## ORDER OF BATTLE

### ARMY OF THE DESERT NOMADS

**Unit name:** LEGION OF DOOM  
**Type of unit:** Elite Division  
**Number of units:** 1  
**MV:** 6, **BR:** 232  
**Personnel:** 1932  
**Troop Class:** Excellent

**Army Commander:** Alrethus (M 19)  
**Heroes:** 4 Stone Juggernauts (crew of 10 non-combatants for each)

- **Unit 1:** Death's Head Cavalry (240 elite F 2 human cavalry on warhorses, bows & swords), 6 Sergeants (F 3), 1 Captain (F 4)
- **Unit 2:** Desert Wind Cavalry (identical to Unit 1).
- **Unit 3:** Angels of the Master (80 M 3 skirmishers on foot, daggers)
- **Unit 4:** Sword of Truth (Identical to Unit 3).
- **Unit 5:** Bonecrushers (40 Stone Giant skirmishers on foot)
- **Unit 6:** Swords of Death (480 regular F 2 human infantry, bows & swords), 12 Sergeants (F 3), 1 Captain (F 4)
- **Unit 7:** Swords of Destruction (identical to Unit 6).
- **Unit 8:** Warlords of the Air (10 airboats, crewed by 20 skeletons, each carrying 40 regular F 2 human archers, commanded by Captain (M 6)).

### GRAND ARMY OF THE PRINCIPALITIES OF GLANTRI

**Unit name:** ARMY HEADQUARTERS COMPANY  
**Type of unit:** Army Headquarters  
**Number of units:** 6  
**MV:** 6, **BR:** 153  
**Personnel:** 395  
**Troop Class:** Excellent

**Army Commander:** F 12  
**Deputy Army Commander:** F 10  
**Heroes:** 2 Stone Juggernauts (and non-combatant crews of 10 each), 4 M 7, 4 C 9

- **Unit 1:** 240 regular F 2 human infantry, bows & swords, 6 Sergeants (F 3), 1 Captain (F 5)
- **Unit 2:** 20 regular Hill Giants, 1 Hill Giant Captain
- **Unit 3:** 120 regular F 3 human cavalry, bows & swords, 3 Sergeants (F 4), 1 Captain (F 6)
- **Unit 4:** Identical to Unit 1
- **Unit 5:** 160 elite F 2 human cavalry, bows & spears, 4 Sergeants (M 4), 1 Captain (M 5)
- **Unit 6:** Identical to Unit 5
- **Unit 7:** 80 regular F 2 human cavalry, bows & swords, riding warhorses, 2 Sergeants (F 3), 1 Captain (F 4)
- **Unit 8:** Identical to Unit 5
- **Unit 9:** 80 regular F 2 human cavalry, bows & swords, riding warhorses, 2 Sergeants (F 3), 1 Captain (F 4)
- **Unit 10:** Identical to Unit 9

### ATRUAGHIN CLANS

**Unit name:** BEAR CLAN*  
**Type of unit:** Regular Division  
**Number of units:** 7  
**MV:** 6, **BR:** 120  
**Personnel:** 662  
**Troop Class:** Good

**Army Commander:** Clan Warleader (F 10, CB + 1)  
**Deputy Commander:** F 8

- **Unit 1:** 160 elite F 2 human cavalry, bows & spears, riding warhorses, 4 Sergeants (F 3), 1 Captain (F 4)
- **Unit 2:** Identical to Unit 1
- **Unit 3:** Identical to Unit 1
- **Unit 4:** Identical to Unit 1

### ARMY OF THE REPUBLIC OF DAROKIN

**Unit name:** I and II LEGIONS  
**Type of unit:** Elite Division  
**Number of units:** 2  
**MV:** 6, **BR:** 182  
**Personnel:** 1091  
**Troop Class:** Excellent

**Army Commander:** Prince (M 18) riding pegasus (CB + 1, Int + 3, Wis + 1, appropriate magic items)  
**Deputy Army Commander:** Count (M 12) riding pegasus

- **Unit 1:** 120 elite F 2 human cavalry, bows & swords, riding warhorses, 3 Sergeants (F 3), 1 Captain (F 4)
- **Unit 2:** Identical to Unit 3
- **Unit 3:** 120 regular F 1 human cavalry, bows & swords, riding warhorses, 3 Sergeants (F 2), 1 Captain (F 3)
- **Unit 4:** Identical to Unit 3
- **Unit 5:** 160 regular bugbear infantry, spears, 4 bugbear Sergeants, 1 bugbear Captain
- **Unit 6:** Identical to Unit 5
- **Unit 7:** 40 Hill Giant skirmishers
- **Unit 8:** 40 Troll skirmishers
Red Arrow, Black Shield

by Michael S. Dobson

An Adventure for Character Levels 10-14

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INTRODUCTION

The Master of the Desert Nomads, whose name is spoken only in whispers, has returned from the dead to lead the nomad tribes of the Sind Desert to victory and plunder!

