

Back to the Hills

A One-Round AD&D Living City Adventure

by Matthew Capstraw

Misfortune has once again beset the village of Hill and Hallow, and monsters are ravaging the countryside. Can adventures from Raven's Bluff protect them? An adventure for Tiers 1-5.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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

LIVING CITY Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals that can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

DM Notes

This module is a sequel to *When Ao Comes to Town*. It is not necessary that the PCs play Ao prior to this module, but separate boxed text is provided for PCs with at least one party member having the Peasant Hero of Hill and Hallow cert and for those parties that do not.

The main differences are that the version for the Peasant Heroes has friendlier towns people and more references to the previous module. This way the peasant hero certs are useful and people who have not played the first module don't have the entire plot of the earlier module revealed.

Also, you should check the certs and character log sheets of those who have played *When Ao Comes to Town*. If the PC has an infamy point from the previous module, they will be shunned in the town. No villager will talk to them except to throw cures at them. Also, if any PC has the cursed ring of Mask from the earlier module, any Priest of Mask in this module would recognize it and act accordingly.

Finally, make sure that you have a list of each character's alignment and what weapons they wield. This information is needed for encounters 8 and 12 respectively.

Adventure Summary and Background

This module is intended to be a sequel to the module *When Ao Comes to Town*. It is not necessary for the PCs to play the other module prior to playing this one, but the villagers will be much more courteous and helpful to any PC with the Peasant Hero of Hill and Hallow

Certificate. There is separate boxed text in some areas for PCs with the hero certs and for PCs without.

In *When Ao Comes to Town*, a group of adventures defeated a Priest of Mask who is trying to take control of the Village of Hill and Hallow. What the PCs never learn is why the priest would choose to take over this of all the small towns.

Located in the hills near the town is a sealed doorway protecting – what the priests of Mask believe to be – a huge collection of magical treasure. Unfortunately, the complex was never completed and the magical items were never moved in. What happened was the mage was killed by a rampaging golem, while attempting to enchant some protections for his lab. The workmen sealed the complex to protect themselves. Now, some followers of Mask are searching for this lair to plunder the magical artifacts they believe are contained within.

The original plan was to charm the entire town. This was to serve the dual purpose of keeping away any unwanted attention in the hills while the followers of Mask searched for the lair, but also to provide a workforce to help in the searching. Adventurers thwarted this plan before Jeric could put the town's people to work searching for the tomb.

Despite Jeric's defeat, the followers of Mask have continued to search for the tomb. Whenever a villager would come close to the area they were searching, the mage would summon monsters to run them off. This was working well, but the events of the last few days have scared the villagers enough to hire adventurers.

Also, a strange woodsman nosing around town hasn't helped any. He is, in fact, Jaress, a ranger who was in love with the village's former druid, Derva, who was killed by Jeric in the first module. He has been nosing around town trying to find out what happened and why.

Two days before the adventurers were hired, a small group of refugees from the destroyed village of Hidden Hallow were found killed not far from town. The tracks were unmistakably humanoid. This attack, coupled with the recent appearances of all sorts of monsters in the hills, has scared the village elders into acting. They dispatched a messenger to hire the adventures.

In the mean time, the followers of Mask have discovered the door they were looking for and have begun to disarm the magical traps on it. Their elation at the discovery caused them to let their guard down. A group of children from the village, searching for bandit loot they think is hidden in the caves, stumble upon the followers. The children are quickly taken prisoner by the followers of Mask.

While investigating the disappearance and the strange happenings in the caves, Jaress is also captured.

The adventure begins with the PCs relaxing in a bar, when the messenger from Hill and Hallow arrives. He attempts to hire them and escort them back to the village.

Once they arrive there, the village elders tell them that the mission to rid the hills of the rampaging humanoids has expanded to include rescuing some missing children. They also express concern about a strange woodsman that has been in town lately asking a lot of questions. Since the villagers have no idea where the humanoid camp is located, they suggest that the party speak with some of the local shepherds at the inn or the family of one of the missing boys so they can get an idea of where to start to look.

The PCs can speak with some of the town folk in the local tavern, and learn that there has been a lot of humanoid and other creatures coming out of no where and attacking them and their flocks if they venture into the hills. They also learn more about the concerns about the mysterious woodsman. They can also speak with the little brother of one of the missing children. He can tell them where his brother went.

Once the PCs leave the town and go to the hills, they can go towards the cave or to the site of the attack. The attack will not lead to any clues.

The PCs travel to the cave and stumble on a group of monsters before they reach it. After the battle, the PCs find the cave, enter it and come to the door. The PCs are able to enter it; after they defeat the guardian, the priest and a wizard will attack them.

After defeating the priest, wizard and a whole lot of summoned monsters, the party have to search the rest of the cave complex to find the children. They will discover a human man, the ranger, with a sword in his hand having just dispatched a small person. Actually, this is the ranger that has been snooping around town, and he has just killed one of his abductors, but unfortunately, since the abductor is a halfling, it looks as if he is standing over the body of a dead child. If the PCs have the peasant hero cert, the captured children will recognize them and yell for them to stop. If they don't have the cert, the children will not recognize them.

Encounter One

Why can't we ever have a drink in peace?

For this encounter, and some of the later encounters, separate boxed text and information are provided for PCs with the Peasant Hero of Hill and Hallow Certs and parties that do not have a person with that cert. Make sure you use the correct boxed text.

Version A : With Peasant Hero Cert

For parties with at least one member who has the Peasant Hero of Hill and Hallow cert:

It's a quiet morning in Raven's Bluff as you make your way through your daily routine. There aren't any monsters wandering the streets, nor are there Gods doing battle. At last, you may finally have a quiet day. You going into the Sleepy Dwarf tavern to have your midday meal, and, as always, its packed with patrons. You are greeted at the door, but a rather plain looking serving girl that explains to you that there aren't any open tables so she will have to seat you with some other adventures. You are brought to a table where several other individuals who have just sat down.

Obligatory description time.

After all of you have introduced yourselves, the serving girl returns to take your orders. Just as she leaves the doors to the tavern are flung open, and an exhausted young man who is covered in dust from a long ride comes in and looks about the tavern. He looks over at your table and a smile comes to his face as he begins to hurry over. "Thank the Gods I have found you <INSERT PC names who have the Peasant Hero Certs HERE>!" he says with obvious exuberance as he approaches you. You think for a moment, and then remember him as Marcus, a farmer from the Village Hill and Hallow that you helped some time ago. He takes each of your hands and shakes them vigorously. "It's a blessing that I was able to find you. There are problems in the village and we need your help once again. Some of the monsters have been coming out of the hills and attacking the farmers and shepherds. We desperately need your help to find them. Will you help us?"

Use the additional information following version B, but have Marcus be very helpful, and volunteer information.

Version B: Without Peasant Hero Cert

Opening for PCs who don't have a party member with the Peasant Hero cert.

It's a quiet morning in Raven's Bluff as you make your way through your daily routine. No monsters are wandering the streets, nor are there Gods doing battle. At last, you may finally have a quiet day. You make your way to the Sleepy Dwarf tavern to have your midday meal, and, as always, it is packed with patrons. You are greeted at the door, but a rather

plain serving girl that explains to you that there aren't any open tables presently, but tells you that she can seat you with some others who have also just arrived. When you arrive at the table, there are several other individuals already seated there.

Obligatory description time.

Once all of you have introduced yourselves, the serving girl returns to the table with your meals. Just as she leaves the doors to the tavern are flung open, and an exhausted young man comes in. He scans around the tavern with an obvious look of disappointment on his face. With his eyes downcast, and his head hanging low, he walks over to your table. After standing at the head of your table for a moment, as if trying to figure out what to say.

"Ah, excuse me, my name is Marcus. My village really needs some help. I was sent here to see if I could find a band of adventures that had helped us before, but I couldn't find Sir Hugh, Rajak, Gimme, Andre, and Dyrun. We're really desperate for help. Are you adventures, and would you be willing to help our village?"

If the one of the PCs has the Peasant Hero Cert, Marcus will treat them as old friends and be exceedingly helpful in the conversation. He will volunteer information, complement them on their dress, and discuss how much the village misses them and will be ever so grateful for them to return.

On the other hand, if the PCs don't have the Peasant Hero certs, he will be shy, nervous, and a little distant. The PCs will have to be much more proactive to get information out of him.

