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INTRODUCTION

Key of Destiny is the first part of a heroic DRAGONLANCE® adventure campaign that crosses Ansalon from coast to coast. While the world is still readjusting to the death of three Dragon Overlords and the return of the gods, the characters find themselves embroiled in events that will shape the world to come. And it all begins with a tiny, unassuming music box.

Encounter Levels: *Key of Destiny* is designed for a party of four characters, who begin the adventure at 1st level. By the end of *Key of Destiny*, the characters will have overcome a major milestone, gaining enough experience to advance nearly to 7th level.

PREPARATION

In order to run this adventure, you will need a copy of the three d20 System core rulebooks and the *DRAGONLANCE Campaign Setting*. This adventure begins six months after the end of the War of Souls. Familiarity with the information in the *Age of Mortals* sourcebook will greatly enhance your campaign. Some of the spells, classes, and creatures found in the *Age of Mortals* book are used in the adventure. Complete statistics for any creature from the Age of Mortals can be found in the individual entries in the Appendix; however, alternatives from the d20 System core rules are provided with each entry. Several NPCs in this adventure have base classes or prestige classes found in other books, but all pertinent abilities and statistics are included in the NPC entries in Appendix 2.

Text that appears in shaded boxes is information for the players, which you may read aloud or paraphrase as appropriate. Any text found in sidebars contains information pertinent to running the adventure, such as background information or things for the Dungeon Master (DM) to keep in mind. Monster and NPC statistics are presented in abbreviated form in the encounter entries. For standard monsters, full monster statistics can be found in the *Monster Manual* or the *DRAGONLANCE Campaign Setting*, while the statistics for any new or unique creatures can be found in Appendix 1 and Appendix 2.

BACKGROUND

It all begins with a tiny music box.

In the Age of Light, the elf Silvanos gathered together the leaders of the great elven houses, the Sinthal-Elish. Unifying the fractious houses, Silvanos leads his followers away from the ancestral homeland of the elves in order to build a new kingdom. The forest the elves choose to be their new home is already occupied, thus igniting the spark that began what historians record as the First Dragon War.

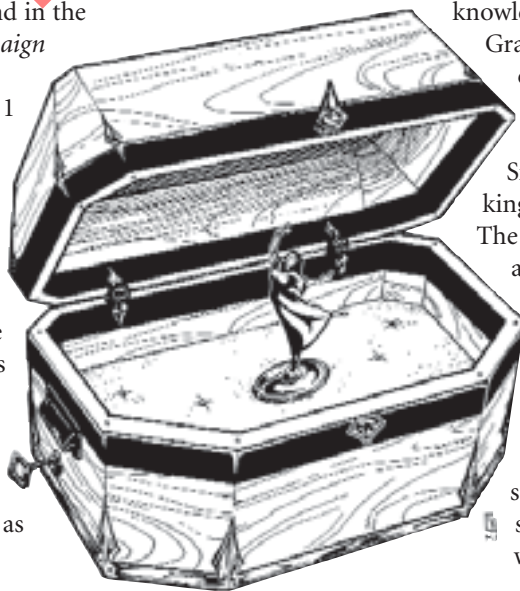
The war between the dragons and the elves lasted for 350 years, before the gods of magic stepped in and gave the elves five magic stones that enabled them to capture the spirits of the first chromatic dragons. The *dragon stones* granted the elves victory and the mighty elven kingdom of the Silvanesti was born.

Following the war, Silvanos wed the young and beautiful elf maiden Quinari. Though theirs was a political marriage made to solidify the elven houses beneath a single crown, the two slowly grew to love one another. Quinari's beauty was said to have been unrivaled by any other elf maiden, a beauty that even dragons respected. Quinari's beauty was only rivaled by her grace, her wisdom, and her kindness. It was her compassion and kindness during the Dragon War that led her to be revered by the metallic dragons. Quinari moved amongst their wounded, singing soothing melodies as she called upon E'li (Paladine) to heal their wounds. Her kindness prompted the metallic dragons to form an alliance with the elves, and they named her the Dragon-Singer.

One night, beneath the light of the moons, Gloranthia, the leader of the gold dragons, sought out Quinari privately, finding the elven woman weeping silently over the body of a young copper dragon who had died because of wounds suffered during the previous day's battles. That night, Gloranthia took Quinari into her confidence, revealing one of the greatest secrets of dragonkind to the young elven woman—the location of the legendary Dragons' Graveyard.

From that night forward, Quinari became the secret guardian of the metallic dragons, using her magic to sweep away the bodies of the fallen, taking them to the Dragons' Graveyard, where she could ensure that they would remain unmolested. After the war, Gloranthia once more approached Quinari. With regret, Gloranthia cast a spell upon the elven woman, removing the knowledge of the Dragons' Graveyard to ensure the sanctity of the mystic site.

As the years went by, Silvanos and Quinari ruled Silvanesti wisely, creating a kingdom unrivaled on Ansalon. The two began to build a family as well when Quinari bore Silvanos his first son, Sithel, the first prince of the Silvanesti. Each night as Quinari rocked her son in her arms, she gently sang him to sleep. Quinari often sang the same melody to herself when she was alone, or when her mind wandered.



Slowly, this melody became incorporated into the subconscious of the Silvanesti people, who never realized the true magic held within the music.

At almost two thousand years of age, Silvanos passed away. With great ceremony, the first Speaker of the Silvanesti was buried in a crystal tomb. Quinari died soon after. Her sorrow at the passing of her beloved was too great. As the grieving Silvanesti prepared their queen for burial, the golden dragon Gloranthia appeared during the funeral. To the elves' amazement, Gloranthia gently explained that Quinari was a hero to the dragons, although her accomplishments were unknown to the elves. Gloranthia promised the elves that Quinari would be interred in a place of great honor, a place sacred to the gods of light. It is said that E'li himself appeared, assuring the elves that their queen would be honored for all time. Touched, the elves allowed the dragon and the god to take their queen. E'li wrapped Quinari in a shroud of woven starlight, gently placing her upon the back of the bowed dragon. As he gazed once more upon the assembled Silvanesti elves, E'li smiled gently and told them, "*When there is great need, the keys of Quinari shall open the portal, allowing one to return from the Sanctuary of Spirits. The path, however, shall not be easy, for if evil were to open the portal and enter the Sanctuary, then great darkness would befall the world.*" With that, E'li and Gloranthia carried away Quinari's body, disappearing into the night.

In the years to follow, Sithel ordered the construction of a beautiful tower, the Palace of Quinari, in honor of his mother. Many among the Silvanesti discussed and debated the meaning of E'li's words, particularly puzzled by what he meant by the "*Keys of Quinari.*" After many centuries though, the words of E'li faded into obscurity.

