

When the PCs investigate the painting, read the following:

You examine the painting. As tall as a human and stretching over 12 feet from side to side, the level of detail is incredible, almost lifelike in its depiction of the tanned, blonde-haired woman.

If they attempt to touch the painting while wearing the amulet, read the following:

Touching the painting, you feel your body begin to flatten, and slowly merge with the two-dimensional surface.

At this point, any character watching this transformation occur can attempt a spellcraft check to identify the painting as an extra-dimensional space, much like a flatbox.

Merging with the painting takes two rounds, so this gives the player one round to change his mind (or forcefully get tackled away from the painting by a comrade).

The painting is an extra-dimensional space. Anyone who enters carrying an extra dimensional space causes opens rift. The PC attempting to enter the painting suffers 5d10 points of damage in the explosion, and is sucked into the Astral Plane. All other PC's in the warden's room at the time of the explosion also take 5d10. Any PCs that are sucked into the Astral Plane are considered lost, and should be marked as such on the Who's Who form. The character is out of play until rescued in a future module.

Amilani is rather confused when the PCs remove her from the room. She does not change into her true form at this time. She asks about Bren. When she learns he is dead, she asks the PCs to take her out of this awful place.

Encounter 14: What The...? Pt. 2

You quickly make your way back through the prison. When you exit through the entrance, you see a figure standing there. As you make your way closer you see that the figure is none other than Bren! He smiles at you, "Thank you for rescuing Amilani. I'm sorry for the deception, but I really had no desire to fight those annoying little creatures. I'm afraid that I cannot pay you what I promised, for anything I give you may be used to aid Ravens Bluff and I can't have that."

With that he waves his hands. You feel yourself breaking apart as he dispels the summoning that brought you here. As the scene fades, you see Amilani change from a beautiful young woman to a huge hag. She smiles at you through blackened teeth, "Thank you foolish ones!"

You feel the wrenching pain again as you are taken back to Ravens Bluff. The pain ends and you suddenly appear where you left so many hours ago.

Read this if the players cured Merten:

What a day! It seems like you have just closed your eyes when suddenly a voice speaks, "Thank you for helping my servant, Merten. He was once a valued priest, and I reward those who help mine." You feel a slight tingle and then you drift back to sleep.

If the players freed the dwarves:

The last several days have been spent recovering from the ordeals of your last adventure. You get ready for bed when there is a knock at your door. Opening it you see a package lying there. A small note reads, "We thank you for setting us free. The dwarves of clans Trollgutter and Dragonbelcher are eternally grateful." A black pin with a tiny red ruby lies in the box.

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 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 bump the combats by one tier to challenge them, they still get xps for a Tier 3 group, not for a Tier 4 group.

Asking several questions of Bren before accepting the mission:	25 xp
Freeing the dwarves	50 xp
Freeing the rogues	50 xp
Dealing with Harris appropriately	25 xp
Freeing the mages	50 xp
Dealing with Silke appropriately	25 xp
Freeing Merten	50 xp
Curing Merten	50 xp
Dealing with the traps without taking damage	25 xp
Defeating the nilbogs/goblins	50 xp each
Defeating the rakshasa	100 xp
Total Experience for Objectives	500 xp
Roleplaying Experience	0-500 xp

Total Possible Experience 1,000 xp

For Tier 2:	2,000 xp
For Tier 3:	3,000 xp
For Tier 4:	4,000 xp
For Tier 5:	5,000 xp

Treasure Summary

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

From Bren:

- 6 potions of healing

From Rescuing the Dwarves:

- *Pin of Dark Vision*: This pin has three charges. Activating the pin allows the wearer to see in any darkness including magical darkness for one turn.

When the charges are gone, the pin crumbles to dust.

From the Rakshasa's Room:

- 6000 gp worth of tapestries, and silk cushions.

From Rescuing Merten:

- Favor of Oghma (only 1 for each character): There are six different favors. These are gifts to a specific PC from the god, and each PC gets only one. They may not be traded or sold. All favors are one-shot items. After one use, they are destroyed.
 1. Favor allows any character to cast one 1st level priest divination spell. The spell is cast at the 6th level of ability
 2. Favor allows any character to cast one 1st level wizard divination. The spell is cast at the 6th level of ability.
 3. When activated, the favor grants a proficiency in wrestling. The proficiency is usable for the length one adventure.
 4. Favor allows PC to cast cure serious wounds. This takes one turn of concentration on the part of the PC.
 5. Favor allows PC to cast comprehend languages. The casting takes two rounds of concentration, and is cast at the 6th level of ability.
 6. Favor grants a proficiency in one of the following (roll randomly at time cert is earned, if the PC already has that proficiency, roll again): spellcraft, religion, reading/writing, herbalism, hunting. The proficiency is usable for the length of one adventure.
 7. Favor allows the user to cast the 2nd level wizard spell detect evil. The spell is cast at the 6th level of ability.