In either case, he can provide the PCs with the following information:

1. He has been sent by the Village of Hill and Hallow to obtain the assistance of a group of adventures.
2. Monsters have been coming out of the hills and attacking the farmers and shepherds.
3. The monsters have ranged from short humanoids with spears to even trolls!
4. The attacks have been happening on and off.
5. There was just an attack by a group of trolls on some refugees from Hidden Hallow. They are scared that they will be next.
6. It takes a day and a half, less if they hurry, to get to Hidden Hallow from Raven's Bluff, so Marcus wants to leave immediately.
7. Marcus isn't sure, but he thinks this may be tied in to the recent troubles in the village. If pressed he will state that some things are best forgotten.

If asked about payment, Marcus will tell them that the village has put together a great sum of money to hire adventures. He's not sure how much, but it's more coins than he has ever seen.

Encounter 2 Back to the Hills

The first day of travel will pass uneventfully for the characters. There are plenty of adequate camping places along the way. On the second day of travel, present the following:

On the second day of traveling you have reached rows of cultivated fields almost ready for harvest. In one of the fields you can see a farmer and a farmhouse in the distance.

If they have the cert, present version A. If the PCs do not have a peasant hero cert use version B.

Version A : With Peasant Hero Cert

If a party member has the cert, present the following:

The farmer looks at you party, and stares for a moment. Even with the distance, you can see a smile on his face as he drops his pitchfork and hurries over to you.

As he gets closer, you recognize him as Winford, one of the farmers of Hill and Hallow.

“Wonderful to see all of you again!” he says as he shakes each of your hands and good naturally slaps you on the back. “Great job Marcus! I told the town elders that you all would come and help us again. I wish your visit could come under better circumstances, but its still good to see you. Come to the house, and I’ll have the misses get a good lunch ready for all of you. That will give you and your horses a little bit of a break before you journey to the village.”

Winford will invite the PCs into his home, and with the help of his wife, will prepare them a wonderful hot meal. He can also tell the party the following:

1. There have been sightings of monsters all over the place.
2. It started about a month ago.
3. Mainly in the hills south of town, but it hasn't been in one specific area.
4. It has been terrible for the shepherds. They will be grazing their flocks in the hills, and suddenly monsters will come out of no where and attack. At least they have been able to escape.

5. There has been a strange man nosing around the village lately. He says he's a woodsman, but he's been asking a lot of questions about Minister Jeric, the Plague, and Derva, the Druid that once lived here.
6. While Winford has never seen this new visitor, he has heard gossip about him. From what he's heard, the visitor is a human male in his mid-forties. He walks with a cane, and doesn't carry any weapons other than a bow on his back.
7. The monsters started just as he showed up.

Version B: Without Peasant Hero Cert

The farmer looks up at you and snorts. Marcus waves to him, but the farmer ignores him.

If Wilford is pressed, he'll just respond that Marcus was supposed to find the heroes Sir Hugh, Rajak, Gimme, Andre, and Dyrun. He hopes the PCs are half the heroes they are. He will not volunteer any additional information.

Encounter 3 A warm welcome or a cool reception

If they have the cert, present version A. If the PCs do not have a peasant hero cert use version B.

Version A : With Peasant Hero Cert

You enter Hill and Hallow, and see that little has changed since you last visited. The banner proclaiming that the large stone building in the center of town is a Temple of Ao has been removed. Smoke rises from the shop of Michael's father, Tiberious the blacksmith, and the inviting smells of spiced cakes come from a newly constructed tavern, the Farmer's Rest. Villagers start to pour out of cottages and onto the street as word spreads of your arrival. Each of them greets you warmly, and thanks the Gods for your return.

Tiberious, the blacksmith, comes up to you. “My friends,” he says, “it is good that you have returned. There is much we must speak about. Please follow me. The town elders wish to speak with you in the town hall.”

Tiberious leads you into the large stone building in the center of town that you remember once being the Temple of Ao. Inside you see that the windows have been replaced and the rafters have been repaired, but some signs of the battle that took place here remains. Luckily, where an altar once stood is

now simply a stack of boxes and a few bags of grain. Inside are a few villagers; each begins to smile as you enter.

You are beckoned to take seats around the table, and each of you is offered some food and wine. Devear, the town elder, begins to speak: "I'm glad Marcus was able to find you. No doubt, but this time, he has told you of our predicament.

"For the last month, monsters have been attacking shepherds grazing their flocks in the hills. There has been no rhyme or reason for these attacks. While these attacks concerned us, no one had been seriously injured and we did not think it was necessary to call for the assistance of adventures until five days ago.

"A little over a three hours ride to the east, a family of refugees from Hidden Hallow set up a small far farmstead. A little over a week ago, one of our shepherds, Devin, was grazing his flock near the farmstead, and he saw smoke in the distance. He went to investigate, but by the time he reached the farm, the damage was already done. The farmhouse had burned to the ground.

"There was only one survivor; a farm hand named Jacob. He was hiding from the attacking monsters in a root cellar. Until this attack, none of the monsters had attacked a home; they have only been frightening our flocks. The people in the outlying farms are now scared that they may be next. That's why we want to hire you."

At this point, the door to the warehouse is opened, and another man enters. "Elder, please excuse this intrusion, but something terrible has happened. Some of the village children are missing!"

"Oh, by the Gods, do you have any idea where?" The Elder inquires.

"No, but I think they may have been headed to the hills south of the village."

Devear turns back to you. "It seems that your mission has taken on an urgent turn.

The Village elders can tell the PCs the following:

1. There were four missing children, Eric, Chris, David and Michael. David has a younger brother, Jamie, who is still in town. He may know where his brother went. Eric, Chris and Michael don't have any other siblings.
2. Jamie has a tendency to follow his older brother around.
3. There are a lot of caves in the area south of town; the children or the monsters could be anywhere. Some of the shepherds could probably tell you where the most recent attacks have been. That may give you an idea to where the children and creatures are.

4. Jeric's body has been buried in the woods. He is quiet dead, and the grave has not been disturbed.
5. The village elders will honor all reasonable equipment requests i.e. anything that can be obtained from a farming community that the PCs ask for will be provided if the request is even remotely reasonable.
6. As compensation, the village elders will offer a chest full of coins. Unfortunately, once all the coins are counted, it only comes up to 800 gold pieces for the entire party. This is still a fortune for this small farming community. If this isn't enough money for the PCs, see if you can convince them to go suggesting the monsters may have money, or get them involved in some other way. If they won't oh, well, it can be fun to do three hours of impromptu role-playing.
7. The elders will tell the PCs that Devin and Jacob can probably be found at the Broken Plow, a new bar in town. Also, there may be some of the shepherds there that can help them get an idea of where those attacks have been happening.
8. The only other thing that has been happening out of the ordinary lately is that there has been a woodsman coming into town. He has been asking a lot of questions about Jeric, the Plague, and a Druid named Derva that once lived here.
9. The woodsman is human, and carries a bow on his back. He doesn't have any other weapons that the elders have seen, and he walks with a cane.
10. None of the elders knows the woodsman's name.
11. They aren't sure what kind of monsters attacked the farmhouse, but it may have been trolls.
12. Monster sightings have included orcs, goblins, jermalin, trolls, and gnolls.
13. The Elders will state that those poor people for Hidden Hallow must be cursed; Dragons home destroyed their other and now other monsters burnt down their new home.

Version B: Without Peasant Hero Cert

Present the following to parties that do not have the Peasant Hero cert:

Marcus takes you into the small village of Hill and Hallow. There are a few small cottages, a blacksmith shop, a tavern, and a blacksmith shop. In the center of town is a large stone building that looks as if it serves as a storage house in harvest season and a meeting place for the rest of the year.

Marcus leads you into the stone building, and two men are waiting inside, seated at a table. One of them an older human male dressed in simple a simple jerkin and britches, upon seeing your group enter,

risers up and says, “Ah, Marcus, its good that you have returned. Are these adventures that will help us?” You can see a faint look of disappointment on his face.

Marcus nods. “Yes While I was unable to find the adventures that had helped us before, I believe these fine people possess the courage and skills to aid us.”

The farmer, looks over your group for a moment. “Well, I don’t think we have any choice. Over the past month, bands of humanoid monsters have been attacking our shepherds out in the fields to the south of town towards the hills. Up until a few days ago, we’ve been lucky enough to have no one seriously hurt in any of these attacks. Mainly they have just scattered our flocks and run us away from the hills.

“A few days ago, while grazing his sheep in the grassland east of town he saw a plume of smoke coming from a farmhouse in the distance. The people living there had just recently moved from Hidden Hallow. When Devin reached the house, he found it burned to the ground. The only person that survived was a farm hand named Jacob. You might be able to find those two at the Broken Plow tavern across the way. After this attack, people in the outlying farms are concerned that they may be next, so that’s why we want to hire you.

At this point, the door to the warehouse is opened, and another man enters. “Elder, please excuse this intrusion, but something terrible has happened. Some of the village children are missing!”