Thousands of years later, as the Silvanesti fought hard to rid their beloved kingdom of the taint of Lorac's Nightmare, a small, delicately crafted music box of silver and crystal was discovered in the chambers of the dead Speaker. When the lid of the music box was opened, it revealed a tiny elven maiden beautifully carved from wood. As a haunting melody played, the wooden figure danced smoothly. A slip of paper was included in the box. The paper read, *Quinari's Key.*

Many of the ancient texts of the Silvanesti were lost in the devastation of Lorac's Nightmare, but the eldest among the Silvanesti could remember stories told to them that *Quinari's Key* would open the way to something incredible, if only one knew where to use it. Unfortunately, the knowledge of the key's true use had been lost. The music box, known as *Quinari's Key*, was passed down to the daughters of the ruling family, a curiosity of a long ago time. When Queen Alhana and her husband, Porthios, were declared Dark Elves and cast out of Silvanost, the music box remained within the kingdom. When the Dark Knights conquered the Silvanesti, most of the treasures of the capital and the people were seized. When the minotaurs appeared and the Dark Knights retreated, most of those treasures disappeared.

Now that *Quinari's Key* has left the protection of the Silvanesti Forest, its presence has been noticed by those

who have their own theories about the key's purpose. This small child's toy holds the key to either a great treasure, or to open a pathway for a great evil to enter the world

ADVENTURE SYNOPSIS

In chapter one, the adventurers begin in the town of Pashin, where the characters come into possession of the elven music box that holds the key to an ancient mystery. The characters must solve this mystery before it is too late. Unfortunately, the characters are not the only ones interested in the key. In a city of Dark Knights and criminals, it's up to the characters to escape the city.

Once the characters escape the city, they head into the desert of Khur, and head for the ruins of an ancient city that might hold answers to the key's purpose. In the ruins, the characters discover the truth behind an ancient betrayal that led to the city's ruin, as well as finding an unexpected clue that will take them out of Khur and into one of the most dangerous realms on Ansalon—the Desolation.

As the characters leave the ruins of Hurim and head for Ak-Khurman, they are unaware of the forces surrounding them, forces that are watching their every move in an intricate game of khas. As they cross the Burning Lands, they discover that the Legion of Steel-held city of Ak-Khurman isn't as peaceful as it seems on the surface. Chartering a course across the Bay of Balifor, the characters land in Port Balifor, the infamous port town which suffered greatly during the reign of the red dragon Overlord, Malystryx. Here, they will find an experienced guide willing to take them to the ruined city of Kendermore, where the characters hope to discover something more about the *Key of Quinari.*

In Kendermore, the characters discover that kender pilgrims to the ruined city have been disappearing, captured and taken prisoner. Will the characters brave the dangerous volcano known as the Peak of Malys? If they do, much awaits them: a horrific plot that could endanger the region, an artifact long since believed lost to the world, and the unravelling mysteries surrounding both the *Key of Quinari* and their destiny.

ENCOUNTER PLUMBING

To easily correlate encounters and locations with the provided maps, areas in this adventure have been divided into distinct sections. For example, the seven locations described in the town of Pashin are numbered P1 through P7. The areas in the adventure are:

P	Pashin	D	Delphon
PS	Pashin Sewers	DU	Delphon's Undercity
KH	Khur	F	Flotsam
AC	Ant Colony	DE	The Desolation
H	Hurim	K	Kendermore
KK	Khuri-Khan	PM	Peak of Malys

The descriptions for subrooms listed by letter within these areas are found in the text for the nearest main numbered room.

CHAPTER ONE

FINDING THE KEY

Pashin, like many other villages, towns, and cities across Ansalon, has undergone many changes over the last few decades, culminating with the recent arrival of Dark Knight refugees from Silvanost.

As one of the few permanent settlements in Khur, Pashin is a major trading center for the Khur nomads and the ogres of Blöde. It has survived raids, wars, floods, famines, and two Cataclysms. It has been a haven for criminals, a major outpost for the Green Dragonarmies during the War of the Lance, and now serves as the last bastion of the Dark Knights who occupied Silvanesti during the War of Souls.

The people of Pashin come from all walks of life, drawn to the neutral haven that Pashin represents, where few questions are ever asked and the only real law is “the strong survive, but the sly thrive.”

This town, near the border of ogre lands and the newly minotaur-occupied Silvanesti Forest, is an unlikely place for a band of heroes to come into possession of an ancient key with a destiny that could forever change the world.

ADVENTURE START – MOVEMENT IN THE SHADOWS

Current Date: 12th day of Aelmont (Winter)

Phases of the Moons

Solinari: Waxing Crescent (between 18 and 1 on the moon tracking chart).

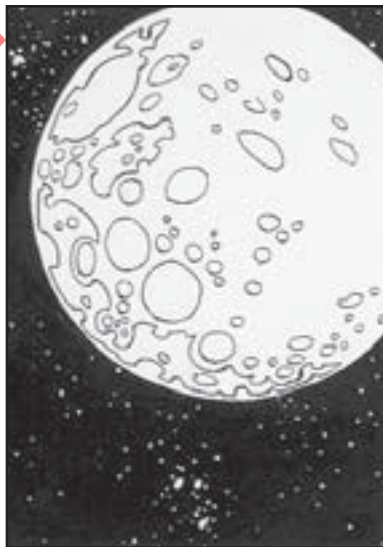
Lunitari: High Sanction, Full (position 10)

Nuitari: High Sanction, Waxing Gibbous (position 7)

The introduction presented below assumes that the characters have completed *The Sylvan Key* mini-adventure from the *DRAGONLANCE Campaign Setting*, and that they have returned to Pashin. If the characters did not return to Pashin, or if you did not play *The Sylvan Key*, then you may need to write your own beginning to the adventure, or you may wish to have them come across it through one of the random encounters.

When you are ready to begin the adventure, read or paraphrase the following text aloud to your players:

The sun is setting over the town of Pashin. Already, the silver moon Solinari hangs high overhead, a waxing crescent, while the full red moon Lunitari, begins its ascent in the eastern sky. The air begins to cool almost immediately as the sun sinks below the western horizon; the cold southern breezes causes the temperature to drop swiftly. You can see your breath in misty bursts as you exhale, while every inhalation brings with it



both the crisp, sharp scent of winter and the distinctive mixture of refuse, horses, and countless cook fires.

Passing through the gates of the town, you see the people already beginning to close up their shops, workers heading either for home or into one of the many taverns for food and protection from the sharp bite of the winter night. You feel a strange chill, neck hairs prickling, as if someone was watching you.

If the heroes enter town and glance down an alleyway, a Spot check (DC 12) allows them to notice a shadowy figure rapidly disappearing down the alleyway. The characters can chase the figure, if they so desire. If they don't follow the figure, have the characters make another Spot check every so often to notice that the figure seems to be stalking them, always staying just out of sight, hiding in the shadows.

The robed figure leads the characters on a merry chase through many back alleyways, heading deeper and deeper toward the heart of the town. Have the characters make periodic Spot checks to make sure they keep track of the fleeing figure, who always seems to manage to stay one step ahead of the party. If you decide to run any random encounters along the way, the figure seems to stay close enough to observe the group, but otherwise does not interfere with the party.

The figure leads the characters to one of the oldest buildings still standing in Pashin, the Five Dragons (P5). As the characters emerge into the square before the Five Dragons, they cannot see the figure anywhere, as if it had disappeared into thin air. The chase from the edge of town to the center of town takes about an hour.

If the characters decide to head into the Five Dragons, you may begin the adventure from there. If not, allow the characters to explore the town a little bit, but give them fleeting glances of the mysterious figure from afar.