Fame Award

If the PCs free the dwarves, they receive one fame point in General.

The Nilbogs

The nilbogs have a strange effect on reality. Whenever they are near, they cause those around them to do things contrary to their natures. The whole prison has a weakened version of this because of the nilbogs have lived here for hundreds of years. The goblins and the rakshasa are NOT affected by the nilbogs' powers.

Normal actions: When the nilbogs are not around, the PCs have a 20% of doing the opposite of what they intended. When the nilbogs are around, the chance increases to 40%. If the roll determines that they do the opposite, be creative as to what occurs. When this occurs, describe to the PC that he or she decides whatever action he or she was about to do was inappropriate and the action you choose is better.

Spells: When the nilbogs are not around, there is a base 25% chance of a spell going awry. When the nilbogs are around, there is a 40% chance of a spell going awry. When a spell misfires, if it is reversible, the reverse is cast on the intended target. If it is not reversible, then it goes off in some unintended manner. Again, be creative when this occurs. Divination spells have an 80% chance at failing at all times. Healing spells have a 30% chance of failing at all times.

Damage: Nilbogs do not take damage from attacks. Instead, they *gain* a number of hit points equal to the amount of damage the attack would have caused. This is only for physical attacks. An attack that kills the nilbog without causing damage that removes hit points kills the nilbog. Temporary damage from unarmed attacks is not added to the nilbogs' hit points. Spells simply do not damage the nilbogs. The nilbogs lose their extra hit points at the rate of one hit point per turn.

When a weapon hits a nilbog, describe the wound as glowing then immediately closing. The PCs need this description to give them a hint that they are not hurting the creatures.

Special Abilities: All of the nilbogs are expert escape artists. If tied up, they can make a Dex check every turn until they manage to free themselves. They also can escape from all of the cells with a similar Dex roll, contorting themselves to squeeze between the bars.

Nilbogs have normal (60') goblin infravision, and the goblin -1 penalty to attacks in bright light or sunlight.

AMIC (nilbog female)

Amic is a slight nilbog of middle years. She is one of the few females to ever become a priest of Khurgorbaeyag, goblin god of slavery, and oppression. She wears tattered yellow and red robes with her holy symbol always visible. She leads the small band of nilbogs that live in the prison and is overconfident of her band's abilities. She will try to convince intruders to surrender or leave before resorting to combat. Amic carries a mace as her only weapon and has keys to all of the cells.

Special powers: speaks: orc, goblin, and common. Nilbog powers as listed above.

Tier 1-3

P(Sp)1, AL LE, AC 10, MV 6, hp 8, THACO 20, #AT 1, DMG 1D6+1 mace, SA spells, cause fear 1/day, SD see below, Str 13, Dex 12, Con 12, Int 11, Wis 15, Cha 11, MR nil, SZ S, ML

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

Tier 4

P(Sp)3, AL LE, AC 10, MV 6, hp 16, THACO 20, #AT 1, DMG 1d6+1 mace, SA spells, cause fear 1/day, SD see below, Str 13, Dex 13, Con 13, Int 11, Wis 16, Cha 11, MR nil, SZ S, ML 15

Spells: 1st level - *cause fear, sanctuary, command, sanctuary*, 2nd level - *hold person, barkskin, aid*

Tier 5

P(Sp)7, AL LE, AC 9, MV 6, hp 32, THACO 16, #AT 1, DMG 1d6+1 mace, SA spells, cause fear 1/day, cloak of fear 1/day, SD see below, Str 13, Dex 15, Con 13, Int 11, Wis 16, Cha 12, MR nil, SZ S, ML 15

Spells: 1st level - *cause fear(x2), sanctuary, command, sanctuary*, 2nd level - *hold person(x2), barkskin, aid(x2)*, 3rd level - *dispel magic, cause blindness*, 4th level - *protection from good 10' radius*

Lairod-Naej (nilbog male)

Lairod-Naej is the second in command of the band. He is rules oriented and by the book. He talks to intruders but eventually gets around to demanding surrender. If he does not receive it, he attacks (though surrender is always an option). He dresses in ratty black and red leather. He carries a short sword and a shortbow with 10 flight arrows, wears leather and has the keys to all of the cells. He uses his bow and does NOT engage in melee combat unless cornered.

