Talisman of Rajaat

Author: Lonehawk
Homepage:
System: D&D Darksun
Type: Scenario
Category: Fantasy
Requirements:

Dark Forces are at work to unleash the awesome might of the First Sorceror, but their plans cannot be completed without the legendary Talisman of Rajaat.

Written/Adapted by Lonehawk

Based on a story by Jamie Thomson and Mark Smith

WARNING - This is to be viewed by DMS ONLY, no Pcs should read this adventure. ESPECIALLY my Pcs who I havnt given this adventure to yet - failure to stop reading this will result in DEATH.

Adventure Summery - Dark Forces are at work to unleash the awesome might of the First Sorceror, but their plans cannot be completed without the legendary Talisman of Rajaat.

The PC are given the Talisman of Rajaat, and must discover a way to destroy it while escaping the clutches of Rajaats minions. They travel to nearby (city?) and discover the only way to destroy it is to strike it with the Scorcher - a powerful artifact which lies in the lair of a nightmare beast.

In my campaign, I chose Abalath - only because I have no information on it and decided to create an adventure for it.

Power of the Talisman of Rajaat - he weilder grants the ability to turn undead no matter what his class is. Priests turn at 4 levels above their usual level

Part One - Underground Ruins

You are regaining consciousness. Your eyes flutter open to the sound of a songbird, trilling joyously. You are lying on grass between clumps of long-leafed crying trees, and beside a sparkling blue lake. Rising to your feet you look around. The songbird, whose sleek feathers are a warm burnished gold, is perched in a nearby tree, resplendent against the ocean-blue canopy of sky. You are surprised when it cocks its head and speaks to you, its voice fluting merrily.

"Welcome, Champions of Fate. Do not be dismayed, you are not yet in danger."

"Where are we?" One of you companions ask.

"Far from your home, this is Pyreen Grove. You adventurers have been chosen to be our champions.

With that the songbird flutters to the ground and changes form before your eyes. She is humanoid, but unlike any race you're ever seen. Indeed, the features of many races make up her face and body.

"I am Kal Al'Arnok, one of the beings your legends call the Peace-bringers. We have summoned you here to the Grove because we wish to prevent a fatal upset in the balance of nature. The cosmic scales have been tipped to far and you must play a part in righting them. It is not for us in Pyreen Grove to set things right. We cannot fight him who would bring chaos to Athas. Rather we use men as our tools. I am sending you back to the Tyr region. If you fall into the clutches of Rajaats minions we cannot aid you. Do not fail us."

"Fail in what?" You begin to ask. But just then you begin to lose consciousness yet again.

When awareness returns you look around. You are standing in a huge vaulted chamber, deep underground. In the chill air you wonder what terrible fate may by in store for you. There are no windows in this chamber, nor natural light, only the ruddy glow of flaming torches that are fixed to pillars soaring beyond sight. The walls are running with damp, the air musty and heavy with age. There are two archways at the back of the cavern. Before you can investigate further, the torchlight flickers, and a cool gust chills you to the marrow; something in the unseen darkness is causing the air to move. A light flashes briefly ahead and an infernal howling echoes across the vast vault. No living thing could possibly have made that dreadful sound....could it?

You hear the sound of running footsteps approaching rapidly; you cannot yet see who or what is coming.

(In the next round huge stone blocks fall and block the archways, it any of the players decided to run towards them in the previous round they will crash face-first into them - 1d3 damage)

A man wearing a flowing robe of gold and wears a smiling golden mask bursts into the torchlight ahead of you. He immediately points his ivory staff in your direction. He calls to you

"Who are you and what are you doing here in these ruins, a spawning place of evil?"

(The man is a preserver sent with the last group to find the talisman. He is injured and dying, with just enough power to teleport the PCs to the surface. If the PCs attack, lie or waste his time he will cast a powerful hold spell on them all, tell them his story and teleport them out. It they tell the truth, he will tell the story, give them (money? magic item?), then teleport them out.)

The wizard steps towards you and tells you this story.