THE TOWN OF PASHIN

In the Mikku region of Khur, about 35 miles north of the border of the Silvanesti Forest, lying just off the Thon-Thala River, lay the town of Pashin. With the former elven homelands to the south, and the ogre kingdom of Blöde to the west, Pashin is an odd amalgam of cultures.

Pashin was founded centuries before the Cataclysm as a border outpost for

Istar, enabling trade between the north and south. It remained a small outpost until gold was discovered in the riverbed of the Thon-Thala River, approximately twenty years before the Cataclysm. At that time, the town began to swell rapidly with foreigners as people sought to make their fortune panning for gold in the river. When the Cataclysm struck, the riverbed shifted and steel, not gold, became the cornerstone of trade.

Following the Cataclysm, the town became a ghost town only visited by outlaws and bandits looking for a place to lie low. Over time, the strongest of these bandits established themselves as bandit lords, creating a rough set of laws and enforcing them with force and guile. When the Dragonarmies swept across Ansalon, the entire region of Khur fell under the rule of the Green Dragon Highlord.

Pashin capitulated quickly to the rule of the Dragonarmies, becoming a major center of operations for strikes against the Silvanesti to the south. On orders from the Dragon Highlord, a large defensive barricade was built, surrounding the entire town, with strategic watchtowers placed at every corner. When the Dragonarmy failed in their conquest of the Silvanesti Forest, they retreated to Pashin where they prepared for a second concentrated attack. The defeat of the Green Dragon Highlord, Salah of Khur, by a band of rebels lead by a Solammic known as Morgan di Kyre, caused the Green Dragonarmies to disperse. Pashin soon reverted to its prior lawlessness.

Pashin would remain relatively lawless, as its citizens preferred, until the minotaurs came to conquer and occupy

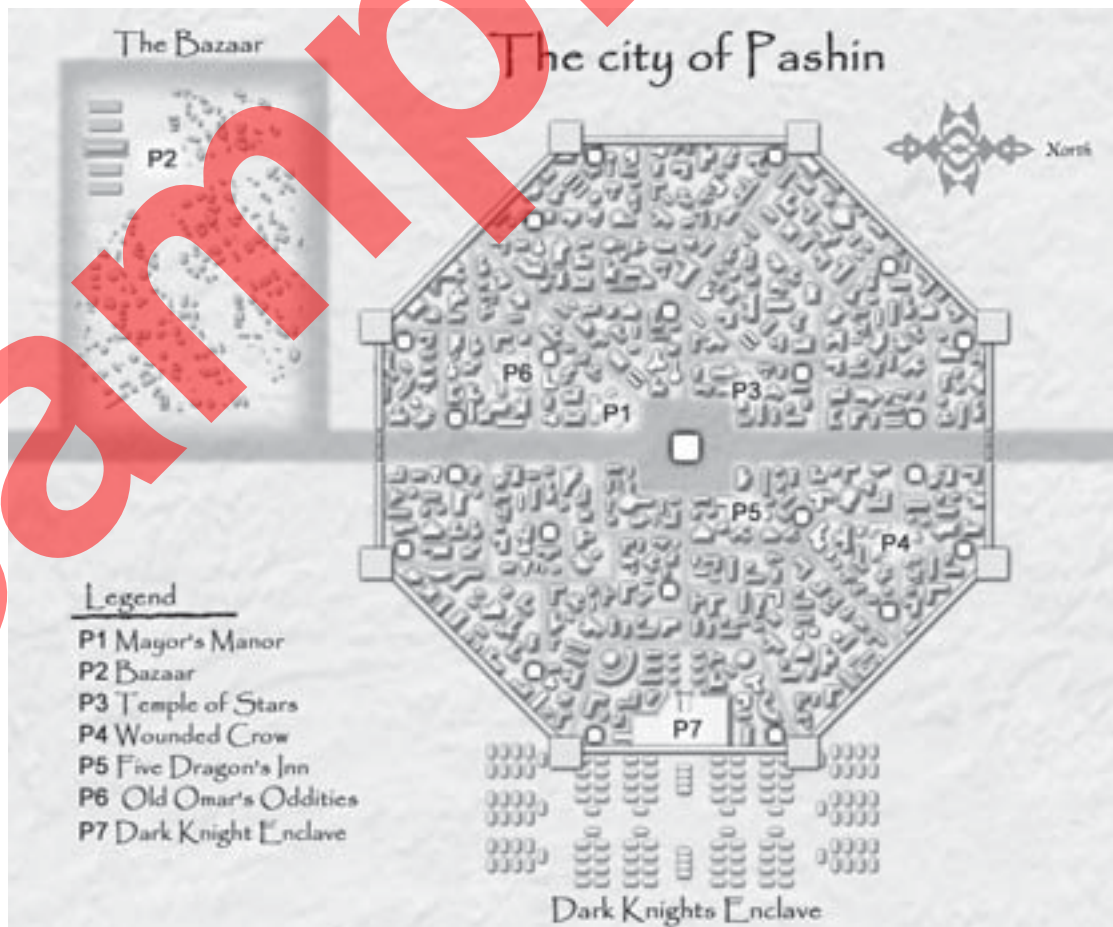
the Silvanesti Forest toward the end of the War of Souls. Dark Knight refugees, escaping the Forest with everything that they could carry, spilled into Pashin, establishing themselves as the new dominant force in the region. The Mikku tribes were unhappy at this development, as were the citizens of Pashin, but the sheer number of Dark Knights in the town, nearly half of the current population, enabled them to take control quickly and thoroughly.

The other residents have begun to mount a resistance. That half consist of outlaws, some elven refugees, Khur nomads, and others, even the odd ogre from Blöde can be seen walking the streets. Pashin also serves as a waystation for ogre merchants and caravans traveling through Khur, so many groups are represented.

Pashin (Large Town): Nonstandard; AL CN; 3,000 stl limit; Assets 352,500 stl; Population 2,351; Isolated (human 96%, kender 2%, elf 1%, other 1%).

Authority Figures: Emilian Togh (Mayor of Pashin), N male human Nbl4 and General Dogah (Commander of the Dark Knights in Pashin), LE male human Ftr5/Knight of Lily 6.

Important Characters: Cael Kiergard, LN male human Ftr6/Steel Legionnaire 3 (Leader of the Legionnaires in Pashin); Shaylin Moonborn of House Mystic, CG female Silvanesti elf Wiz6/White Robe Wizard 4 (the elder of the elves in Pashin); Klaudia Lorn, N female half-ogre Mys3 (an agent for the Legion of Steel, runs Old Omar's Oddities, a small apothecary in the Merchant District); Captain Whyndam, LN male human War1 (Togh's cousin,



Whyndam is the newly-appointed captain of the recently-formed town watch); Kaybrin, LG male human War2 (Whyndam's lieutenant, he's an experienced veteran who has taken Whyndam under his wing to help keep the younger man from being overwhelmed).