Running The Adventure

Red Arrow, Black Shield is a unique adventure for the DUNGEONS & DRAGONS® game system, in which the player characters lead diplomatic missions and armies against the Desert Nomads and their evil leader, The Master. Unlike most D&D® adventures, Red Arrow, Black Shield uses two different systems for mass combat: the War Machine rules from the D&D® Companion Set (reprinted in part here) and the BATTLESYSTEM™ Fantasy Combat Supplement, which is needed in order to play.

The adventure is played on three different levels: individual role-playing, BATTLESYSTEM™ tactical mass combat game, and War Machine strategic combat. The map and counters in this adventure are used for War Machine combat, but can be used in future campaign play to add new life to the D&D® campaign world.

This adventure is designed for a party of 4-8 characters of 10th to 14th level of experience, and the range of character classes should be well balanced. The party will benefit from having at least one magic-user of 12th or higher level, and at least one character with a Charisma of 15 or better. Each character should have two or three magic items appropriate to his or her level. An assortment of pre-generated characters is provided in this adventure.

This adventure provides a transition for Expert-level characters into the D&D® Companion Set, which covers character levels 15-25.

Abbreviations

In addition to the abbreviations listed in the D&D® Basic Rules, the following abbreviations are used in this adventure:

AR = Attack Rating
BFR = Basic Force Rating
BR = Battle Rating
DL = Discipline
SA = Special Attacks
SD = Special Defenses
d% = Percentile dice roll
#Fig = Number per Figure
HD/Fig = Hit Dice per Figure
OL = Open Locks
FT = Find Traps
RT = Remove Traps
PP = Pick Pockets
MS = Move Silently
CW = Climb Walls
HS = Hide in Shadows
HN = Hear Noise
This adventure begins in the town of Akesoli, a main trading port and commercial city on the shores of Lake Amsorak. Akesoli is the focus of all trade with the mysterious lands to the west, including Hule, the Savage Coast (see X9, The Savage Coast), and other points west and south. Adventurers are not unknown here; many pass through Akesoli after adventures in the west, or in the Wild Lands to the south (see X6, Quagmire). Akesoli is one of the most important cities of Darokin, thriving on all manner of business.

The Chase Flow Chart

The town of Akesoli (and, in fact, all of the towns and cities visited in this adventure) uses a special mapping technique, called a Chase Flow Chart. You can use the Chase Flow Chart to represent an entire city without having to construct a detailed map for it.

The Chase Flow Chart is made up of circles that show typical street intersections and circles that show Hazard locations. A Hazard is an obstacle or event that affects play. The circles are connected by arrows. A number is printed next to each arrow; these numbers represent the number of feet between the circles. The letters inside each circle represent buildings, landmarks, or other events; they may change from city to city.

Ten of the circles are numbered; these circles are starting places. Whenever a chase begins, or player characters are just walking through the streets, roll 1d10. Start in the circle that corresponds to the die roll.

The Location Chart lists some of the buildings that may be found in each circle. If the player characters want to locate a building, roll 1d10 to determine a random location for it. Characters can ask passers-by for directions, look for signs, go into shops and ask around, or otherwise explore until they find what they're looking for. Once the PCs have located something, it becomes fixed; make a note on the Locations Table so that whenever the PCs return to that location they find it again.

Only key shops and buildings are listed on the Locations Table. Residences are everywhere; the streets are clogged with people during the daytime. At night, parties of 4-8 guards patrol the streets, and fewer citizens are out. If the PCs attack the city guards, they attract the attention of the entire neighborhood. Within one turn, 20-80 reinforcements arrive. If necessary, civilians help them track down the PCs.

Some circles have the word "HAZARD" in them, and a "HAZARD" result is given for certain letters on the Location Chart. When the player characters wander into a Hazard Circle, roll for an encounter on the Hazard Table, given in this section.