"Long ago the minions of Rajaat, in these ruins, fashioned a Talisman that would allow them, to release Rajaat from the Hollow. That time has now come. If Rajaat is summoned Athas is doomed. The Pyreen have striven to prevent this. They sent a group of Crusaders, of which I alone survive, on a quest to steal the Talisman. We entered this pit of evil and seized it." He pulls a necklace out from under his robe. On it hangs a disc of obsidian, in the middle of which is a skull carved in ruby - the Talisman of Rajaat! He hands it to (player?preferably a priest).

"Here. For the sake of all Athas you must take this Talisman and continue the quest. You must head west until you come to (city?), where you may discover a way to destroy it. Do not fail me! I have just enough strength to teleport you to the surface.[Here, take this (money?, magic item?), it may be of use]"

As the wizard prepares his spell, a horde of creatures boil into the cavern.

Shadow Giants and Undead are pouring into the cavern. They dive onto the wizard just as he completes his spell.

(Procede to Part 2)

PART TWO - The Journey to the City

Part Two A - The Surface

Suddenly, you are in blinding sunshine. You are standing at the edge of the ruins that the wizard spoke of. The rocky earth is blacken and cracked, full of pits and fissures, and noisome fumes rise from the depths of the chasm. To the west you see a range of sand hills. A few hundred metres to the right you can see where a forest begins. You realize that you must head in this direction to reach (city?) - but which route will you take.

Through the forest or the more direct route across open ground?

(Here the PCs must chose whether to go through the forest - Part Two B or desert - Part Two C)

Part Two B - The Forest Grove

PCs encounter a DIRE WOLF suckling two cubs. She pushes them aside and crouches, snarling.

They can back off and leave the grove if they wish

If they attack and kill the wolf, they will have to deal with the now angry and powerful guardian druid of the grove.

If they befriend the wolf and/or offer some of there provisions to her, Wodeman, the Guardian Druid will appear and thank them. He will also give them a magical potion fruit.

DIRE WOLF - 15/6/4+4HD, dmg 2-8 XP 175

WODEMAN - 16th level Guardian Druid

Procede to Part Two D

Part Two C - The Desert

The undead and shadow giants have come after their precious talisman. From the south come the undead, whilst the shadow giants approach from the north.

Here the PCs can run to attack the undead or the shadow giants, there will be 5 rounds between encountering one group and the arrival of the next. If they decide to stand their ground both groups will encounter them at same time. The type and number of undead is up to the DM, but should not be an easy battle for the characters.

Otherwise the PCs can run like hell, which will let them escape from their slower moving pursuers.

Procede to Part Two E

Part Two D - Valley

This can be a random encounter, but I recommend a sleeping GREATER BASILISK, which the PCs can try to sneak around or attack.

Alternately the PCs can chose to leave the path and cut their own way through the undergrowth which will double their water consumption for the day.

Procede to Part Two F

Part Two E - Verdant Belt

Either a random encounter or Pcs stop at a small pond and get attacked by an evil treant.

After this they come to a river, they then notice their pursuers not far behind and catching up(or new ones if they fought them earlier).

If they have the sense to jump into the river to eliminate their tracks and shadow giants will not be able to follow them. Otherwise they will catch up and a bloody battle will pursue.

Procede to Part Two F

Part Two F - The Templar Patrol

Most likely a Templar patrol riding crodlus, but can be different depending on the city you have chosen.

Eventually, the hills give way to a desolate grey moor stretching out to the west. After half an hour or so, you see a cloud of dust ahead. You can soon make out a group of twenty crodlu-riders. As they get nearer, you can see that this is a band of Templars clad in studded leather armour. Their faces look grim and unwelcoming as they wheel around you, forming a closed circle. Their Captain spurs her crodlu forward and tersely demands what you are doing out here, alone on the edge of the moor.

(If the Pcs tell the truth of their mission, try an attack the templars, or do anything else suspicious they will be arrested and have their weapons confiscated (Procede to Part Three A). If they make up a convincing story the templar patrol will escort them to the city gates (Procede to Part Three B)

PART THREE

Part Three A - The city of ?

Once within the city the characters can try to escape, by attacking the templars. If they survive for a number of rounds the templars retreat and the Pcs slip away down an alley.