FEATURES OF PASHIN

Before the unexpected influx of the Dark Knights, Pashin had a population of around 1,200 people. Since the Dark Knight retreat from Silvanost the occupancy of the town has nearly doubled, causing the small town to rapidly swell both in population and in crime. Although the leaders of the Dark Knights are trying to maintain discipline among their own troops, as well as to impose a sense of order on the chaotic nature of Pashin, they have found that things are rapidly coming apart. The number of deserters has increased drastically since the death of the Dark Queen. The elven refugees who lived in Pashin have gone underground, fomenting anarchy. The bandit lords who once ruled the city are paying lip service to the Dark Knights, all the while looking the other way while their people riot in the streets, pick fights with the Dark Knights, and steal the spoils the Dark Knights looted from Silvanost.

Throughout the city there are numerous artesian wells that provide a constant source of clean water, tapped from the waterbeds deep underground. The artesian wells themselves are all of dwarven craftsmanship, stretching more than fifty feet below the surface.

OUTSIDE THE CITY

Pashin lies in a large valley between two mountain ranges: the southern-most arm of the Kalkhist Mountains of Blöde to the west and the Badland Range in the east. The mountains provide a shelter against most of the wind coming from the coast, as well as the scent of Onysablet's swamp. The region is arid, with sparse, tough grass and few shrubs. There are signs of vegetation in the higher altitudes where the soil is richer.

The town is about two miles away from where the Thon-Thalas River splits into two tributaries, one that winds into the ogre kingdom of Blöde, while the other continues north, cutting a swath through the Khur badlands. This provides the inhabitants of Pashin with easy access to trade routes along the river, and also makes it perfect for smuggling; a common profession among the city's inhabitants.

BUILDINGS IN THE CITY

Pashin is a ramshackle town with a startling variety of different buildings, ranging from the solid construction reminiscent of Solamnic architects to the sprawling, meandering designs of the gnomes. In the last six months, an entirely new section has been added to the town, called the Dark Knight's Enclave.

The vast majority of buildings within Pashin are made of sun-baked clay, gathered from the riverbed and formed into small blocks. The outside of the buildings are covered with a thick paste that, when dry, is surprisingly water-

proof, yet allows for some air circulation. The buildings remain cool during the summer and warm during the winter. Most buildings are only a single story high, though more than a few are built to accommodate second and even third floors. Very few buildings in Pashin have basements or cellars, as the water level causes them to become unstable during the spring months. There is a small sewer network that allows rainfall to run off and not accumulate in the streets. Given the wide variety of cultures the residents of Pashin have come from, the interiors of the buildings are as varied as the people who call this town home.

Next to Khuri-Khan and Delphon, Pashin is one of the only Khurish settlements of any worthwhile size for traders and merchants to travel through, enabling the people of Pashin to partake of goods from across Ansalon. The horse market of Pashin is second only to that of Khuri-Khan's. This is one feature that keeps drawing merchants to the city, despite having to cross the Plains of Dust, the minotaur-occupied Silvanesti Forest, Onysablet's New Swamp, and the ogre kingdom of Blöde in order to purchase one of the legendary Khur stallions.

CITY STREETS

The main streets in Pashin are cobblestone, made of the same sun-baked bricks as the buildings themselves. The streets are laid out to allow more-or-less easy access through the town and to major sections within the town, such as the Lord's Manor, the Bazaar, and the Horse Market. Given the lack of any stringent city planning, however, there are numerous side streets and alleyways throughout the town. These alleyways can cause anyone unfamiliar with the town to become lost rather quickly.

On each side of the main streets are gutters for refuse. Most of the alleys and side streets also have gutters that direct water spill-off back toward the main streets. These gutters provide a crude system of navigation, as all gutters eventually lead back to one of the primary roads through the town.

POLITICS IN PASHIN

Before the coming of the Dark Knights, the primary political structure of Pashin was basically that of a bandit-aristocracy. Technically part of the Khanate of Khur, and paying regular tithes to the Khanate, Pashin has remained a neutral border town ever since the dispersal of the Green Dragonarmies following the War of the Lance.

With the addition of the autocratic Dark Knights to the political structure of Pashin, things have changed—at least on the surface. Mayor Togh seems little more than a figurehead, content to hide behind the walls of his manor, while the General of the Dark Knights exerts almost complete political and military control over the town. Secretly, however, both Mayor Togh and General Dogah have sent envoys to the Khan in Khuri-Khan, calling for assistance. Mayor Togh wants his town completely free of Dark Knight influence, while General Dogah wishes to seize complete control over the town as a Dark Knight outpost and “embassy city” for the Knights of Neraka.

GATHERING INFORMATION IN PASHIN

For characters attempting to use their Gather Information skill in Pashin, below is a basic list of what information can be gained, depending upon the DC of the roll.

DC	Information
10	In the last few months, the population of the Dark Knights has nearly doubled, while the elven population has drained to almost nothing.
15	With the addition of yet more Dark Knights to the population of Pashin, there has been an increase in the underlying tension in the city. Pashin was once the headquarters of the Green Dragonarmy, and suffered greatly at the hand of the Dragon Highlord, Salah. Pashin's population is not happy about being put into a similar situation again.
20	The mayor of the town has closed himself away in his manor; he will not see anyone for any reason. Meanwhile, the leader of the Dark Knights, General Dogah, has taken a more active role in the leadership of the town, although it seems he is pursuing his own private agenda.
25	The Legion of Steel used to be very active in Pashin, which served as one of their outposts in the region. At about the same time that the elves first appeared in Pashin, the Legion began to pull back. By the time the Dark Knights arrived, most of the Legion had apparently left for Ak-Khurman, the center of all Legionnaire activities in the area.
30+	There are elves still in Pashin; they have taken to disguising themselves as lepers in order to hide from persecution at the hands of the Dark Knights.

PRIDE AND PREJUDICE IN PASHIN

Because of the current political climate in Pashin, one thing to keep in mind when running encounters and playing NPCs is the reaction individuals might have based upon race. These modifiers apply particularly to Bluff, Diplomacy, Gather Information, Intimidation, and Perform skill checks.

Humans: Khur is a region dominated by humans, but more than a few non-humans find their way to the deserts.

Ergothian: In Khur, Ergothians are greeted warmly, for they are typically merchants bringing strange and exotic goods from the other side of the continent. Ergothians receive a +2 circumstance bonus on all Charisma related checks while in Pashin.

Nerakan: Although the Dark Knights are not truly welcomed in most regions of Khur, with their political and financial control over Pashin, they have gained a strong foothold in the area. Nerakan characters receive a +2 circumstance bonus on all Charisma related skill checks dealing with residents of Pashin, increasing to a +4 bonus if the character clearly displays some sign of being a Knight of Neraka.

Solamnics: In most places in Khur, the Solamnics are respected for their codes of honor. However, Pashin is a city almost completely dominated by Dark Knights and mercenaries. In Pashin, Solamnics receive a -2 circumstance penalty on all Charisma based skill checks while dealing with the residents of Pashin. If the character is clearly a Solamnic Knight, the penalty increases to -4.

Dwarves: The people of Khur respect the gruff, industrious nature of the dwarves. Even the Dark Knights cannot truly dislike the dour dwarves. Dwarven characters receive a +4 circumstance bonus on all Charisma based skill checks dealing with the residents of Pashin.

Elves: Elves are not particularly liked in Khur, but with the Dark Knight occupation of Pashin, they risk open persecution if they are not careful. Elf characters receive a -6 circumstance penalty on all Charisma based skill checks while dealing with the residents of Pashin.