“Oh, by the Gods, do you have any idea where?” the Elder inquires.

“No, but I think they may have been headed to the hills south of the village.”

The Elder turns back to you. “It seems that your mission has taken on an urgent turn. Will you help us?”

The Villagers will also tell them the following:

1. There were four missing children, Eric, Chris, David and Michael. David has a younger brother Jamie who is still in town. He may know where his brother went.
2. There are a lot of caves in the area south of town; the children or the monsters could be anywhere. Some of the shepherds could probably tell you where the most recent attacks have been. That may give you an idea to where the children and creatures are.
3. As compensation, the village elders will offer a chest full of coins. Unfortunately, once all the coins are counted, it only comes up to 800 gold pieces for the entire party. This is still a fortune for this small farming community. If this isn’t enough money for the PCs, see if you can convince them to go

suggesting the monsters may have money, or get them involved in some other way. If they won’t oh, well, it can be fun to do three hours of impromptu role-playing.

4. The elders will tell the PCs that Devin and Jacob can probably be found at the Broken Plow. Also, there may be some of the shepherds there that can help them get an idea of where that attacks have been happening.
5. The only other thing that has been happening out of the ordinary lately is that there has been a woodsman coming into town. He has been asking a lot of questions about the town. The elders will not elaborate.
6. The woodsman is human, and carries a bow on his back. He doesn’t have any other weapons that the elders have seen, and he walks with a cane.
7. None of the elders knows the woodsman’s name.

Caldon and Tiberious will be very hesitant speak about what happened in the village with Jeric. It is still a very touchy subject with them, and they don’t see it has having any bearing on the current situation. In their opinion, Jeric was just seeking to enslave them, not trying to cover up something else. They think this has more to do with that mysterious woodsman than Jeric.

Encounter 4 Investigation

The encounters in this section are for PCs that are looking for additional information in the village.

The Bar

Version A: With the Peasant Hero Cert:

You come to the tavern, and it’s a ramshackle hut made out of wood and stone. A sign hanging above the door declares it to be the Broken Plow.

Upon entering the tavern, you can see a bartender, a serving girl, two men at the bar, and another pair of me drinking at a table in the far corner.

The patrons look at your group and begin to smile and the bartender reaches under the bar and pulls out a bottle.

“By the Gods, our prayers have been answered, our hero’s have returned. Come, what can we do for yeah? Food or drink after your long journey? Remember, you coins are no good here.” The bartender smiles.

A man at the bar stands, and says, “I’m Hank, and,” gesturing to the man next to him, “this is my brother Will. We’re shepherds. Over there,” gesturing

to the table, “is Devin, he’s a shepherd too, but he won’t go out after what he saw at that farm house, with him is Jacob. He just moved here.”

The bartender will serve the PCs anything they want, within reason, and will not take payment from them.

When the PCs ask Will and Hank what they know, they will relate the following:

“Well, we were working in the fields, getting ready to bring in the sheep, then we see a group of big guys in chain mail wielding swords running at us. I wanted to get my sheep out of there, but there were coming at us so quickly. Hank and I just started to run, and when we finally looked back, we had lost them. Some of our sheep wandered back to us, but not all of them.

If they are asked about the missing boys neither knows that they are missing. They will relate that there have been stories about treasure hidden by bandits in the caves. Maybe that’s what they went looking for. Also, that David has a younger named Jamie that is always following him. Maybe Jamie knows where they went.

They will also tell the PCs the following other bits of information:

1. There were 7 of the creatures. They were humanoids, but they were really big, and had noses like a pig. They think they were orcs, but they aren’t sure.
2. The attack happened over a week ago to the southeast of town, but the most recent attacks have been due south of town.
3. There have been attacks to the southwest too, but, from what they’ve heard, the monsters were short men with spears. Maybe goblins. They haven’t heard of any problems to the southeast since the farmhouse burned down three weeks ago.
4. There has been a strange man in town for the last few days. He’s been asking a lot of questions about the plague, Jeric, and Derva, the druid who once lived here.
5. He is a human male in his mid forties, with black hair that is starting to gray, a beard, and he carries a bow on his back. They always have seen him walking with a cane, but no other weapons.
6. He has eaten at the tavern, but very little and didn’t drink any alcohol.
7. The villagers don’t like him, he’s poking around about things that are best left forgotten. Asking a lot of questions about what happened to Jeric.
8. The Will has seen him near where they buried Jeric, and has seen him snooping around the stone building that served as the temple.
9. Hank has seen him snooping around Derva’s old hut. They think he stayed there.

10. They haven’t seen him today.

11. None of the people in the bar know his name.

Speaking to Devin and Jacob:

If Jacob is asked about the burning of the farmhouse, he will relate the following:

We had just moved from Hidden Hallow. The Dragon attack destroyed our home, and we didn’t think it would be safe to rebuild there. We located a nice piece of land, and began to farm it. We quickly built a small house. A week ago now, I was working in the root cellar, and I heard a commotion outside. I peaked out, and saw a group of giant green skinned men with warts all over their bodies attacking my friends. I was about to leave the root cellar to help, but I could see it was already too late. One of the creatures had already killed Leonard. I heard a scream from the house, and then the sounds of a fight. A lantern must have gotten knocked over, because the next thing I knew, the house was on fire. Luckily for me, the fire seemed to scare the creatures and they left before they found me. Devin came to the farm a while later.

Devin and Jacob can tell the party the following information:

1. The monsters that attacked the farmhouse may have been trolls.
2. The farm is about three hours ride to the east of town.
3. Prior to this attack, there hasn’t been any sign of monsters around the farmhouse.
4. Devin knows that the boys are missing, and while he doesn’t know where they went to, he does know that Jamie will follow his brother David around. Jamie may know where he went.
5. The strange man in town was supposed to meet Jacob at the bar today to talk about the attack. He offered to buy him a drink.
6. In fact, no one has seen the strange woodsman today.

Version B – without the Peasant Hero

You come to the tavern, and it’s a ramshackle hut made out of wood and stone. A sign hanging above the door declares it to be the Broken Plow.

Upon entering the tavern, you can see about a bartender, a serving girl, two men at the bar, and another pair of me drinking at a table in the far corner.

The patrons look at your group, and the bartender pipes up. “Can I help you?”

The bartender will be a little standoffish with the party. He will serve the party decent food, at normal prices. The two seated at the bar are Will and Hank, two shepherds and at the table are David and Jacob.

If the PCs speak with Will and Hank, they will be a little distant. They are not comfortable with strangers in town, but would like to see the monster problem taken care of. They can tell the PCs the following:

1. There has been a strange man in town for the last few days. He's been asking a lot of questions about stuff best forgotten. The villagers won't elaborate.
2. He is a human male in his mid forties, with black hair that is starting to gray, a beard, and he carries a bow on his back. They always have seen him walking with a cane, but no other weapons.
3. He has eaten at the tavern, but very little and didn't drink any alcohol.
4. The villagers don't like him, he's poking around about things that are best left forgotten.
5. Hank has seen him near where they buried the druid that died, and has seen him snooping around the stone building that storehouse.
6. Will saw him snooping around a deserted hut out in the woods. They think he stayed there.
7. Neither knows his name.
8. Will and Hank encountered some monsters in the hills south of town.

Devin and Jacob will also be uncomfortable around the adventurers. They can relate the following:

1. The monsters that attacked the farmhouse may have been trolls.
2. The farm is about three hours ride to the east of town.
3. Prior to this attack, there hasn't been any sign of monsters around the farmhouse.
4. Devin knows that the boys are missing, and while he doesn't know where they went to, he does know that Jamie will follow his brother David around. Jamie may know where he went.
5. The strange man in town was supposed to met Jacob at the bar today to talk about the attack. He offered to buy him a drink.
6. In fact, no one has seen the strange woodsman today.

The Druid's Hut

Derva's cottage is located a short distance outside of town in a small wooded area. As the PCs approach present the following:

The cottage is a small stone and earth building with a thatched roof. You notice numerous animals around

the cottage. As you come closer, you can see that the cottage has fallen into disrepair. There are holes in the thatch roof, the front door has fallen off and the gardens have been completely overgrown.

If the PCs search the area, a successful observation or tracking roll will reveal the tracks of a human man, and the occasional mark of a small stick before the tracks (his cane). If they make the roll by 5 or more, they notice that the person leaving the tracks has a slight limp.

If they search inside of the cabin, they find that the weather, neglect and animals have destroyed the furnishings, but there are signs of a recent habitation; there is a clean bedroll resting in one of the corners along with some dried food. The ranger has been camping here, and taking care of the animals.