Otherwise they are taken to see the female high templar Hawkana, who recognises the talisman as a powerful artifact and confiscates it. The heroes are then thrown out onto the street.

Procede to Part Three B

Part Three B - The streets of ?

You walk into the city along a street called Moorgate. Many of the buildings are quite grand, built of light grey stone. The streets are crowded with a mixture of people shopping and going about their business. Will you walk down a continuation of Moorgate, called Store Street (Part Three C) or turn left into Smith Street (Part Three D)

Part Three C - Store Street

The Pcs run into a woman in green robes who recognises them as strangers. She asks them who they are and where they came from. If they say where they came from she will ask if they met a druid on the way, if they can name wodeman she will be pleased and ask them to join her at her temple for prayer. Once there she will commune with nature and will be told to give the party (magic item?)

After this they will encounter a SHADOW GIANT who has magic jarred the body a coachman and demands the talismen. He will attack them whether they still have it or not.

After this Procede to Part Three E, unless they want to backtrack and go down Smith Street- Part Three D

Part Three D - Smith Street

In this street there is armoury, which the Pcs can purchase bone or metal weapons from.

After they pass the armoury the street will become deserted and they will meet an UNDEAD being who will demand for the Talisman, and will attack if they still have it or not.

After this they will be in Silver street where they overhear some men planning to rob the nearby jeweller through a broken pipe

They can enter the thieves lair and attack them. If they win they will find a small monetary reward

If instead they head straight for the jewellers, the thieves soon arrive. They can either help the thieves or the old man jeweller. If they help kill or subdue the jeweller the thieves say they can pick their share from the safe. This safe is actually fire trapped, which the thieves know, and when its set off the thieves will attack the Pcs.

If they help the old man and kill the thieves, he will reward them with a valuable ruby.

From here they go to Part Three E, unless they want to backtrack and go down Store Street- Part Three C

Part Three E - The Library

You turn left into a avenue called Bookers Walk. Two very grand buildings, builts of blocks of grey stone, stand on either side of the road. A group of young people in Blue Togas, escorted by a white-haired old man in pale blue robes, enters the building opposite. A flag showing books and scrolls is flying from the nearest building. It appears to be a library (note that reading is illegal in some city-states to the lower caste. The differculty in getting in here is up to the DM)

In the Library the Pcs can look up Athasian History about Rajaat. After much searching they come upon a reference to the Talisman saying that it might be destroyed by striking it with one of the weapons artifacts known as the Silencer, the Scorcher and the Scourge.

After much more searching they will find an ancient scroll detailing the Scorcher.

When Rajaat planned the Cleansing Wars 4000 years ago, the great defiler warlord crafted three mighty weapons to be given to his most favored champions. The 2nd weapon, a long sword called the Scorcher, was given to Myron the Troll Scorcher, 4th Champion of Rajaat. As the terrible wars against races ensued, Myron began to question the moral implications of Rajaats intentions. In the end, Myrons treachery was discovered by Rajaat and he was slain and replaced by Hamanu. The Scorcher remained in Hamanus possession for years, and was the blade used by the sorceror-king of Urik to deal the death blow to Dregoth, the Ravanger of Giants. Shortly after killing Dregoth, Hamanu placed the Scorcher into the Silt Sea near Giustenal. It is believed that the killers of Dregoth witness how easily it slew the Ravanger of Giants, and it was agreed that this weapon of Rajaat could pose a threat to them some day - and was better off lost to all Athas. The Sorceror Kings did not want a weapon around capable of killing them.

The Pcs also come across a more recent scroll, detailing the life of Vorr, which sounds like it might refer to the ancient weapon

A silt horror was killed when it raided the shores of the village of Cromlin and a great sword was retrieved from its gullet by an ex-gladiator named Vorr. With the power of this weapon, Vorr slew dozens of slave raiders from Draj, Raam, and Nibenay, before supposedly being killed by a nightmare beast in the Valley of Trevain.

This valley is not far from the city, to the south-west

If the Pcs enter the other building, the Guilds of Learning, they will find a variety of scrolls not much of use to them. One scroll they pick up will be magically cursed.