Kender: There are few places in the world where kender are truly welcomed and Pashin is not one of them. Kender receive a -6 circumstance penalty on all Charisma based skill checks while dealing with the residents of Pashin.

Minotaurs: Before the minotaur occupation of the Silvanesti Forest, minotaurs were a rare sight in Pashin. Given that Pashin is now home to both the elves and the Dark Knights who were forced out of the forest, minotaurs are now a most unwelcome sight on the city streets. Minotaur characters receive a -6 circumstance penalty on all Charisma based skill checks when dealing with residents of Pashin.

Ogres: Pashin is one of the few primarily human cities where ogres are actually welcomed. Ogres receive no bonus, but also have no penalty to Charisma-based skill checks when dealing with residents of Pashin.

THE DARK KNIGHTS OF PASHIN

Although they consist of nearly half of the population, the Dark Knights only firmly control one-quarter of the town of Pashin. Theirs is the south side, where they established their enclave. Here, the rule of the Dark Knights is absolute, with constant patrols and a firm martial law. Outside of this area, the Dark Knights have slowly gained control over the eastern portion of town, the Gold District, where the wealthiest inhabitants of Pashin have established their homes and businesses.

The Guild District in the northern section of town and the Merchant District in the western section of town remain outside firm Dark Knight control, which is just as the inhabitants prefer it. Unfortunately for the townspeople, the Dark Knights have continued to increase in numbers. Combine this with the wealth they have brought with them from Silvanost, and they are slowly but surely encroaching on those districts that do not wish to fall under the iron-grip of the Dark Knight Enclave.

The Dark Knights are actively petitioning the Khan of Khur for the right to permanently settle in Pashin, promising to bring the lawless city into line and donate a portion of all city profits to the Khanate as its rightful share. There has been no word from the Khanate one way or the other about the petition, which is making both the Dark Knights and the natives of Pashin very nervous.

The greatest problem facing the Dark Knights currently, however, lies in the stagnation and entropy of their membership. With the Dark Queen dead and the other gods returned to the heavens, many of the order have lost faith. Some have succumbed to the blandishments and temptations of other gods, searching for a deity to replace their own fallen goddess. Others who joined the orders after the disappearance of the gods, whose only Visions were inspired by the dictates of the Order's mystics and sorcerers, have lost faith altogether. This has left the Knights of Neraka in a state of chaos as more and more members of the knighthood abandon their posts and turn their backs on the Orders forever.

THE REBEL FACTIONS OF PASHIN

There are actually three distinct rebellious factions in Pashin: the Legionnaires, the elven refugees who left Silvanost when the Dark Knights assumed control over their homeland, and the Mikku rebels who do not wish to see any portion of their realm fall once more under the tyranny of the Dark Knights.

The Legionnaires operate covertly out of Pashin, having gone underground when the first major contingent of Dark Knights arrived from the Silvanesti Forest.

Never a large group, mainly placed here as an embassy to the Khur nomads, the members of this organization have been forced to abandon their homes and assume new identities, while trying to maintain their tenuous chain of contacts and informants. Now, they are seeking to infiltrate the Dark Knight Enclave, to weaken it from within.

A few Qualinesti and Silvanesti elves had been too weak to go to Sanction with their respective rulers to save Silvanoshei during the War of Souls. Instead, they had volunteered to be left behind. Their mission was to bedevil the Dark Knights occupying Silvanost and keep them occupied. When the first minotaurs landed, many of these elves were killed before they realized what was happening, but the survivors quickly fled up the Thon-Thalas and into the only area where they could possibly hope to find any solace—Khur. They established a small refugee camp outside the walls of Pashin, waiting for their people to return from the north so they could take back their forest. Without the aid of the Solamnics, however, the rulers of the elves decided it was too risky a task. Those in Pashin who could make the journey slowly rejoined their brethren, but those left behind had nowhere else to go when the Dark Knights themselves were chased out of Silvanost. The elves hid themselves in the poorest district of the city, disguising themselves as lepers, before the Dark Knights ever realized that they were there. Now, the elves have established a “leper colony” in the sewers, from which they strike subtly against the Dark Knights, seeking to regain what was stolen from them—their heritage and their pride.

The Mikku tribe of Khur nomads has always been made up of raiders, enjoying music and dance, as well as having a more-than-healthy appreciation for the possessions of others. With the wealth that the Dark Knights have brought with them out of Silvanost, they have become too tempting a target for the Mikku nomads to resist. The fact that they are striking against a group just as wicked as the Green Dragonarmies that once occupied their homeland makes the sport all that much sweeter.

Unfortunately, none of the three factions work well together, for each has individual ambitions and goals, which often run contrary to one another. It is this that has prevented the three rebellious factions from shaking the Dark Knights out of Pashin.

MARTIAL LAW

With Pashin currently under control, at least overtly, by the Dark Knights, General Dogah has tried to establish martial law over the city in an attempt to curb the city's innate lawless atmosphere. Unfortunately, he did not take into account the unwillingness of the Khur tribes to once more submit themselves to a tyrannical yoke—they all remember the dark days of the War of the Lance when the Green Dragonarmy ruled their land with an iron grasp.

Unfortunately for the Dark Knights, their presence in this town has not exactly been accepted with open arms. A large number of the population settled in Pashin to avoid stringent laws and persecution. There have been quite a few public displays of unrest since the Dark Knights arrived and assumed control of the town. The Dark Knights have been pretty quick to put down any unrest that could potentially grow too large. With the wealth that many of the Dark Knights brought with them, bribery has calmed some of the unrest. Threats and intimidation have quieted a number of other possible insurgencies.

Regular patrols go out into the town, walking the street and keeping an eye out for trouble. Their routes are predominantly around their headquarters and the outskirts of the city. They have learned that the northern and the western sections of town do not appreciate their presence.

RANDOM ENCOUNTERS IN PASHIN

While in Pashin, there's a chance that the characters may wander around, instead of heading in the direction that they need to go. A good way to help guide the characters is through the use of random encounters.

Once per hour in the city streets, there is a chance that a random encounter might occur. The chance of an encounter varies, determined by the character's actions while out in the city.

Many of these random encounters can actually provide the characters with beneficial aid later on in the adventure, depending upon how the characters deal with the situation. This creates the feeling for the characters that their actions have consequences. Even something that seems minor and inconsequential at the moment could later provide an important clue or assistance where it is least expected.

STREET ENTERTAINERS (EL VARIES)

Given the wide variety of individuals who find their way to Pashin, there is a startling diversity of performers who roam the streets or have set themselves up on corners in order to entertain for a few coins.

When a street entertainer is rolled as a random encounter, the type of entertainer can vary, depending upon whether it is day or night.

Acrobats: A troupe of acrobats has staked out a corner of one of the squares. These three acrobats (a female afflicted kender named Grace, a female half-elf named Blythe, and a burly male Khur nomad who identifies himself as Stallion) perform a wide variety of tricks, but the crowd doesn't seem impressed; indeed they are busy

Back Alley Encounters

Condition	Encounter Chance
Early Morning	5% per hour
Mid-Afternoon	10% per hour
Evening	25% per hour
Nighttime	40% per hour
Back alleys	+10%

Back alleys are all the secondary roads throughout Pashin that create a maze of twisting paths that often lead in on themselves.