Finally, if the PCs speak with any of the animals they will tell them that there was once a druid that lived here, and now she is gone. A man stayed here for a while, but he didn't hurt any of them. In fact he was very friendly, but he didn't come back yesterday.

Jamie

In this encounter, the PCs will have the opportunity to meet Jamie, the little boy who "saw" the others go through the door. Jamie's mother is desperate for help at this point and will accept it from anyone. Jamie will be more sheepish around adventures without the peasant hero cert.

Following the instructions from the village elders, it's not hard to find the cottage where Jamie and his family live. It's a small one-story wood and stone building, and the front door is open.

If the PCs look in or enter the home, read the following:

When you approach open door way, you can hear the sound of a woman sobbing. Inside the cottage is a woman by a fireplace, with a small child at her feet.

"Don't cry Mama," the young boy says, "I saw the adventurers riding into the village! I'm sure they will rescue David. They're heroes!"

"I know, but I'm still worried Jamie." She looks up and sees your party standing there. "Oh, it you! Has there been any word about my son?"

Wait for the PCs to explain why they are there. Jamie and mother can give them the following information.

1. David is Jamie's old brother. He and the other boys have been missing for a day now.

2. The strange man is the one who has been around the village for the past few days. He walks with a cane.
3. He is a human male in his mid forties, with black hair that is starting to gray, a beard, and he carries a bow on his back. They always have seen him walking with a cane, but no other weapons.
4. David's mother does not know where they went off too, but they couldn't have left town. They are told not to venture out of town.
5. Jamie wasn't with them, thank the Gods, because he was grounded.
6. While his mother is talking, Jamie will look very sheepish. If one of the PCs has the Peasant Hero Cert, Jamie will motion for them to come to the side so he can speak with them outside of his mother's earshot. If the party doesn't have the cert, Jamie will look very uncomfortable, but will eventually approach them anyway, since he is worried about his brother.
7. He is grounded, but he sneaked out of the house to follow his brother
8. David was looking for treasure the bandits were said to have hidden in a cave around here.
9. They found a rusted sword near a cave last week, so they think the bandits were camped around there.
10. Jamie followed David and his friends for a while, and he thinks that they went to that cave.
11. As for the strange man in town, Jamie has seen him kneeling down and crying at a grave where the Druid Derva is buried.
12. Also, he has seen him in the hills around the caves.

Farm House

The farmhouse lies an hour's hard ride to the east of town. The house was indeed attacked by a group of hungry trolls looking for food and loot a few weeks ago. As the PCs approach, present the following:

After riding for almost three hours ride from the village, you find what remains of the farm. The ramshackle house has been burned to the ground, but a partially completed small barn still stands only a short distance from the house.

If the PCs search, they find three fresh graves (dug three days ago). If they make a tracking check at -2, they find a few tracks that were made by trolls that have survived the weather. If they make a check by 5, they find tracks made by a human that walked with a cane.

What has happened is that once Jares learned of the attack, he rode out to investigate. When he found the bodies of the farmers he buried them.

Encounter 5 Monsters!

During this encounter the PCs will stumble on some monsters who have recently entered the area.

While traveling towards the hills towards the cave, you hear a guttural cry from the woods on either side of you, and a group of humanoid monsters come running from the woods on either side of the trail.

If the PCs do proper scouting, it is possible for them to avoid or even ambush the monsters.

The monsters will attack the PCs from either side of trail and will enter melee range during the first round of combat. Have the PCs roll surprise normally, but give the monsters a +2 bonus for initiative for the first round only.

Tier 1

Goblins (8): Int Low; AL LE; AC 6; HD 1-1, hp 6; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ S; ML 15.

Saves: PPD 14; RSW 16; PP 15; BW 17; SP 17.

Tier 2

Flinds (8): Int Avg; AL LE; AC 5; MV 12; HD 2+3; hp 16; THAC0 17; #AT 2; Dmg 1d4/1d4; SA disarm; SD nil; MR nil; SZ M; ML 15.

On a successful hit against an opponent wielding a one handed weapon, the target must save vs. wands or the weapon is torn from their grasp by the flind bar.

Saves: PPD 13; RSW 15; PP 14; BW 16; SP 16.

Tier 3

Trolls (5): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 35; THAC0 13; #AT 3; Dmg 1d4+4/ 1d4+4/1d8+4; SA can attack multiple targets; SD regenerate 3 hit points per round after the 3rd round of combat; MR nil; SZ L; ML 14.

Saves: PPD 10, RSW 12; PP 11; BW 12; SP 13.

Tier 4

Trolls (8): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 45; THAC0 13; #AT 3; Dmg 1d4+4/ 1d4+4/1d8+4; SA can attack multiple targets; SD regenerate 3 hit points per round after the 3rd round of combat; MR nil; SZ L; ML 14

Saves: PPD 10, RSW 12; PP 11; BW 12; SP 13.

Tier 5

Trolls (14): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 50; THAC0 13; #AT 3; Dmg 1d4+4/ 1d4+4/1d8+4; SA can attack multiple targets; SD regenerate 3 hit points per round after the 3rd round of combat; MR nil; SZ L; ML 14

Saves: PPD 10, RSW 12; PP 11; BW 12; SP 13.

Searching the monsters yields a total of 20 gold pieces.

Encounter 6 Into the Cave

NOTE: Divination spells will not work in the cave complex due to the enchantments on the tomb. Also, as the PCs are traveling down the hallway, mention that there are small branching caves off to the sides. If they take any of them, except for the last one, have it go for a short distance and then end. If they take the last one, skip to encounter 9, and have the followers of Mask attack.

This encounter is simply allowing the PCs to enter the cave and start making their way to the door.

After traveling for about another thirty minutes outside of the village, you come to rolling hills. With the instructions that Jamie gave you, you have no trouble locating the large boulder that marks the cave entrance. As you get closer, you can see numerous sets of footprints leading into and coming out of the cave.

The footprints are from the children. Also, a close examination of the boulder reveals that, at one time, it may have been used to seal the cave.

Once the PCs enter the cave read the following:

You enter into a dark cave mouth. The passageway is only five feet wide and eight feet high. There is a slight moldy smell in the cave, and the only light is coming from the setting sun behind you. The passage continues on into the darkness.

Determine what the PCs are doing for light because it could affect the shade later.

Encounter 7 The Door

Now the PCs come to the infamous door. The Priest of Mask has cast Listening Shadow, a third level specialty priest of Mask spell (see page 111 of *FAITHS AND AVATARS*) into the room. This way the priest can listen

to what goes on in the entire room. When the PCs enter the room, read the following:

After travelling further down the hallway, the passage starts to veer to the left and you can see a room ahead. As you get closer, your light is reflected of a set of huge double doors that seem to be made from some sort of metal.

On closer inspection, the doors seem to be made from iron, and there is an inscription on the door.

The door is covered with a permanent antipathy spell. No priest or follower of a neutral or evil god may approach within 10 feet of it while the door is sealed. Once the seal is broken, they may approach and even go through the doorway. There is also a *glyph of warding* on the door. It can be detected normally by a thief, but the thief would have to make their skill by ½ to successfully disarm it.

If they do not detect the glyph, it will go off as soon as the door is touched and everyone in the room will take a d6 points of damage per tier, with a save for half damage.

As soon as the door opens, go to the next encounter.

If the PCs do not open the door, or double back, go to encounter 9, but have the conjuror summon creatures into the room with the door.

Encounter 8 The Guardian

Once the door is open, the golem will animate and move forward to attack the PCs. The enchantment on it was not done correctly and it immediately attacked and killed its creator. Since the Priest of Mask can hear the door open, he and the wizard will start to come up the hallway. For every PC and NPC that is either in with the golem or in front of the doors, modify the golem's stats.

As the doors open, present the following:

As the doors start to swing open, there is a rush of stale air from the room. Inside you can see a vast room lit by in a flickering red light coming from two braziers.

In the back of the room is a giant of a man. His crude features not readily discernable in the pale light. Before him lies the curled up form of a small humanoid. It is curled into a ball with a hammer in its hands.

As you look, the giant raises his head, and his eyes begin to glow red for a moment and he begins to lumber towards you.