Locations Table for Akesoli

A. Inn, General Store, Cobbler, Stable
B. Tailor, Fletcher, Moneylender, Armorner
C. Constable, Tax Collector, General Store
D. Mayor’s Palace, Government Offices
E. Bowyer, Alchemist, Brickmaker, Carpenter
F. Grocer, Stonecutter, Barber, Florist
G. Perfumer, Dyer, Jeweler, Temple, Smith
H. Tanner, Food Store, Stable, Butcher
I. Inn, Stable, Winemaker, Goldsmith, Scribe
J. Candlemaker, Armorer, Temple, Lumber Mill
K. HAZARD, Residences, Tavern, Market
L. Tavern, Temple, Belimber, Beauty
M. HAZARD, Residences, Butcher, Stable
N. Weaponsmith, Dairy, Glassblower, Jeweler
P. Butcher, Herbman, Bakery, Hatmaker
Q. Docks, Shipwright, Chandler, Warehouses
R. HAZARD, Outdoor Bazaar, Puppet Show
S. Outdoor Market, Bazaar, Tavern
T. Inn, Stable, Magic Shop, Moneylender
U. Leatherworker, Alchemist, Potter
V. Clothmaker, Sailmaker, Candlemaker
W. Musical Instruments, Scribe, Illuminator
X. Fish Market, Wine Shop, Weaver, Tailor
Y. Blacksmith, Stables, Tavern
Z. Town Gates, Tax Collector, Moneylender

Hazards

When PCs wander into a Hazard Circle when they are simply exploring the town and are not involved in a chase or crisis, roll 1d4 and apply the result from the following table.

Hazard Table: Everyday Life

1. An 8th level thief attempts to pick the pockets of someone in the party. If the attempt succeeds, the victim loses one item of value, but does not miss it immediately. Wait until the victim tries to pay for something, for example, and then tell him that he has no cash. If the attempt is detected, the thief runs for it. If the thief is caught and turned over to the constabulary, the local officials pay a reward of 100 gp.

2. Someone in an upper-story window carelessly empties a bucket of garbage into a curbside gutter. A big bucket of waste from a second-story window lands on one of the PCs, drenching him or her head to toe. The dumper quickly ducks out of sight.

3. A cart overloaded with chickens in cages is being pulled down the street, and suddenly overturns. Approximately 400 chickens escape, flapping and squawking loudly. Peasants run out of the houses to grab chickens (free dinner!), dogs bark furiously, feathers fly everywhere. The PCs are at the center of all this chaos.

4. A wild dog (AC 7; HD 2 + 2; hp 10; MV 180’ (60’); #AT 1 bite; D 2-12; Save F1; ML 8; AL N; XP 25) bites the ankle of one of the NPCs. There is a 10% chance it is rabid. Rabies symptoms appear within 4 hours, consisting of high fever and delirium. If untreated, the disease kills within 48 hours. A cure disease spell will cure the rabies, but the victim is left weak (Strength and Constitution 1/2 normal) for 24 hours. After that period has passed, all abilities return to normal.

Pursuit Situations

If the PCs are fleeing or chasing someone, go back to the Chase Flow Chart. The distance between each circle is given in feet. Use the encounter speed (feet per round) for PCs and their opponents. Running speed is 3 times encounter speed.

First, determine in which direction the pursuit is going. Then determine which side is faster. Calculate the difference in speed between the two groups.

In each round of the chase, first figure out how far the party in the lead travels. Then use the difference in speed between the parties to find out if the chase gains or loses ground in the chase. If the chaser catches up, run melee combat normally.

Each time the party in the lead reaches a circle that has a branching intersection, the fleeing party escapes its pursuers if the distance between the destination circle and the previous circle is less than the distance between the two parties.

The fleeing party may try to duck into a building or otherwise try to shake the pursuers. The base chance to succeed is 5% + 5% for every 10 feet between the leader and the pursuers. Roll the dice secretly for this roll. If the roll fails, the pursuers have spotted the fleeing party entering the building.
THE INVASION OF AKE SOLI

Market Day in Akesoli

The hot, dusty streets of Akesoli are jammed with people from all levels of humanity. Hawkers of goods line the narrow, crooked streets, shouting out their pleas for buyers.

The smells of city life are almost overwhelming—the stink of sweaty people and animals mixed with exotic spices from the strange lands to the west, the smell of the butcher shop mixed with the sweet odor of fresh bread hot from the baker's oven. Near the docks, the powerful odor of the huge fishmarket point the way to Lake Amsorak.

The brushes you have had with death and the scars you carry seem to have given you an aura of mystery and power...people who have jostled and pushed their way through the noisy crowds politely move out of your way. A path through the crowds opens up before you as you walk, and closes behind you as the crowds crush in again. Vendors offer you a free taste of their wares and beg you to accept incredible bargains in their merchandise.

This is a typical business day in Akesoli—hot, crowded, and always conducted at the top of the lungs. Most areas of the city are similar. The PCs can wander about as they like, checking out the city. Everyone they meet is far too busy to talk to them. If the PCs want food, drink, news, or just peace and quiet, they will have to find an inn.