City Encounters

Day	Night	Encounter*
01-10	—	No Encounter
11-15	01-10	Street Entertainer
16-25	11-20	Drunken Ogre
26-45	21-30	Kender Pickpocket
46-55	31-45	Street Toughs
56-75	46-65	Swarm of Rats
76-85	66-75	Lepers
86-95	76-85	Legionnaire Rebels
96-100	86-100	Dark Knight Patrol

* These encounters are one-time only encounters. If the same result is rolled twice, and if it is daytime, there is no encounter, if it is nighttime, there's a 50% chance it's a Dark Knight patrol and a 50% chance of no encounter.

harassing and jeering the acrobats. During the encounter, Stallion stumbles, dropping Grace into the crowd. The crowd turns Hostile and begins to harass the unfortunate kender, thinking that this is all part of an elaborate ploy for a "handler" to steal them blind. The characters may try to save the acrobat, using a number of different methods:

* *Diplomacy:* Changing the crowd's reaction to Unfriendly will cause the crowd to disperse in 1d4 rounds, Indifferent will cause them to disperse in 1 round, while changing the crowd's reaction to Friendly will cause them to instantly cease their attack and help the acrobats, giving the acrobats 6d6 cp, 4d6 sp and 2d6 stl, half of which the acrobats will gladly share with the characters.

* *Intimidation:* The characters may attempt to intimidate the crowd with a successful Intimidate check against an opposed roll of 1d20 + 7 [number of people in the crowd (7) + crowd's average Wisdom modifier (0) + crowd's average modifier against fear (0)]. If successful, the crowd will react as if the Friendly result on a Diplomacy check (see above) had been gained.

* *Fighting:* The characters can attempt to fight the crowd back, preferably using non-lethal means. The crowd consists of 7 1st-level Commoners (3 hp each). If the fighting turns ugly (lethal means are used), or if the fight lasts for longer than five rounds, there is a cumulative 25% chance each round after the fifth that a Dark Knight Patrol will show up to try and break up the fight.

Regardless of how the characters resolve the situation, if they successfully aid the acrobats, award them XP based upon the EL given above. The acrobats may also provide the characters with important information about the town and its inhabitants (see the sidebar What Dove Knows below for a guideline of information the characters can gain from the acrobats).

XP Award: Award the characters full experience for the encounter if they use Diplomacy or Intimidation to stop the brawl before it begins.

Courtesan: As the sun sinks below the horizon, the ladies of the night begin to walk the street, looking to make their living. The courtesan, a pretty half-elf who introduces herself as “Dove,” approaches the party, offering her services to the character with the highest Charisma score, or the strongest looking character. Just as she propositions the character, there’s an angry shout as three brutish looking thugs step out of an alleyway.

The three goons work for Dove’s “employer,” a half-ogre known as Blackbird, who runs a tavern known as the Wounded Crow (P4). They have been sent out to get their boss’s cut from each of his girls. Dove protests that she hasn’t yet earned what she needs to pay off Blackbird, hiding among the characters in hopes that they can help her. The party can deal with this in a number of ways:

* **Diplomacy:** Using Diplomacy, the characters can attempt to talk to the thugs, who are Hostile. The key lies in giving the thugs the money that Dove owes Blackbird. She currently owes Blackbird 25 stl, which typically takes her a week to earn. Unfortunately, she’s had a bad week and hasn’t been able to earn anything. If the characters give the goons 25 stl, they will leave Dove alone for the next week. Out of gratitude, Dove will gladly help the characters learn their way around town, providing them a handy informant on various topics (see sidebar on What Dove Knows for details).

* **Intimidation:** The characters can attempt to threaten the thugs, getting them to back off for the night. The thugs can be chased off with a successful opposed Intimidate check against a roll of $1d20+2$ [the number of thugs (2) + the thugs’ average Wisdom modifier (0) + the thugs’ modifiers against fear (0)]. If the intimidation is successful, the thugs will back off for now, returning to their boss at the Wounded Crow (P4) and reporting what happened. Dove will warn the characters about Blackbird’s anger, warning them away from the Wounded Crow (P4). If the characters are unwary, there is a chance that if they remain on the streets, any successful roll for a Random Encounter will be an attack from Blackbird’s men. If the characters go to the Wounded Crow, they could have to deal with Blackbird himself, which is inadvisable at this point (given that Blackbird is more than a match for a party of 1st or 2nd level characters) and something that Dove will stringently warn the characters against.

* **Fighting:** The characters can jump Blackbird’s goons. Dove will be grateful for the respite for the evening, but she will explain that it’s only a temporary measure and that they may have made a serious enemy in Blackbird. It will

WHAT DOVE KNOWS

Dove, having lived in Pashin for the last five years, and being a courtesan for the last two years, knows quite a bit about the goings-on in and about Pashin. She can provide the characters with any of the information found in the Gathering Information in Pashin sidebar above, as well as the following details:

- ~ The elves in Pashin have gone “underground,” keeping an eye out for any of their brethren captured by the Dark Knights.
- ~ The Dark Knights keep a constant patrol around the city, sending out regular patrols in order to keep an eye out for raiders—both Khur nomads and potential minotaur incursions.

Dove will not reveal any information that may potentially endanger her life, although she does know a few things that may be of interest to the characters. She will only reveal the following information if she is pressed (a successful Diplomacy check with a DC of 20), charmed, or similarly convinced:

- ~ One could possibly contact the Legion of Steel through the half-ogre mystic that operates the store Old Omar’s Oddities in the Merchant District.
- ~ There are rumors that the elves are suffering from a strange affliction, a disease that requires them to wear heavy robes.

take a day or two to determine what happened to the goons depending upon if or how the characters dispose of the bodies. Blackbird will retaliate for the attack on his men.

~ **Blackbird’s Goons (2):** 12, 9; see page 161.

Treasure: If the characters manage to take down Blackbird’s goons, they’ll find that the goons are carrying a heavy purse of money (125 steel pieces and 2 small garnets worth 25 stl each).

XP Award: Award the characters full XP for the encounter if they use Diplomacy to deal with the goons. If they use Intimidation, award them only one-half the XP points for the encounter.

DRUNKEN OGRE (EL 3)

In this encounter, as the characters are walking by, a furious bellow (sounding much like the call of a wounded bull) echoes out of an alleyway. Just as the characters turn to see what’s going on, an enormous ogre comes barreling out, arms swinging as he attacks. The ogre is too drunk to be reasoned with either through Diplomacy or

Intimidation but the characters can choose whether to subdue the ogre or not. The ogre is drunk (and is chaotic evil to those using magic to discern alignment), and killing someone on the streets, even in self-defense, is sure to draw the attention of the Dark Knights, something most people want to avoid (see Dark Knight Patrol below).

☞ **Garthak, the Drunk Ogre (1):** hp 45; see page 161.

Tactics: The ogre is unarmed (allowing an Attack of Opportunity for characters not caught unaware) and is drunk (suffering a -4 circumstance penalty on attack rolls, damage rolls, armor class, and saving throws).