For the Golem, use the base stats for the tier, and modify them as follows for each PC:

- **Lawful Good:** +1 hit dice, +5 hit points
- **Lawful Neutral:** +2 hit dice, +7 hit points, + 1 to damage
- **Lawful Evil:** - 1 AC, +4 hit dice; +14 hit points, +2 damage

- **Neutral Good:** -1 to AC, +1 hit dice; +8 hit points
- **True Neutral:** -1 to AC, +2 hit dice, +10 hit points, + 1 to damage
- **Neutral Evil:** -1 to AC, +4 hit dice; +17 hit points, +2 damage

- **Chaotic Good:** -2 to AC, +1 hit dice; +5 hit points
- **Chaotic Neutral:** -2 to AC, +3 hit dice, +8 hit points, + 1 to damage
- **Chaotic Evil:** -2 to AC, +4 hit dice; +14 hit points, +2 damage

If the PCs summon creatures, do not change the golem's abilities. At all tiers, conjured creatures cannot harm the Golem as if it was protected by a protection from evil spell.

Remember to recalculate THAC0 and saving throws based on the new hit die.

Tier 1

Misenchanted Golem (1): Int Non: AL N; AC 9; MV 12; HD 1; Hp 5; THAC0 20; #AT 1; Dmg 1d8; SA nil; SD immune to charm and mind effecting spells; MR nil; SZ L; ML 20.

Tier 2

Misenchanted Golem (1): Int Non: AL N; AC 7; MV 12; HD 6; Hp 22; THAC0 15; #AT 3/2; Dmg 1d10; SA nil; SD immune to charm and mind effecting spells; MR nil; SZ L; ML 20.

Tier 3

Misenchanted Golem (1): Int Non: AL N; AC 4; MV 12; HD 8; Hp 35; THAC0 13; #AT 2; Dmg 1d12; SA nil; SD immune to charm and mind effecting spells; MR nil; SZ L; ML 20.

Tier 4

Misenchanted Golem (1): Int Non: AL N; AC 0; MV 12; HD 10; Hp 50; THAC0 9; #AT 5/2; Dmg 2d8; SA nil; SD immune to charm and mind effecting spells, and all first level spells; MR nil; SZ L; ML 20.

Tier 5

Misenchanted Golem (1): Int Non: AL N; AC -1; MV 12; HD 12; Hp 75; THAC0 9; #AT 3; Dmg 2d10; SA nil; SD immune to charm and mind effecting spells, and all magic user spells below forth level; MR nil; SZ L; ML 20.

Once the PCs defeat the golem, go immediately to the next encounter.

Encounter 9 It's Not Over Yet

Once the PCs have defeated the golem, the priest and mage will attempt to take advantage of the party's weakened state by immediately attacking.

At tiers one and two, the priest and the conjuror will attack normally, but the shade will blink to the archway in the back of the room. At the higher tiers, both the priest and conjuror will use their illusion and conjuration magic to create and summon monsters to fight the PCs while the shade blinks his way to the back of the room.

They are hoping that the PCs will believe that the monsters appearing in the room are a result of some kind of magic present there instead of outside spell casters. They will place the monsters right next to PCs, especially spell casters. They will take more direct action if there are sufficient monsters to keep the PCs busy, or they are detected.

Tier 1

Jordon, hm P(Sp of Mask)3: AL NE, AC 4 (Studded Leather + Dex + *bless*); MV 12; hp 18; THAC0 17; #AT 1; Dmg 1d6+2 (mace + *bless*); SA *darkness*; SD Shadow Door; Str 16, Dex 16; Con 16; Int 14; Wis 16; Cha 17; MR nil; SZ M; ML 15.

Saving throws with *bless*: PPD: 9; RSW: 13; PP 12; BW 16; Spell 14.

Magic Item: *Mask's ring of the night*: invisibility power currently in use.

Spells: 1st level: *bless* (pre-cast); *darkness*; *cause fear*; *protection from good* (pre-cast); 2nd level: *charm person*; *hold person*; *silence 15' radius*.

Wizard, em W(conjuror)3: AL NE; AC 6 (*bless* + dex); MV 18; HD 3; Hp 15; THAC0 16; #AT 1; Dmg 1d6 (staff); SA nil. SD nil. ; Str 10, Dex 17; Con 16; Int 17; Wis 12; Cha 7; MR 9% in very shadowy; SZ M; ML15.

Saving throws: with *bless*: PPD: 13; RSW: 10; PP: 12; BW 14; Spell 11

Spells: 1st level – *phantasmal forces*, *grease*, *shocking grasp*; 2nd Level – *darkness 15'*, *summon swarm*

Shade Wizard, m W(IN)3: AL NE; AC 6 (*bless* + very shadowy); MV 18; HD 3; Hp 13; THACO 16; #AT 1; Dmg 1d6+4 (very shadowy + *bless*); SA Quasi-real images; SD shadow images, blink; regeneration 3/rd, teleport/plane shift 1/day; Str 10, Dex 10; Con 16; Int 17; Wis 12; Cha 7; MR 9% in very shadowy; SZ M; ML15.

Saving throws: with +3 bonus very shadowy and *bless*: PPD: 10; RSW: 7; PP: 9; BW 11; Spell 8

Spells: 1st level – *magic missile*, *shocking grasp*, *phantasmal forces* (already used to cover the other cave); 2nd Level – *stinking cloud*, *invisibility* (pre-cast)

Tier 2

Jordon, hm, P(Sp of Mask)5: AL NE, AC 2 (Studded Leather + Dex + Bless); MV 12; hp 40; THACO 17; #AT 1; Dmg 1d6+2 (mace + Bless); SA Darkness, SD Shadow Door; Protection from Good; Str 16, Dex 18; Con 16; Int 14; Wis 16; Cha 17; MR nil; SZ M; ML 15 Saves with *bless*: PPD: 8, RSW 12; PP 11; BW 14; S 13.

Spells: 1st level: *bless* (pre-cast); *darkness*; *cause fear*; *protection from good* (pre-cast); *command*; 2nd Level: *charm person* x2; *hold person* x2; *silence 15' radius*; 3rd *emotion control*; *continual darkness*.

Magic Item: *Mask's ring of the night*: invisibility power currently in use.

Wizard, m W(Conjurer)5: AL NE; AC 5 (Dex Bonus + Bless); MV 12; HD 4; Hp 26; THACO 15; #AT 1; Dmg 1d6 (staff); SA nil SD nil; Str 10, Dex 18; Con 16; Int 17; Wis 12; Cha 7; MR nil; SZ M; ML15.

Saving throws: with *bless*: PPD: 13; RSW: 10; PP: 12; BW 14; Spell 11

Spells: 1st level – *grease*, *shocking grasp*, *darkness*, *ventriloquism*, *phantasmal forces*; 2nd – *summon swarm*, *glitter dust*, *invisibility* (pre-cast on self) 3rd: *monster summoning I* x 3

Shade Wizard, m W(IN)4: AL NE; AC 2 (Dex Bonus + *bless* + very shadowy); MV 18; HD 4; Hp 30; THACO 15; #AT 1; Dmg 1d6+3 (Very shadowy); SA Quasi-real images; SD Shadow images, *blink*; regeneration 3/rd, teleport/plane shift 1/day; Str 10, Dex 18; Con 16; Int 17; Wis 12; Cha 7; MR 12% in very shadowy; SZ M; ML15

Saving throws: with +3 bonus very shadowy and *bless*: PPD: 10; RSW: 7; PP: 9; BW 11; Spell 8.

Spells: 1st level – *magic missile*, *shocking grasp*, *darkness*, *phantasmal forces* (already used) 2nd Level – *stinking cloud*, *web*, *invisibility* (pre-cast on self).

Tier 3

Shade Wizard, m W(IN)7: AL NE; AC 3 (Dex Bonus + *bless* + very shadowy); MV 18; HD 7; Hp 50; THACO 14; #AT 2 (Hasted); Dmg 1d6+3 (Very shadowy); SA Quasi-real images; SD Shadow images, blink; regeneration 3/rd, teleport/plane shift 1/day; Str 10, Dex 18; Con 16; Int 17; Wis 12; Cha 7; MR 21% in very shadowy; SZ M; ML15

Saving throws: with +3 bonus very shadowy and *bless*: PPD: 9; RSW: 5; PP: 7; BW 9; Spell 6.

Spells: 1st level – *magic missile*, *shocking grasp*, *darkness*, *grease*, *phantasmal forces* (already cast); 2nd level – *stinking cloud*, *web*, *ray of enfeeblement*, *shatter*; 3rd level - *fireball*, *lightning bolt*, *haste* (precast); 4th level – *ice storm*, *wizard eye* (already used).

Jordon, hm P(Sp of Mask)7: AL NE, AC 2 (Studded Leather + Dex + *bless*); MV 12; hp 50; THACO 15; #AT 1; Dmg 1d6+2 (mace + *bless*); SA Darkness, Shadow Monsters, Demi-Shadow Monsters; SD Shadow Door.; Protection from Good; Str 16, Dex 18; Con 16; Int 14; Wis 16; Cha 17; MR nil; SZ M; ML 15. Saves with *bless*: PPD: 6, RSW 10; PP 9; BW 12; S 11

Spells: 1st level - *bless* (pre-cast); *darkness*; *cause fear*; *protection from good* (pre-cast); *command*; 2nd level - *charm person* x2; *hold person* x2; *silence 15' radius*; 3rd level –*continual darkness*; *cause disease*; 4th *cloak of fear* (pre-cast).