Now go to Part Three F

Part Three F

You leave the building and continue on down Bookers Walk. It is now dark, the streets already deserted and there are few lights in this part of the city. You search for the welcoming light of an inn. Suddenly, shadowy figures loom out of the murk all around you. Their faces glow with a sickly pallor in the moonlight. They are wearing black robes clasped at the neck by shrunken human skulls

If the Pcs still have the Talismen these figures place a hold spell on them, and remove it. Just when they think they've won, a templar patrol that had been watching the procedings charges in. The leader decapitates the bearer of the Talismen, takes it, and announces he will be taking it to the Temple of The High Templar Hawkana.

If they dont have it, the shadowy figures will be chased off by the arrival of the templar patrol who ignore the Pcs.

In no way can the Pcs prevent the taking of the Talisman

Afterwards,

Soft footsteps approach. You look over your shoulder and see a man approaching. "Do you travellers have a place to stay tonight? Perhaps you would like to sleep in my humble abode?" He asks. You are curious that he should be walking the streets alone at night, but you are also exhausted.

Accept his offer - Part Three G

Decline - Part Three H<

Part Three G

The mans house is a small stone bungalow. He leads you into a roon and offers a group of straw filled mattresses. Thankful for the chance to rest, you go to sleep without asking any questions. You wake to find that your host is sitting watching you. "I hope you are all well rested. (player?) talked in his sleep." He smiles at the group and says, "Do you need help? Has someone stolen something from you?"

His name is Apothecus, a sage of History

If the Pcs tell him the truth, he tells him he has heard about this Talisman and tells them they must recover it at all costs. He tells them the best tactic may be to enlist help from the thieves guild, where you may contact them is the Fire Drake

Inn on the Street of Seven Sins. He will also give the group (magic item?) to aid on their important quest. He then invites them back to his place that evening

If they dont want to tell him, he acts hurt but still mentions the thieves and the Fire Drake Inn. But they will not get the magic item, or the invitation.

If they decide to go to the Fire Drake Inn go to Part Four A

Any attempt on the temple without the thieves guild would prove fatal, if they do kill a few and maybe the rest will catch on (hehe, the perks of being a DM)

Part Three H

Fatigued, and unable to find an inn the party ends up sleeping in an alley, despite the cold.

Random city encounter

After that they stumble off into the darkness until they find an empty stable. When asleep in the straw, the wizard they met in the ruins appears to them in a dream. He tells them about the thieves guild and the Fire Drake Inn. He then shouts warning and they wake up. Just in time as another undead minion/shadow giant enters the stable.

If they win, the vision of the wizard appears again and gives them his ivory staff (magical staff?)

If they decide to go to the Fire Drake Inn go to Part Four A

PART FOUR

Part Four A - Fire Drake Inn

You take a side-street which leads towards the Street of Seven Sins and are almost pushed aside by a couple of students in blue togas. They are quarrelling and begin fighting in front of you. As they tussle, you notice that the angry young man has dropped a scroll.

If they give the scroll back to the students they will stop arguing and continue on their way. Perhaps an XP reward for their honesty.

If they take the scroll and someone reads it, they will find its a cursed scroll.

You come out into the Street of Seven Sins and soon find the Fire Drake Inn. Steps lead downwards and the sound of raucous laughter floats up from the smoke-filled gloom below. You enter and walk over to the only part of the dive where it is light enough to make anything out. Passing tables and stools, you come to the bar, behind which stands the bulky proprietor of the inn.

You ask the barman for a mug of ale. While be pours you your drink, your eyes adjust to the gloom and survey his customers. You have never seen a more disreputable bunch of villianous-looking cut-throats. The barman says, "That will be a piece of ceramic."You hand over the money. As you replace your money pouch a dozen pairs of eyes watch closely. The only one who doesnt watch is a stooped old man, cleaning slops off an empty table.