Special powers: speaks: goblin, and common, nilbog powers as listed above

Tier 1-3

F1; int Average; AL LE; AC 10; MV 6; HD 1; hp 6; THACO 20; #AT 1 or 2; Dmg 1d6 short sword, 1d8 arrows; SA nil; SD nilbog abilities; MR nil; SZ S; ML 18.

Tier 4

F3; int Average; AL LE, AC 9, MV 6, hp 26, THACO 18(17 with sword), #AT 3/2 or 2, DMG 1d6+3 short sword, 1d8 arrows, SA nil, SD see below, Str 15, Dex 15, Con 16, Int 10, Wis 10, Cha 10, MR nil, SZ S, ML 15

Tier 5

F7; int Average; AL LE, AC 8, MV 6, hp 54, THACO 14(13 with sword), #AT 2, DMG 1d6+3 short sword, 1d8 arrows, SA nil, SD see below, Str 15, Dex 16, Con 16, Int 11, Wis 11, Cha 11, MR nil, SZ S, ML 15.

Aelasiram (nilbog female)

Aelasiram is the wild one of the bunch. Her alignment has recently shifted from neutral evil to chaotic evil. She has a serious problem with taking orders from anyone. She listens to Amic only because she knows that the others will back Amic. She imperiously demands information from any intruders, then attacks when she thinks they don't expect it. She dresses in nice, but plain clothing in reds and oranges. She carries a mace.

Special powers: speaks: orc, goblin, and common, nilbog powers as listed above.

Tier 1-3

P(witchdoctor)1, AL CE, AC 10, MV 6, hp 6, THACO 20, #AT 1, DMG 1d6+1 mace, SA spells, SD see below, Str 12, Dex 9, Con 13, In 10, Wis 16, Cha 13, MR nil, SZ S, ML 15

Spells: Priest 1st level - *command*, *cause fear*, *cause light wounds*

Wizard 1st level - *magic missile*

Tier 4

P(witchdoctor)3, AL CE, AC 10, MV 6, hp 12, THACO 20, #AT 1, DMG 1d6+1 mace, SA Spells, SD see below, Str 12, Dex 10, Con 14, In 11, Wis 16, Cha 13, MR nil, SZ S, ML 15

Spells: Priest 1st level - *command(x2)*, *cause fear*, *cause light wounds*, 2nd level - *hold person(x2)*, *spiritual hammer*

Wizard 1st level - *magic missile(x2)*

Tier 5

P(witchdoctor)7, AL CE, AC 10, MV 6, hp 24, THACO 20, #AT 1, DMG 1d6+1 mace, SA Spells, SD see below, Str 13, Dex 10, Con 14, In 12, Wis 16, Cha 13, MR nil, SZ S, ML 15

Spells: Priest 1st level - *command(x2)*, *cause fear(x2)*, *cause light wounds*, 2nd level - *hold person(x4)*, *spiritual hammer*, 3rd level - *prayer(x2)*, 4th level - *cause serious wounds*

Wizard 1st level - *magic missile(x3)*, 2nd level - *web*, *stinking cloud*

Niquelle (nilbog male)

Niquelle is the solid fighter of the group. He competently kills anyone who gets in his way. He dresses in well-kept brown leather. Something of a trader at heart, he will try to sell intruders anything but information on the layout of the prison. He carries a short sword and a shortbow with 10 flight arrows and wears leather. If he must engage in combat, he tries to use his bow.

Special powers: speaks: orc, goblin, and common, nilbog powers as listed above

Tier 1-3

F1, int Average; AL LE, AC 10, MV 6, hp 11, THACO 20(19 with short sword), #AT 3/2 or 2, DMG 1d6+2 short sword or 1d8 arrows, SA nil, SD see below, Str 12, Dex 12, Con 15, Int 11, Wis 11, Cha 9, MR nil, SZ S, ML 15

Tier 4

F3, AL LE, AC 10, MV 6, hp 26, THACO 18(17 with short sword), #AT 3/2 or 2, DMG 1d6+2 short sword or 1d8 arrows, SA nil, SD see below, Str 13, Dex 13, Con 16, Int 11, Wis 11, Cha 9, MR nil, SZ S, ML 15

Tier 5

F7, AL LE, AC 10, MV 6, hp 54, THACO 14(13 with short sword), #AT 2, DMG 1d6+3 short sword or 1d8 arrows, SA nil, SD see below, Str 15, Dex 13, Con 16, Int 11, Wis 11, Cha 9, MR nil, SZ S, ML 15

RONRAS PRISON