Magic Item: *Mask's ring of the night*: Invisibility power currently in use.

Wizard, hem W(Conjurer)7: AL NE; AC 5 (Dex Bonus + *Bless*); MV 12; HD 7; Hp 40; THACO 14; #AT 1; Dmg 1d6(staff); SA nil; SD nil; Str 10, Dex 18; Con 16; Int 17; Wis 12; Cha 7; MR nil; SZ M; ML15.

Saving throws: with *bless*: PPD: 12; RSW: 8; PP: 10; BW 12; Spell 9

Spells: 1st level – *phantasmal force*, *ventriloquism*, *shocking grasp*, *darkness*, *grease*; 2nd Level – *summon swarm*, *hypnotic pattern*, *ray of enfeeblement*, *invisibility* (pre-cast) 3rd level – *monster summoning I* x2, *Haste*; 4th level – *monster summoning II* x 3

See Appendix 1 for the monsters summoned by the *monster summoning* spells.

Jordon will create the following monsters with his Shadow Monsters and Demi-shadow monsters abilities:

Demi-Shadow Cave Bear (1): AL N; AC 6 (10 if successfully disbelieved); MV 12; HD 6+6; Hp 22; THACO 13; #AT 3; Dmg 1d8/1d8/1d12 (only do 40% if disbelieved); SA if roll to hit with a paw attack is an 18 or higher bear hugs for an additional 2d8 damage or 40% of that if it is disbelieved); SD nil; MR nil; SZ L; ML n/a.

Shadow Cave Bear (1): AL N; AC 6 (10 if successfully disbelieved); MV 12; HD 6+6; Hp 11; THACO 13; #AT 3; Dmg 1d8/1d8/1d12 (only do 20% if disbelieved); SA if roll to hit with a paw attack is an 18 or higher bear hugs for an additional 2d8 damage or 40% of that if it is disbelieved); SD nil; MR nil; SZ L; ML n/a.

Tier 4:

Shade Wizard, m, W(IN)9: AL NE; AC 2 (Dex Bonus + *bless* + very shadowy); MV 36; HD 9; Hp 60; THACO 16; #AT 1; Dmg 1d6+4 (Very shadowy + *bless*); SA Quasi-real images; SD Shadow images, *blink*; regeneration 3/rd, teleport/plane shift 1/day; *protection from good* pre-cast by Jeric; Str 10, Dex 18; Con 16; Int 17; Wis 12; Cha 7; MR 30% in very shadowy; SZ M; ML15.

Saving throws: with +3 bonus very shadowy and *bless*: PPD: 9; RSW: 5; PP: 7; BW 9; Spell 6

Spells: 1st level – *magic missile* X2, *phantasmal forces* (already used), *darkness*, *grease*; 2nd Level – *stinking cloud*, *web*, *ray of enfeeblement*, *shatter*; 3rd level - *fireball*, *lightning bolt*, *slow*; *non-detection* (pre-cast on self) 4th level – *ice storm*, *improved invisibility* (Pre-cast on self); 5th level: *cone of cold*, *wall of force*.

Jordon, hm P(Sp of Mask)10: AL NE; AC 2 (Studded Leather + Dex + *bless*); MV 12; hp 70; THACO 13; #AT 1; Dmg 1d6+1 (mace); SA Darkness, Shadow Monsters, Demi-Shadow monsters, Shades; SD Shadow Door, *protection from good* 10' radius; Str 16, Dex 18; Con 16; Int 14; Wis 16; Cha 17; MR nil; SZ M; ML 15.

Saves with *bless*: PPD: 5, RSW 9; PP 8; BW 11; S 10

Spells: 1st level: *bless* (pre-cast), *darkness*, *cause fear*, *protection from good* (pre-cast on the shade), *command*; 2nd level *charm person* x2, *hold person* x2, *silence 15' radius*; 3rd *emotion control*, *curse*, *cause disease*, *continual darkness*; 4th *cloak of fear* (pre-cast), *poison*, *protection from good 10'r* (pre-cast); 5th *flame strike*, *wall of fire*.

Magic Item: *Mask's ring of the night* Invisibility power currently in use.

Wizard, hem W(Conjurer)9: AL NE; AC 5 (Dex Bonus + *Bless*); MV 12; HD 9; hp 44; THACO 16; #AT 1; Dmg 1d6 (staff); SA Nil; SD *protection from good* pre-cast by Jordon; Str 10, Dex 18, Con 16, Int 17, Wis 12, Cha 7; MR 30% in very shadowy; SZ M; ML15.

Saving throws with *bless*: PPD: 12; RSW: 8; PP: 10; BW 12; Spell 9.

Spells: 1st level – *ventriloquism*, *enlarge shocking grasp*, *darkness*, *grease*; 2nd Level – *invisibility* (pre-cast on self), *ray of enfeeblement*, *shatter*; 3rd level – *monster summoning I* x 2, *slow*; *non-detection* (pre-cast on self); 4th level – *monster summoning II*, *fumble*; 5th level: *monster summoning III* x3.

See Appendix 1 for the monsters summoned by the *monster summoning* spells.

Jordon will create the following monsters with his Shadow Monsters and Demi-shadow monsters abilities:

Demi-Shadow Bullette(1): AL N; AC –2/4/6 (10 if successfully disbelieved); MV 14 (3); HD 9; hp 30; THACO 11; #AT 3; Dmg 4d12/3d6/3d6 (40% of damage if disbelieved); SA Jump and make two additional claw attacks for 3d6 damage each; SD nil; MR: nil; SZ L; ML n/a.

Shadow Bulette (1): AL N; AC –2/4/6 (10 if successfully disbelieved); MV 14 (3); HD 9; hp 15; THACO 11; #AT 3; Dmg 4d12/3d6/3d6 (20% of damage if disbelieved); SA Jump and make two additional claw attacks for 3d6 damage each; SD nil; MR: nil; SZ L; ML n/a.

Tier 5

Shade Wizard, m W(IN)10: AL NE; AC 2 (Dex Bonus + *bless* + very shadowy); MV 36; HD 9; Hp 65; THACO 16; #AT 1; Dmg 1d6+3 (Very shadowy); SA Quasi-real images; SD Shadow images, *blink*, regeneration 3/rd, teleport/plane shift 1/day, *protection from good* pre-cast by Jeric; Str 10, Dex 18, Con 16, Int 17, Wis 12, Cha 7; MR 30% in very shadowy; SZ M; ML15.

Saving throws with +3 bonus very shadowy and *bless*: PPD: 9; RSW: 5; PP: 7; BW 9; Spell 6

Spells: 1st level – *magic missile* x2, *phantasmal forces* (already used), *darkness*, *grease*; 2nd level – *stinking cloud*, *web*, *continual darkness*, *ray of enfeeblement*, *shatter*; 3rd level - *fireball*, *lightning bolt*, *slow*; *non-detection* (pre-cast on self); 4th level – *ice storm*, *improved invisibility* (pre-cast on self); 5th level: *cone of cold*, *wall of force*, *Bigby's interposing hand*.

Jordon, hm P(Sp of Mask)10: AL NE; AC 2 (Studded Leather + Dex + *bless*); MV 12; hp 70; THAC0 13; #AT 1; Dmg 1d6+1 (mace); SA Darkness, Shadow Monsters, Demi-Shadow monsters; Shades; SD Shadow Door, *protection from good 10' radius*; Str 16, Dex 18, Con 16, Int 14, Wis 16, Cha 17; MR nil; SZ M; ML 15.

Saves with *bless*: PPD: 5, RSW 9; PP 8; BW 11; S 10.

Spells: 1st level: *bless* (pre-cast); *darkness*; *cause fear*; *protection from good* (pre-cast on the shade); *command*; 2nd level: *charm person* x2; *hold person* x2; *silence 15' radius*; 3rd *emotion control*; *curse*; *cause disease*; *continual darkness*; 4th *cloak of fear* (pre-cast); *poison*; *protection from good 10'r* (pre-cast); 5th *flame strike*; *wall of fire*.

Magic Item: *Mask's ring of the night*: Invisibility power currently in use.