(talk to barman- wont say much, if the Pcs are friendly he may relate a story about how the infamous Tyutchev killed 3 men in a bar fight last week and carved his initials into their foreheads

the old man has nothing, maybe a warning of the danger they are in if they stay much longer)

talk to a group of thieves- You introduce yourself to the motley group of villains. They do not reply. You persevere, saying that you only wish to speak with them a few moments. One of them, whose face is marked by a jagged scar, running from ear to chin, fixes you with a stare and grates, "We dont care for the law, so watch yourself. You could be dead before you knew we moved"

(they are not bluffing, and any retort by a Pc will result in a backstab by a few more thieves who sneak around behind them. And all out scuffle will ensue, after the Pcs kill a few thieves they will call a truce and have a new repect for the Pcs. If they say they need help with a job, or they win the fight, the thieves will invite them to the thieves guild midday tomorrow. The entrance is a storm drain near Traders Row.

Now enter the bad guys

Two newcomers enter the Fire Drake ale cellar. The first is a very tall, wiry, man whose frame is draped in a black cloak. The only hint of colour is his hair, very curly and dyed bright corn-yellow. The second is a handsome young woman dressed in a bizarre patchwork of armour. The barman mutters under his breath, then forces his face into a smile.

"Tyutchev, Cassandra, welcome!" he shouts obseqiously. The thieves move away from you to sit at another table. Tyutchev strolls to the bar and orders a drink. Cassandra sits opposite you and your companions, at your table. She ignores the group and Tyutchev joins her.

(These two are looking for a fight, if anyone replies in a non timid polite manner to their casually placed insults they will leap into combat.

Some comments

'I dont like the smell in this bar' - referring to the party
'Look at them run like rabbits'
Tyutchev - fighter/defiler
Cassandra - fighter
make them a very high level

when they start to lose the fight, Tyutchev will cast an Earthquake spell or something similiar and using the distraction he and Cas will escape. These two MUST not die at this stage of the adventure)

You step out, squinting against the bright light of late afternoon sun. You are back in the Street of Seven Sins.

If they were invited back to dinner by the sage they can do this by turning to Part Four B

or west down Cobblers Street Part Four C

or northwest down Merchant Street Part Four D

Part Four B To the Sages House

On the way to the sages house a small boy comes up to the Pcs and asks if you want to help a clever scholar and make some money doing it. If they accept the boy will take them to the guilds of learning, and they will met to sages called Moreau and Polonius. They tell you how vivisection is their field of study. They use surgery and magic to create new forms of life. They show the Pcs into a pit where their creation is caged. (the exact nature of the beast is up to the DM, but make it hideous and have parts of many different monsters/humanoids.) They want the Pcs to fight their creature to see its effectiveness as a war beast. They reassure they will be onhand with a powerful spell to stop the beast if the Pcs get in any real danger. This is of course a lie - there is no spell. Also, if the Pcs refuse they will lift the ladder trapping them in the pit anyway. If the PCs defeat the beast, the sages will give them a (protection scroll?) to hopefully calm their anger.

Once they reach the Apothecus home, they are given a sumptuous meal and told the best way to leave the city is through a gate in the cemetary. The next day the Pcs will no doubt wish to go to the thieves guild

Turn to Part Five A

Part Four C Cobblers Street

As they walk down the street, suddenly a side of a nearby house explodes. Emerging from the ruins will be a (demon, elemental? something extraplaner that can be summoned) It will attack the Pcs. If they win and decide to investiage the house they will find the dead sage who attempted the summoning, and a (magic item?).

The Pc will then turn down Carraige Street and find an inn called the Silver Trinket, the next morning they no doubt will wish to head for the thieves guild Part Five A

Part Four D Merchant Street

The Pcs will find a shop called Alembic the Alchemist. He has several (magic potions?) which they can buy.

The Pc will then turn down Carraige Street and find an inn called the Silver Trinket, the next morning they no doubt will wish to head for the thieves guild Part Five A

PART FIVE

Part Five A The Thieves Guild

As the group sets off, you see a small group of people clustered around a man wearing a flowing grey cloak. He is making huge bunches of flowers appear and dispear to cries of delight and amusement from the crowd. You are shocked, a wizard openly displaying his talents surely has a death wish!! Magic is banned in all sorceror-king ruled city-states. (you may wish to change the shock, depending on what city you are basing your adventure in)

If the Pcs decide to stay and watch the magic they will see the mage conjure up a cloud of smoke which engulfs he spectator. At that time Tyutchev appears from the shadows and begins cut-pursing people. They realise the mage and Tyutchev are working together, but they disappear before the Pcs can do anything.