Treasure: +1 *large hide armor* (worn by the ogre), 550 stl in assorted gemstones (5 hematites worth 10 stl each, 4 bloodstones worth 50 stl each, 3 red garnets worth 100 stl each), and 15 sp in a pouch around the ogre's waist. The rest of the ogre's possessions are in his room at the Wounded Crow (a masterwork great club, 250 stl, and other assorted personal equipment).

Development: If the characters subdue the drunk ogre, he will be picked up by a Dark Knight patrol and brought to the prison camp of the Dark Knights (P7c). Later on, if the characters end up in the same prison camp, the ogre remembers that they did not kill him and could provide some much needed muscle for the characters to make their escape.

XP Award: If the characters subdue the drunk ogre instead of killing him, award them full XP for the encounter (EL 5), instead of using the EL listed above.

KENDER PICKPOCKET (EL 1)

As the characters are moving through the crowds, a kender is cheerfully whistling to himself as he bumps right into the center of the party. Of course, the irrepressible young kender manages to find quite a few things as he does so. Allow each character to make a Spot check against Rowan's Sleight of Hand (1d20+9) to see if they notice what Rowan has "acquired," or notice the slight brush of his stray hands as they discover new and interesting toys.

From each character, Rowan will have "borrowed" a single trinket: a ring, a small pouch, a dagger, etc. There are several ways to recover the items:

* **Diplomacy:** The characters may attempt to talk to Rowan, asking him to give back the items he found. Rowan's initial reaction is Indifferent. On a Friendly result (DC 15), Rowan will give back that character's item, exclaiming with absolute sincerity that he was just trying to keep the item safe from pickpockets. On a Helpful result (DC 30), he will give everyone their items back, using the standard array of kender excuses ("I found it laying there in the mud and didn't want it to get dirty," "Oh, you dropped this a few blocks back, just wanted to make sure it got back to you safely," or "Wow, I had a [type of item] just like that, but you can have it if you really think that it's yours!"). At your choice, with a Helpful result, Rowan might also give the characters a few other things from his pouches, just because they seem like "nice folk."

* **Intimidation:** The characters can threaten Rowan into giving back their items, although they should realize that

it's pointless to try and Intimidate a kender (kender, being immune to fear, cannot be intimidated). Rowan's reaction will be the same as if the party attacked him. He will use whatever it takes to get away, including darting through alleys, shouting that he's being attacked (not that any one is willing to help a kender, but it can cause confusion in a crowd), and try to escape into the sewers.

* **Attacking:** If Rowan is attacked, he will use hit-and-run tactics. If he's being held or restrained, he attacks in an attempt to break free (or use an Escape Artist check to wriggle free, as appropriate) and then run off, trying to escape. Use the tactics for Intimidation above. He will not give the items back unless he is stripped of his possessions.

☞ **Rowan Whispertouch:** hp 5; see page 161.

Treasure: In his many pouches, Rowan has the typical kender array of small bric-a-brac along with the equipment listed in his character entry in Appendix 2. He is also carrying two *potions of cure light wounds*.

Development: Later on, as long as the characters did not attack Rowan, the kender could end up in the Dark Knight prison camp (P7c), providing them an ally that can help them escape.

XP Award: Award full experience points for defeating Rowan if the characters use Diplomacy to talk him into giving their items back. Award only one-half XP if the characters try to intimidate or attack Rowan.

STREET TOUGHS (EL 4)

The back roads of Pashin are not always the safest of routes, as evidenced by the number of muggings that occur in the town. As the characters are passing down one particularly dark alleyway, they find their way blocked by three large ruffians. The ruffians want the party to hand over their possessions or else "suffer the consequences." Two more ruffians appear behind the characters, blocking their way out, while the sixth ruffian is perched on top of a building with a crossbow.

☞ **Street Toughs (6):** hp 8, 7, 6, 6, 5, 5; see page 161.

Tactics: There are 2 more street toughs than there are PCs (the 6 listed above assume the standard party size of four player characters). Unless the characters fight back to back, the ruffians have effectively flanked the party. The ruffian on top of the building is perched about 15 feet up (+1 to melee rolls, but +0 with ranged attacks) with cover (+4 AC against melee and ranged attacks). (See rules for attacking from higher ground and cover in Chapter 8: Combat of the *Player's Handbook*.)

Treasure: Between the various street toughs, they have 105 stl, 194 sp, and 75 cp among them, which they have gathered while working the alleys. Their other possessions are fairly ragged and not worth much, though the crossbow bolts could easily be scavenged.

SWARM OF RATS (EL 2)

As the characters are passing by one of the "secret" entrances into the sewers (as indicated on the map of Pashin), have the characters make a Listen check (DC 15). Anyone who successfully makes the check hears a strange

sound like a combination of loud rustling and bubbling, rolling water. Suddenly, the ground seems to erupt (the secret hatch of the sewer entrance is violently opened) as a swarm of rats surge out of the hole. The characters are caught in the surge and must deal with the swarm. The bubbling sound continues to mount until three rounds after the rats first emerge, at which point a geyser of boiling hot water explodes upward from the exposed sewer entrance. Anyone within 10 feet of the exposed sewer entrance must make a Reflex save (DC 15) or take 1d4 points of damage from the scalding water.

☞ **Swarm of Rats:** 13; see *Monster Manual* page 239.

LEPERS

As the characters are traveling past a darkened alleyway, they hear a strangled scream. If they rush to investigate, they see a figure clad in black leather, holding a curved knife and standing over a fallen body. A black cowl hangs low, concealing the assailant's face, and black gloves cover the assailant's hands.

The body on the ground is dressed in heavy robes of coarse linen. A gauze veil hangs in tattered shreds over the fallen figure's face, revealing a delicately featured face. Characters can make a Spot check (DC 12) to realize that the fallen figure's face is clearly elven.

The characters have stumbled into the middle of an old quarrel. The cowed assailant is Aranol Nightblade, a Silvanesti dark elf who has been hunting down the elf now lying at his feet, Wyllin Swiftfox, whom he blamed for having had him cast out of Silvanost. Now that the deed has been done, his vengeance sated, Aranol will try and put as much distance between him and the alleyway as possible, as quickly as possible, but the characters could prove an impediment to that.

☞ **Aranol Nightblade:** hp 14; see page 162.

Tactics: When the characters arrive, the assailant spots the characters, unless they are using stealth, at which point you will need to roll an opposed skill check (Listen +, Spot +). If the assailant notices the characters, he attempts to neutralize the most visibly threatening character (a wizard-looking character in robes and carrying a staff, or an enormous armor-clad individual wielding a massive blade) by using one of his tanglefoot bags. He will then attempt to flee, pulling a *potion of jump* out of a pocket in order to spring to the rooftops and escape.

Treasure: There is no real treasure beside the equipment the assailant is carrying. If the characters check the body of the fallen elf, they will find that the elf is only carrying a silver shortsword and a belt pouch holding only 5 stl.