Wizard, hem W(Conjurer)10: AL NE; AC 5 (Dex Bonus + *bless*); MV 12; HD 10; Hp 46; THAC0 16; #AT 1; Dmg 1d6 (staff); SA Nil SD *protection from good* pre-cast by Jordon; Str 10, Dex 18, Con 16, Int 17, Wis 12, Cha 7; MR 30% in very shadowy; SZ M; ML15.

Saving throws with *bless*: PPD: 12; RSW: 8; PP: 10; BW 12; Spell 9.

Spells: 1st level – *ventriloquism*, *enlarge shocking grasp*, *darkness*, *grease*; 2nd level – *invisibility* (pre-cast on self), *ray of enfeeblement*, *shatter*; *Melf's acid arrow*; 3rd level – *monster summoning I* x 2, *slow*; *non-detection* (pre-cast on self); 4th level – *monster summoning II* x3; 5th level – *monster summoning III* x3; *domination*.

See Appendix 1 for the monsters summoned by the *monster summoning* spells.

Jordon will create the following monsters with his Shadow Monsters and Demi-shadow monsters abilities:

Demi-Shadow Bulette(1): AL N; AC -2/4/6 (10 if successfully disbelieved); MV 14 (3); HD 9; hp 30; THAC0 11; #AT 3; Dmg4d12/3d6/3d6 (40% of damage if disbelieved); SA Jump and make two additional claw attacks for 3d6 damage each; SD nil; MR: nil; SZ L; ML n/a.

Shadow Bulette (1): AL N; AC -2/4/6 (10 if successfully disbelieved); MV 14 (3); HD 9; hp 15; THAC0 11; #AT 3; Dmg 4d12/3d6/3d6 (20% of damage if disbelieved); SA Jump and make two additional claw attacks for 3d6 damage each; SD nil; MR: nil; SZ L; ML n/a.

If the party searches the room, they discover that the small form that was by the golem's feet is actually the petrified corpse of a human mage that was making final enchantments on the golem. Things went horribly wrong and the golem attacked him. The man has been dead for over 500 years, so speak with dead will not work. The golem is there to serve as a guardian for the mage's tomb, but due to the mistakes in enchantment, it became his murderer.

Searching the room reveals that it was never completed. Tools, whose wooden portions have long since rotted away, line the floor. Many of the walls are very rough and unfinished. The tomb was never completed due to the golem slaying the mage. Before they fled, the workers sealed it as best they could to prevent the golem from escaping.

On the mage's body is a bone scroll tube containing the Drawing Scroll.

Encounter 10

So, that's where they came from!

During the party's travel away from the room with the golem, they will find where the Priest and others were hiding. This will lead them to their lair. Have the party make an Observation check to notice it, and an intelligence check to realize that this side passage wasn't there before.

Traveling back towards the entrance of the cave, you see a small side passage that wasn't marked on your map, and you don't remember passing on your way down. The hole is close to the ceiling, and barely wide enough for a human to crawl through.

After some more travel, they come to the final encounter.

Encounter 11

Here they are!

After traveling down the hallway a little further, you can see light coming from an area round the corner. Then, there is a muffled scream ahead.

The ranger has just gotten lose and killed the remaining member of the cleric's party. Unfortunately, the last person was a halfling thief, so this small form can easily seem like that of a human child.

When the PCs turn the corner, the Peasant hero cert will make a big difference. If the PCs in the front of the party have the cert, the children in the room will recognize them and tell them not to attack. If they don't have the cert the children will not recognize them, and the encounter could lead to combat.

Version A: with the Peasant Hero Cert

Rounding the corner, you can see the back of a hunched over human male. A sword with a long thin blade is in his right hand as he lowers the limp body of a small humanoid form to the floor. Before him are four human children of various ages tied to one another. One of the children looks up, and makes eye contact with you. His eyes go wide for a moment with a glint of recognition. "<ADD pc with cert name here>, its really you!"

The man spins around, you can see him more clearly now. He's a human man in his middle years, but he has a bloody rapier in his right hand, and a rod of some kind in his left.

"Stop Jaress! That's <Add Pc's name here>. S/he is one of the ones I told you about. The ones that saved the town!"

The man turns and looks at you for a moment.

At this point, the ranger is waiting for the party to act. If they attack, he will defend himself, but he has heeded the child's words that these are the heroes from before, and will parlay if approached peacefully. If spoken to, he will reveal the following:

1. His name is Jaress, he is a Ranger.
2. He came to the town looking for word about his lover, the Druid Derva.
3. He learned that Derva was killed by Jeric, and has been looking around to see what Jeric and his crew was up to.
4. He was trying to find the children when he was captured by the priest of Mask
5. The children stumbled on the followers of Mask while they were attempting to open the door, and were taken prisoner
6. The person that he killed was a halfling thief, a member of the band.
7. He has learned that the conjuror has been summoning monsters to keep the villagers away from the caves while they searched.

Version B: without the Peasant Hero Cert

Rounding the corner, you can see the back of a hunched over human male. A sword with a long thin blade is in his right hand as he lowers the limp body of a small humanoid form to the floor. Before him are

four human children of various ages tied to one another.

One of the children looks up, and there is a look of concern on his face. As the man turns, you see blood covering the blade in his right hand, and a long piece of wood in his right. He looks at you for a moment, his sword raised.

Ask the PCs what they wish to do. They need to convince Jaress that they are not allied with the priest of Mask. If the PCs attack or cast a spell of any kind (Jaress is not a mage, and does not know spell craft; he assumes any spell is an attack), roll for initiative.

Jaress, hm R10: AL NG; AC 6 (Dex); MV 12; hp 90; THAC0 7 (on hand), 9 (off hand); #AT 3/2 (on hand), 1 (off hand); Dmg 1d6+7 (Rapier +3 and Str) off hand 1d4+4; SA No penalty fighting with off hand weapon; SD May give up off hand attack to deflect missile weapons on a roll to hit AC 0; Str 18/01, Dex 18, Con 16, Int 14, Wis 16, Cha 12; MR nil; SZ M; ML 15.

Saves: PPD: 8, RSW 10; PP 9; BW 9; Spell 11.

Equipment: Jaress' Sword Cane, *cloak of protection* +3.

If the party is able to convince Jaress that they are not the enemy, he will tell them the following:

1. He was in town to look for a friend that once lived in this area.
2. He heard about the activities that happened here in the recent past and decided to investigate.
3. He was trying to find the children when he was attacked and captured by the priest of Mask
4. He was trying to find the children when the priest of Mask captured him.
5. The children stumbled on the followers of Mask while they were attempting to open the door, and were taken prisoner.
6. The person that he killed was a halfling thief who was a member of the band.
7. He has learned that the conjuror has been summoning monsters to keep the villagers away from the caves while they searched.

Encounter 12 Wrap up

Version A: With the Peasant Hero Cert

As you return to the village, there is a commotion at the sight of you. The children, while a little worse for wear, are ecstatic as they are reunited with their families. Devear, the town elder approaches all of you.

“Again, my friends, you have done a great service for this community. I’m sorry that we cannot give you more money, but may the smiles and thanks of these humble villagers warm your hearts, and know that you are always welcome here. Consider this your home, and these kind people your friends.” He then grasps each of your hands in turn to thank you further.

“Perhaps I can provide a reward for these heroes,” Jaress says. “I hear tell that you were among those who defeated the murders of my love Derva. Is this true?”

“Yes,” the elder answers for you, “these hero’s delivered the town and avenged her death.”

“Very well then, I offer you this, my cloak. It has protected me well through many battles. I want one of you to have it.”

Add the following ONLY if there is a PC in the group who’s main weapon is a rapier, AND that PC has the peasant hero cert:

Also, I would like to give you this blade as thanks for avenging her death. I offer it to you with some requirements though. On your honor will you wield it, forsaking all other blades. You alone shall be its wielder, never selling or giving it to another. And you must by your deeds bring it honor. Will you swear this?”

If a PC agrees to use this as their melee weapon of choice, and never to sell, trade, or give it away, Jaress will give that character his sword cane. It will ONLY be given to a PC with the Peasant Hero of Hill and Hallow cert, and the cert must be attached.

The cloak is a *cloak of protection* +3.

Version B – Without the Peasant Hero

As you return to the village, there is a commotion at the sight of you. The children, while a little worse for wear, are joyous as they are reunited with their families.

Devear, the town elder approaches all of you. “My friends, you have done a great service for this community. I’m sorry that we cannot give you more money, but may the smiles and thanks of these humble villagers warm your hearts and know that you are always welcome here. Consider this your home, and these kind people your friends.” He then grasps each of your hands in turn to thank you further.

Perhaps I can provide a reward for these hero’s,” Jaress says. “Wait here a moment.” Jaress goes off, and soon returns holding a cloak of a dark green hue. “For aiding these poor villagers, I offer you this, my cloak. May it serve you as it has served me in my

many travels. Again, I thank you for your assistance in freeing me, and for your service to these kind people.