As they turn to leave a sevant approaches them with an invitation to have a drink with Mortphilo, an elder of the city. If they accept, Mortphilo turns out to be a necromancer in service of Rajaat. His winged skull, and various other undead servants attack the Pcs when they enter the building. If the Pcs destroy his creations he will retreat down some stairs, if they follow they will come across a Temple of Rajaat and a huge congregation of worshippers. A summoning is taking place, and six mounted wraiths emerge from the alter. If there is a battle, most the congregation will flee except the wraiths and a few high priests. A (magic item?) is hidden behind the alter.

When the Pcs finally get to the thieves guild

You crawl through the sewers and out into a small passageway that winds for some distance beneath the city. You come to a door and push it open. You step into a magnificently furnished room; evidently the Thieves Guild lacks nothing. A group of men are waiting for you, lounging on sofas. Some of them you recognise the the Fire Drake Inn, in particular the one with a scar running from ear to chin.

Scarface looks the group up and down for a moment. The he says,"Right, I'll get the Guildmaster, we'll see what he has to say." There is an uneasy silence before he returns with another man. Scarface says "This is Vagrant, Guildmaster of Thieves."Vagrant is a handsome, middle-aged man wearing expensive clothes. Twirling his moustache, he asks you the purpose of your visit.

The thieves will not be interested unless the Pcs mention the Talisman of Rajaat

There is a hushed silence, broken by Vagrant. "That is indeed beyond price." He suddenly barks out an order: "We'll mount an expedition before they move the Talisman. It is a market day - a good time. Scarface, Jemmy the Rat, Bloodheart and young Lord Min, you will accompany our friends here." Some hours later, when they have finished their preparations, you set off. As you leave, you see a piece of graffiti scrawled in blood on the wall: 'There is no honour among thieves!'

Go to Part Five B

Part Five B - The Temple

Scarface leads you through a maze of back alleys into a building Jemmy the Rat tells you is a safe house. You climb on to the roof and continue running across the roof-tops of the city. Soon you are on the top of a tall house, just below the top of the Temple of Hawkana. Bloodheart, a hulking, silent fellow, takes a rope and grappling hook from his shoulder. He effortessly throws ot round the top of one of the temple columns. He secures his end to a chimney stack and walks across the tightrope he has created.

Unless the Pcs have another method they will have to tightrope walk across the rope. Those with the tightrope proficiency will cross with a successful roll. Others require 2 dexterity checks. Anyone falling will take 2d6 damage and will not be able to participate in the raid unles they have a method for quickly scaling the 2-story building.

You join the thieves in the temple eaves. Jemmy the Rat, a wiry man with fingers like spider legs, finds a skylight and prises off the bars and picks the lock. Reaching inside he disarms a trap containing a poisened dart. They lower a rope

and you all drop down to the top of a staircase. You catch sight of an old serving man passing a doorway on the landing. The thieves have not noticed him.

If the Pcs do not kill or silence the old man, he will alert the guards which they will have to deal with - the thieves will disappear into the shadows.

If the PC make it to the main chamber, the thieves will retreat when they see Hawkana anyway. She raises her hands and the double doors behind the Pcs slams shut.

"How dare you desecrate the temple. How dare you interupt me when I'm praying to (sorceror king - alive/dead?, other, it doesnt really matter.)" she says softly, white with rage."I dedicate your soul to (?)." She drives her fist into the air.

The Pcs will then have to battle this high level fighter/templar.

Hawkana collapses to the floor, lifeless. You walk to the alter and (player?) takes the Talisman of Rajaat. At last it has been regained. You look back at Hawkana and your scalp crawls. Her wounds are healing. Even as you watch she tries to raise herself from the pool of blood in which she lies.

She is wearing a ring of regeneration. If the Pcs act quickly they can remove the ring and finish her off. Otherwise she will attack again, and the double doors will remain magically sealed until she dies.