Five rounds after the characters discover the corpse and the assailant, three more linen-robed lepers burst into the alleyway, moving with a speed that belies their supposed



sickness. If the characters are still in the alleyway, the lepers immediately spot them. When they notice the fallen body on the ground, the lepers draw slender blades from their robes, prepared to avenge the death of their fallen comrade. If the characters have already dealt with Aranol, it's fairly easy for them to point out the true assailant. If Aranol escaped, the characters can attempt to deal with the lepers in a number of ways:

* **Diplomacy:** If the characters have weapons at the ready from dealing with the assailant, or seem to be going through the robes of the fallen elf when the elven lepers come into the alleyway, the elves are immediately Hostile and attack. Characters may attempt to explain that they are only trying to help. If the characters

fight defensively or drop their weapons, give them a +5 circumstance bonus on any Diplomacy checks. If there is an elf in the party, add another +5 bonus.

* **Intimidation:** Enraged by the death of their comrade, the elves are hungry for vengeance. However, they are not stupid. If it looks like the party is too powerful to deal with, or if the characters succeed with a resisted Intimidation check against 1d20+4 [number of elves (3) + average Wisdom modifier (1) + modifiers against fear (0)]. If the Intimidation is successful, the elves will flee swiftly, heading for one of the hidden sewer entrances so they can report back to the Leper Colony (PS3).

* **Attacking:** If the characters do not convince the elves of their innocence, the elves attack to kill. However, if it seems they are overwhelmed, they will retreat rapidly, heading for the sewers, where they hope to lose anyone chasing after them.

☞ **Elves/Lepers (3):** hp 2; see page 162.

Development: If the characters manage to stave off the angry elves, offering proof that they were only there to help but had arrived too late, they will have made contact with the underground elven resistance. The elves ask the characters to keep their secret, saying only that they were a family who had stayed in Pashin waiting to see if other friends or family had managed to find their way to this town. They do not allude to the other elves hidden in the colony in the sewers. If the characters push for more details, the elves fall back on stoic silence, moving to pick up their fallen comrade, expressing their need to move the body before any Dark Knight Patrols show up. At this point, you can have one of the elves suddenly gasp, whispering that he can hear Dark Knights approaching. If the characters provide a distraction (either offering or accepting the task after being asked), the lepers will be in the characters' debt, which may be handy if the characters end up captured and thrown into the Dark Knight prison camp (P7c).

XP Award: If the characters defeat Aranol and avoid fighting the elves, award them full experience for the encounter. If they offer (not if they are asked) to distract the Dark Knight Patrol (see below), you can choose to give the characters XP equivalent to a +1 EL.

ΛΕΓΙΟΝΝΑΙΡΕ REBEL (EL 1)

There's a considerable amount of unrest in Pashin but a sort of uneasy truce has kept the unrest from exploding into open warfare in the streets. Some individuals are not completely adverse to that.

While the characters are walking down the street, they hear a loud commotion. Suddenly, a figure comes barreling out of a building. He's dressed like a simple peasant, with a heavy cloak to ward off the cold. A Spot check (DC 10) reveals a longsword strapped to his side and the flash of a chainmail shirt hidden under his jerkin.

Seconds after the "peasant" runs out of the building, it explodes in a fiery conflagration. Have the characters make Reflex saving throws (DC 12) to avoid the flaming debris or take 1d4 points of damage. The peasant is thrown off of his feet, crashing into the midst of the party, having been caught by the blast (damage taken is reflected by the stats below).

The "peasant" groans, looking up at the characters and asking for their help. He quickly explains that he's a freedom fighter and that he destroyed a warehouse used by the Dark Knights to store munitions (he's lying; the warehouse was empty and had been set up as a trap to catch any rebels. A Sense Motive check (DC 15) will reveal that he's stretching the truth). He also begs the characters to help him get away, as there is already a crowd gathering and it will not be long before a Dark Knight Patrol or the City Watch shows up. He will offer the characters 200 stl to help him get to the Five Dragons (P5).

Allow the characters to slip the "peasant" (who will keep refusing to give his name until he's back at the Five Dragons safely) through the back alleyways. Occasionally, have them roll Spot and Listen checks (DC 15) to see if they notice that they are being shadowed. The characters are being followed by the "peasant's" two sons, who were watching to see what happened and now are just following to make sure that the characters do not rough him up or turn him in.

If the characters stage a trap for their shadows, they find that their followers are two teenage boys, who look both angry and a bit scared at what's going on. Over their father's protests, they explain that their father has started working for the Legion of Steel, despite their mother's protests. She sent the boys to keep an eye on their father, who's got more heart than he has brains. The boys offer to take their father home, who reluctantly agrees. The "peasant" takes a medallion shaped like a starjewel (the symbol of the Legion, much to the Silvanesti elves' disdain) and gives it to the characters. He tells them that if they take the medallion to a place called Old Omar's Oddities (P6) in the Merchant District and tell the half-ogre Klaudia they were sent by "Jacob," they will receive their reward for helping.

∞ **Jacob the "Peasant":** hp 8; see page 162.

Treasure: If the characters take the medallion to Old Omar's Oddities, they will find that Jacob has sent one of his sons there already to leave a package with Klaudia, which she will give to the characters in exchange for the medallion. The package contains 200 stl pieces, a masterwork chainmail shirt, and a masterwork longsword. Klaudia will explain that Jacob has decided to do less field-work and spend more time behind the scenes.

Development: The characters will have made an important contact with the Legion of Steel through the half-ogre, Klaudia Lorn. This provides benefits if the characters are captured and end up in the Dark Knight prison camp (P7c), as well as later on in the adventure.

XP Award: Even though this is a non-combat encounter, award the characters appropriate XP for helping the hapless rebel.

ΔΑΡΚ ΚΝΙΓΗΤ ΠΑΤΡΟΛ (EL 3)

Although technically the Dark Knights only control their enclave (P7), they inhabit almost one-fourth of the city and make up almost one-half of the total population. Because of this, the Dark Knights have established their own patrols of the city, believing (probably justly) that the City Watch could care less about what happens to them.

The youngest, lowest-ranking members of the enclave typically form Dark Knight Patrols. Many of them are squires, some barely old enough to shave, but all of them are still Dark Knights. A typical patrol consists of three low-ranking knights plus a more experienced patrol leader. For the most part, their purpose is to maintain order, to keep an eye out for anything that might endanger the Dark Knights, and to make sure that the presence of the Dark Knights is felt throughout the city.

Each member of the patrol carries a sounding horn, which can be used to alert other patrols of a problem. The patrols have not been officially accepted into the ranks of the Knights of Neraka, but they each wear black chain shirts and dark blue tabards with a black lily embroidered over the left breast.

If the Dark Knight Patrol is a random encounter, they approach the characters with a scrap of parchment, showing them a fairly detailed sketch of two individuals: one is that of a rugged, middle aged human male with dark hair and eyes (Cael Kiergard, Leader of the Legionnaires in Pashin) and the other is that of a beautiful, fair haired, and pale-eyed elven woman (Shaylin Moonborn, leader of the elven underground).

∞ **Dark Knight Patrol:** hp 9; see page 162.

∞ **Dark Knight Patrol Leader:** hp 16; see page 162.

Tactics: If engaged in combat, at least one patrol member attempts to sound his horn, alerting other nearby patrols of trouble (see Dark Knight Horn Alerts sidebar).

The primary objective when dealing with criminals (or those they view as criminals) is to acquire captives who can be interrogated for information. The Dark Knights know that there is unrest, and are always looking for more information in order to stamp out resistance.