Jaress then gives the PCs his *cloak of protection* +3.

The End

LIVING CITY Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Special note: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

If an encounter is not listed, or if there is no separate award for that version, there is no additional experience for it, save its contribution to the overall role playing experience total.

Encounter Three:
Learning of problems: 50 xp

Encounter Four:
The Bar:
Speaking to the bar flies: 50 xp

The druid’s huts:
Investigating it: 50 xp
Speaking with the animals: 25 xp

Jamie:	
Learning what happened from Jamie and his mother:	50 xp
Farm house:	
Investigating	25 xp
Encounter 5:	
Defeating the monsters:	100 xp
Encounter 8:	
Defeating the golem	150 xp
Encounter 9:	
Defeating the mage and Conjuror:	100 xp
Defeating the Shade	100 xp
Encounter 11:	
Peaceful interaction with Jaress:	25 xp
Total Experience for objectives:	725 xp
Role-Playing Experience:	0-500 xp
Total Possible experience:	1,225 xp
Tier 2:	2,450 xp
Tier 3:	3,675 xp
Tier 4:	4,900 xp
Tier 5:	6,125 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 1,000 gp, which are of personal significance to the owner (example: family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must

return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate there will never be a certificate issued for it.

The campaign staff reserves the right to take away any item or other compensation acquired during an event that is later deemed to be unreasonable.

Encounter 1:

- 800 gp total for accepting the mission

Encounter 5:

- 20 gold pieces

Encounter 9:

- *Mask's ring of the night* (Value 50,000 gp, Unusual): This silver ring is inlaid with a star sapphire. It will allow the wearer to cast *invisibility* on self once per adventure as if cast by a 4th level sorcerer. If also wearing *Mask's ring of protection*, the wearer can be affected by a *blink* spell and a *nondetection* spell as if cast by a 7th level sorcerer, once per adventure each. If the character is wearing both Mask's rings, neither may be removed without the application of a 20th level *remove curse* spell. Once this spell is cast, the rings lose all power.

- *The Drawing Scroll* (Value 2,000 gp): This scroll is blank, when held and commanded to write it will draw pictures of creatures within sight of the holder on itself. Up to four different creatures can be pictured. After each creature is drawn, the picture is permanently placed on the scroll. It can only hold four pictures. All pictures are 5 inches high and 5 inches wide.

Encounter 12:

The sword cane is ONLY offered if there is a PC that wields a rapier as primary weapon, and that PC has the Peasant Hero of Hill and Hallow cert.

- Jaress' Sword Cane (Medium, Value 32,310 gp, Unusual): When the handle is twisted and the catch released of this walking cane, the handle may be pulled out to reveal the blade of a sword. The handle and blade may be wielded as a *rapier* +3, and the rest of the cane may be used as a small off-hand wooden bludgeoning weapon that does 1d4 points of damage. The wielder may choose to forgo

all melee attacks for that round and attempt to block incoming arrows (small and medium sized only). Deflecting arrows should be adjudicated using the Deflect Arrows Feat rules, with the restriction on what arrows it affects. (2E: cannot deflect incoming arrows)

The PC named above received this weapon as a gift from the Ranger Jaress. It may not be traded, sold, gifted or willed away. Also, a Peasant Hero of Hill and Hollow cert must be attached for this cert to be valid.

- *Cloak of resistance +3* (Medium, Value 9,000 gp)
(2E: *cloak of protection +3*)

Fame

None.

Appendix 1

Golem Adjustment and Shade Special Abilities

Lawful Good:	+1 hit dice, +5 hit points
Lawful Neutral:	+2 hit dice, +7 hit points, + 1 to damage
Lawful Evil:	- 1 AC, +4 hit dice; +14 hit points, +2 damage
Neutral Good:	-1 to AC, +1 hit dice; +8 hit points
True Neutral:	-1 to AC, +2 hit dice, +10 hit points, + 1 to damage
Neutral Evil:	-1 to AC, +4 hit dice; +17 hit points, +2 damage
Chaotic Good:	-2 to AC, +1 hit dice; +5 hit points
Chaotic Neutral:	-2 to AC, +3 hit dice, +8 hit points, + 1 to damage
Chaotic Evil:	-2 to AC, +4 hit dice; +14 hit points, +2 damage

Shade Special Abilities

Shade special abilities: Shade abilities can vary depending on the lighting conditions. The abilities for the Shade in Encounter 10 were calculated as if he is in very shadowy conditions. If the lighting changes, please modify the stats according to the following:

In no shadows: AC +3, MV 12, Hp -5 per hit die, MR none, Saving throws -7, THAC0 -3, Dmg -3, no special abilities

Weak shadows: AC +3, MV 15, Hp -3 per hit die, MR nil, THAC0 -3, Dmg -3, no special abilities

Strong Shadows: AC +2, MV 15, Hp -2 per hit die, MR change to 2% per hit die, THAC0 -2, Dmg -2, SA Shadow Image, Regeneration 1/turn, invisibility 1 hour, SD none

Very shadowy: use stats as per encounter

Appendix 2

Monsters Summoned by the Monster Summoning spells

Monsters summoned by the first *monster summoning I* spell:

Jermlaine (6): AL NE; AC 7; Mv 6; HD ½; Hp 4; THAC0: 20; #At 1; Dmg 1-4; SA -5 to surprise; SD undetectable and save as a 4 HD monster; MR escape all damage from magical attacks if their save is successful; SZ T; ML n/a.

Saving throws: PPD: 13; RSW: 15; PP: 14; BW 16; Spell 16.

Monsters summoned by the second *monster summoning I* spell:

Orcs (5): AL LE; AC 6; MV 12; HD 1; Hp 8; THAC0 19; #AT 1; Dmg 1-8; SA nil; SD nil; MR nil; SZ M; ML n/a.

Saving throws: PPD: 14; RSW: 16; PP: 15; BW 17; Spell 17.

Monsters summoned by the third *monster summoning I* spell:

Goblins (7): Int Low: AL LE; AC 6; HD 1-1, hp 6; THAC0 20; #AT 1; DMG 1d6; SA nil; SD nil; MR nil; SZ S; ML 15.

Saves: PPD 14; RSW: 16; PP: 15; BW 17; Spell 17.

Monsters summoned by the first *monster summoning II* spell

Spider, Large (4): AL N; AC 8; MV 6; WB 15; HD 1+1; Hp 9; THAC0: 19; #AT 1; Dmg 1; SA on a successful attack save vs poison or take 15 points of damage; SD nil; MR nil; SZ S; ML n/a.

Saving throws: PPD: 14; RSW: 16; PP: 15; BW 17; Spell 17.

Monsters Summoned by the second *monster summoning II* spell:

Gnoll (4): AL CE; AC 5; MV 9; HD 2; hp 16; THAC0 19; #AT 1; Dmg 2d4; SA nil; SD nil; MR nil; SZ L; ML n/a.

Saving throws: PPD: 14; RSW: 16; PP: 15; BW 17; Spell 17.

Monsters Summoned by the third *monster summoning II* Spell:

Beetle, Bombardier (2): AL N; AC 4; MV 9; HD 2+2; Hp 18; THAC0: 19; #AT 1; Dmg 2d6; SA Acid Cloud; SD Fire Cloud; MR nil; SZ S; ML n/a.

Saves: PPD: 13; RSW 15; PP: 14; BW 16; Spell 16.

Monsters summoned by the First *monster summoning III* spell:

Dog, Death (3): AL NE; AC 7; MV 12; HD 2+1; hp 17; THAC0 19; #AT 2; Dmg 1d10/1d10; SA Disease; SD nil; SZ M; ML 10.

Saves: PPD: 13; RSW 15; PP: 14; BW 16; Spell 16.

Monsters summoned by the second *monster summoning III* spell:

Ankheg (2): AL N; AC 2 (4 underside); Mv 12; Br 6; HD 4; Hp 32; THAC0 16; #AT 1; Dmg 3d6 (crush)+1d4 (acid); SA Squirt Acid once (30 foot range 8d4 save for half) SD nil; MR nil; SZ L; ML n/a.

Saves: PPD: 13; RSW 15; PP 14: BW 16; Spell 16.

Monsters summoned by the third *monster summoning III* spell:

Beetle, Boring (2): AL N; AC 3; MV 6; HD 5; Hp 40; THAC0 15; #AT 1; Dmg 5d4; SA nil; SD nil; MR nil; SZ L; ML n/a.

Saves: PPD 11; RSW 13; PP: 12; BW 13; Spell 13.