The doors open easily. It seems the magic has faded now that Hawkana is truly dead. The thieves have been spying through the keyhole. Scarface says, "The door was locked and we couldnt get in." He leads the way back up to the skylight. Suddenly the alarm bell tolls loudly. As you reach the top landing, a group of warriors appear on the stairs behind you in hot pursuit. You all run for rope hanging from the skylight

As the others climb the rope, Bloodheart will attmept to backstab the last PC, one round later he is killed by the volley of arrows let lose by the warriors.

The remaining thieves jump agilely from the temple roof to the roof of a nearby house.

The Pcs will need to jump across, jump proficiency is best, but other methods may work. Anyone falling will take 2d6 damage. Here the thieves flee, climbing and swinging out of the Pcs reach. The remaining Pcs can now climb down and reunite with any who have fallen.

They now can try to leave the city Part Five C

Part Five C

As you catch your breath three shadows appear on the road before you. Looking up you see Tyutchev, Cassandra and the mage in the flowing grey robes you saw earlier. 'We met again,' says Tyutchev.'Young Lord Min tells me you have been successful. Congratulations, you have done us a favour. We are taking the Talisman. Let me introduce Lorkh.' he says gesturing towards the mage, who begins to raise his arms in spell casting.

Lorkh is a high level defiler. Whether or not these three villians die in this encounter or manage to escape is up to the DM. They could be used in future adventures. I recommend that at least Lorkh manages to teleport away when the battle is lost. Both Tyutchev and Cassandra have (enchanted metal weapons?), and Tyutchev wears a (magical cloak?).

From here if the Pcs decide to go to the main gate there will be a random encounter on the way, and hen they will have to devise a method to get pass the guards.

If they decide to go to the cemetary, have a random encounter on the way. Once there, what would a cemetary be without an undead encounter?? Ill leave this up to the DM.

Either way, once they get out of the city go to Part Six A

PART SIX

Part Six A

You put several miles between yourselves and the city and sleep the night in a hayrick. You awake refreshed. Which direction will you take towards the Valley of Trevain. You could take the direct route, SE. across rough moorland; continue along the old trade road, due south for awhile and then strike east; or head east across the heath to the hills before turning south?

South-east Part Six B

South, then east Part Six C

East, then south Part Six D

Part Six B

Undead minion of rajaat encounter

That night, an encounter with some wraiths (will these guys ever give up?"

Turn to Part Six E

Part Six C

that night hawkana enters their dreams as a nightmare, resulting in a restless sleep with appropriate penalties

they will then encounter the undead version of the female templar, and hopefully finish her off for good this time

the next day a Roc will attack the party. It may grab one or two and take them back to its nest which lies just before the valley of trevain

Turn to part Six E

Part Six D

Griffin encounter

random encounter

Turn to part Six E

Part Six E - The Waterfall

At last the steep cliffs surrounding the valley tower above you. By midday your legs ache abominably and you are glad to reach a ledge where you are welcomed by a cool fine spray rising from a waterfall. It cascades down the side of the cliff, casting small rainbows in the crimson sun, such a rare sight in this dying world you pause for many minutes unable to turn away from such rare beauty.

The Pcs will notice a cave hidden behind the waterfall, if they wish to examine it - Part Six F

keep climbing - Part Six G

Part Six F - The Crypt

Inside the cave is a ancient door, which opens to an underground complex built in the green age, many symbols of ancient races and creatures (like dragons) show this

The Pcs will enter a large room and a magic mouth will speak "One only may be read". In the centre of the room stand three inscibed small pillars, one rectangular, one circular, and one square

rectangular - 'Put yourself in the place of the monkey. To the left is danger; the idle shall act.'

circular - 'Behind the symbol on the first door lies that which you risk your life for.'

square - ‘Furthest from the poisen of the scarab beetle you will find a venom more deadly than dragon fire’

After one is read, the pillars disappear

The room then opens up to a room which contains a hideous idol of a forgotton god. Four doors stand on the other side of the room, each one bearing a symbol

serpant door - when opened a magical snake lashes forward biting the door opener, poisen E, door leads nowhere

monkey door - opens to a blank wall of rock

scarab door- when opened the idol will come to life and fight the Pcs, door leads nowhere

dragon door- opens into an ancient crypt, where the Pcs will have to fight an undead creature. The ancient warrior has two metal enchanted weapons, a scimitar and a spear. The spear is inscibed ‘The Awakener’ and is a +2, +4 against nightmare beasts.

once they leave - Part Six G

Part Six G - Tremors

As you climb the steps the temperature and humanity increase. Dripping with sweat, you look up and see that the lip of the cliff is only sixty metres above you. Suddenly the ground begins to shake and several boulders crash down from the top

Each PC will have to make at least one DEX check or be hit by a boulder sustaining 2d6 dmg. If hit, another check is needed to prevent them plummeting from the cliff face - which is really gunna hurt!