The Inn Crowd

Several inns are shown on the Location Chart. Whether the PCs are actually looking for an inn, or merely for the things an inn can provide, they find the Next Door Inn. It doesn't matter in which circle on the Chase Flow Chart the inn is located.

The inn provides welcome relief from the heat and clamor. The innkeeper, Zeb, a burly man with a huge mustache, greets you heartily, as does the barmaid, Tracy, an attractive and very friendly serving wench. Looking around, you spot the regular customers and quickly pick up their names and habits from the background conversation—Dugald, a bearded, balding man with an incredible tolerance for drink, Geoffrey, a sweaty carpenter, Harald, a magician's apprentice, and Jon, an all-too-talkative scribe.

The Inn exists as a place to start the adventure and bring all the characters together. It is also a place where the PCs can find out where things are located in town or can hear rumors about the Desert Nomads. The PCs can learn that the nomads have been buying more horses and metal lately and haggled less than usual, travelers from the Sind Desert have been experiencing the worst weather in years, with particularly bad sandstorms, the nomads have been more arrogant and abusive when they come in to trade, and some people fear attack by the nomads, but the general opinion is that the nomads pose no serious danger—they argue among themselves too much to threaten others.

The PCs arrive in Akesoli several days before the Desert Nomads invade. They should have ample opportunity to buy any equipment or supplies they may be lacking, and to otherwise rest and recuperate from previous adventures. Once the PCs are completely equipped and outfitted, and have explored the town to their heart's content, the adventure begins.

The Invasion Begins

Running With the Inn Crowd

This event takes place one morning while the characters are having breakfast in the Next Door Inn.

The kitchen door swings open with a clatter. Zeb the Innkeeper and Tracy the Barmaid enter carrying steaming platters laden with hot breakfast food—mounds of scrambled eggs, rashers of bacon, loaves of fresh bread, and mugs of strong coffee. People begin grabbing at the food as soon as they place the trays on the table.

"Don't grab," says Tracy, the dark-haired serving wench, in her musical voice, "There's plenty more in the kitchen when this is done!"

You and your fellows happily stuff yourselves in a long, leisurely breakfast. It is a pleasant change from the hardships of the adventuring life. And when you cannot find room for a single bite more, you relax with the fine cigars from Zeb's personal larder. It's going to be a lazy, sun-drenched day...

In the distance, the din and roar of the town of Akesoli seems to be getting louder. A lot of people seem to be shouting in the streets. It's hard to make out their words, but it sounds like there's some sort of disturbance going on.

This is the beginning of the invasion. If the PCs don't immediately head out into the street, Geoffrey, the carpenter, bursts through the door, sweat pouring down his face, gasping for breath. "It's...an attack! The...nomads...they're invading Akesoli!"

When the PCs first go out into the street, they are confronted with an incredible sight.

The sun has dimmed and reddened strangely. As you step out into the street, you are greeted with an incredible sight! Overhead, a swirling red morass, like an aerial whirlpool, has appeared out of nowhere to cover the city, casting a sinister red pall over everything.

This is a magical swirling sandstorm, a strange creation of The Master's mysterious powers. It begins at a height of 30 feet and stretches to 700 feet. If the PCs try to fly into the cloud, they are buffeted by howling winds and stinging sand (3 hp/round automatic damage, no spell-casting or missile fire possible, if flying device requires concentration, must save vs. Spells each round or lose 10-40 feet of altitude) until they give up or reach the top of the storm. Above the storm waits another threat—The Master's airboats.

Four airboats patrol above the cloud. The airboats resemble sea-going longboats, complete with oars. Once the airboat commanders spot the flying PCs, they attack, always remaining above the storm unless they are destroyed. The airboats have a MV of 36", and can change direction up to 180 degrees per Game Round. The airboats can travel at all three game altitudes (see BATTLESYSTEM® game case [15.1]) and can land on the desert sands. Missile fire from the airboats is made at no penalty. The hit dice of an airboat is equal to the sum of the hit dice of its occupants plus 30 HD for the airboat hull itself. A Wound on an airboat means that one-half of the archers on board can continue to fire. An airboat that is destroyed (2 Wounds or a Kill) crashes in flames. If the airboat lands on figures, those figures take 10 HD of damage per individual. The airboats do not carry bombs.

Akesoli In Torment

One regular division of the Desert Nomad army, augmented by some special troops from The Master's private force, the Legion of Doom, has invaded Akesoli. You can set up the wargame map at this time, placing a Desert Nomad division counter on the Akesoli hex, but it is not necessary to do so until the next chapter, in which the PCs become directly involved in running the forces of...
Map 1 The Generic City Chase Flow Chart