If the Pcs make any special preparation, like trying to flatten themselves against the rock face they receive a +2 to their roll

Now Part Seven A

PART SEVEN - THE VALLEY OF TREVAIN

Part Seven A - Halflings

At last you reach the Valley of Trevain itself. It seems your aching legs have forgotton how to walk on level ground. The vegetation is lush, like the Ringing Forest, and your clothes cling to you, damp with perspiration

Soon the Pcs are surrounded by a tribe of halflings, they only speak halfling so communication may be differcult. If the Pcs attack they will soon be overbeared and dragged back to the village, if they try to befriend the halflings they will also be taken to the village.

Their village is composed of many tree houses and platforms. You are led through the village to what must be the halfling chiefs dwelling. You are brought before him. He (who can speak common) seems at ease but he demands to know why your group, humanoids, are in the valley.

If the Pcs mention anything about killing the dreaded nightmare beast, the halfling chief will become quite friendly, and even give them a (magic item?). If they dont mention this they will end up in the cooking pot! They spend the night in the village, and nightmare beast uses his nightmare attack on the Pcs (note, if someone carries the Awakener he/she is immune to nightmare attack)

The next day

After a long climb you come to a wide cave, reeking with an awful stench - the nightmare beasts lair.

As soon as the Pcs enter the cave the nightmare beast will teleport in front of front of them and attack with immense anger.

If the Pcs manage to slay the beast they will have a huge treasure to reward them for their troubles. Also the Scorcher lies in the lair, still held by the skeletal remains of Vorr

If a PC survives first contact with the sword and uses it to destroy the Talisman - which is destroyed is a blinding flash of light, read the following

After the blinding light fades, all goes dark and then a very different landscape lies before you. You are within a circle of standing stones. You are heores, saviours of the world of Athas, but there is noone here to herald your victory. As you step away from the standing stones, voices speak within your head. It is Kal Al'Arnok, the peace-bringer who summoned you and she is thanking you for saving the world. As you leave this sacred place, her final words rings in your ears.

"I may call upon you again!"

A massive long sword, the Scorcher is made of a strange red alloy and much harder than enchanted steel. The blade is perfectly smooth, the hilt contains a glowing red rune, and is made of obsidian wrapped in the hide of an ancient fire drake. The pommel is a tooth from said fire drake and is razor sharp. When used in combat ebony flames appear from the blade and burn opponents with cold, black fire

SCORCHER - +3 weapon, does extra 1d4 dmg due to flames, weapon speed of short sword, ignores magical protection in regards to AC (eg bracers of defence etc)

Constant powers
* weilder immune to mind affecting spells,
* 5 bonus to MTHAC0 against mind altering psionics, when held in hand possesser is immune to fire as 'ring of fire resistance' if owner lawful
* functions as vorpal weapon neutral
* sword of wounding chaotic
* sword of sharpness Other Powers
* can be rolled randomly from tables in 'Psionic Artifacts of Athas', but here are my suggested ones
* owner gains permanent invisibility to undead, even if sword is lost
* sword functions as vampiric regeneration ring
* flame strike (1/day)
* detect good/evil (3/day)
* eutralise poisen (3/day)
* slay living (1/week)

Curse - owner must have purpose and constantly strive for it, otherwise Scorcher will seek new owner. Also, when new owner touches Scorcher for the first time, he/she sustains 5d10 dmg from the flames - after this owner is immune to scrochers fire and deemed worthy by the sword to use it

Means of Destruction
strike the weapon against the Silencer of Bodach, shattering both blades
the blade is consumed by a water drake