

# **Big Trouble**

*An AD&D module for Living City*

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

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

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

## Background

Big Trouble is an AD&D module for the Living City Campaign. The premise for this adventure is that halflings (mixed types) in the town of Big Moe have come under persecution by the human residents. Until recently, relations between the halfling and human populations have always been good. However, priests of Bane have come to the town in search of an ancient crypt that they believe could restore Bane. The crypt is rumored to hold a powerful relic of evil that could not be destroyed. The legends say that followers of Milil sealed the crypt and buried it beneath a hill. Naturally the priests believe Bane would reward them greatly for such a service.

The followers of Bane have sowed trouble among the folk of Big Moe in order to search for the crypt. The location of the crypt is somewhere beneath the hill that houses most of the halfling burrows. To this end, the followers of Bane have ingratiated themselves with the humans. The humans have been convinced that the halflings have been practicing evil magic in the making of their ale. The Banites have covertly killed livestock and

caused numerous mishaps in the area, all of which have been blamed on the halflings.

Finally, the followers of Bane have kidnapped a young girl to break the seal on the inner crypt. They have framed the halflings for the disappearance of the girl. By the time the characters reach Big Moe, the halflings will have been rounded up and locked into a barn under armed guard. The module begins with the party meeting an avatar of Arvoreen, the halfling deity of protection. Arvoreen has set up a battle to test the party's abilities and character. He will then ask the party to journey to Big Moe and help the halflings there. It is the job of the party to prevent harm to the halflings of Big Moe, determine the true cause of the racial trouble, end the conflict and defeat the followers of Bane as well as rescue the innocent girl.

### Note to the DM

The priests of Bane are a splinter group. They do not have access to any of their priest spells nor do they have any special granted priest/clerical powers, including control over undead. However, they can use scrolls, and several have become wizards and now use mage spells. The crypt contains a powerful relic, the Scepter of Bane, whose powers can be negated by music. The followers of Milil left another magical item, the Lonely Harp, in the crypt with the scepter. The harp plays continuously. The followers of Bane know that only a person of good alignment can break the seal of the inner door or silence the harp.

## Player Introduction

*The city has been quiet for the last few weeks, apparently a record for Ravens Bluff. The numerous adventurers in town have been glad of the respite. It is the middle of the afternoon as you make your way through the market. Perhaps nowhere are the effects of the war more pronounced than here at the market. The stalls display a meager selection of goods at inflated prices. All of the merchants seem nervous and uncertain of what the future will bring. Amidst all of this, Giles Morgan, captain of the City Watch, comes striding into the market, the*

*sunlight gleaming off his plate mail. A large man, Captain Morgan towers above the heads of most. He glances around for a moment and then heads your way.*

*"I've been looking for you folks. Don't get the wrong idea. I'm not here to conscript you or ask your assistance on some dangerous mission. Not that I couldn't do those things, what with the war and all. No, I just thought you might like to do a favor for me. You would be helping the city, and I feel certain it will be a task you would enjoy. Now what do you say to a proposal like that eh?"*

Captain Morgan is a high level fighter only recently promoted. Any characters familiar with the watch will know that the Captain is well liked by the men and hold the reins of command loosely. However, he is used to getting his way. It's just that he tends to be polite about it. At the moment he wants to get the PCs to meet a magic trader coming to town. His men are already spread thin, but Morgan would like someone trustworthy to escort the magic trader to town. He feels the PCs are a good choice for the job. Morgan also figures he is doing them a favor by letting them meet the trader before he arrives in town.

When the PCs begin to question Morgan about the favor, proceed with the following text.

*"I thought I might be able to get your interest. I really shouldn't tell you any of this, but I am short handed these days and frankly, you would be better suited for the job than my men. Word has just come that a magic trader called Silas is coming to Ravens Bluff. One of our scouting patrols met him on their rounds just as they were coming in. The scouts didn't have time to check him out in detail, and I'm a bit worried. After all, he could be spy or a saboteur. If he really is a magic trader, then it would be better for everyone if he makes it safe to the city. Of course, if he really is a magic trader, you can bet the Field General will buy everything he can. The way I figure it is, if you were to go out and meet this Silas, you could get an idea of whether he's genuine. If he is then escort him to the city, and if you happen to buy a few things on the way,*

*well I doubt it will hurt the war effort much. What do you say? Do we have a deal?"*

The merchant Silas is coming from east of Ravens Bluff. The town of Big Moe lies far to the east.

Allow the PCs to question Morgan, though he has told them pretty much all he knows of the subject. If they really pester him for payment, Morgan will offer them two gold pieces each, which he will pay from his own pocket. If the PCs get out of hand, Morgan will remind them about conscription and point out that sedition is a punishable offense.

Once they have agreed to help, Morgan will direct the PCs to the North gate and tell them that Silas should be no more than a few miles away. He will warn the PCs that although the roads have been quiet lately, enemy raiding parties were sighted earlier in the week. Morgan will tell the PCs to look for a male elf driving a wagon.

At this point, allow the characters to introduce themselves and have some role playing time as they proceed on the way. Once everyone is settled in, continue with the first encounter, **Trial by Combat**.

## **Trial by Combat**

*You have been travelling for about an hour. Coming around the bend in the road, you see a halfling in leather armor brandishing a short sword in one hand and a buckler in the other. He is holding off a group of large humanoids and shouts to them, "Come on, I'll take the lot of you. You'll not make an easy meal of me." With that said, he leaps at one of them, cutting his opponent on the leg. He spins deftly to fend off the attack of another, when suddenly a third rakes him along his side. The halfling staggers and backs up against a tree, blood pouring from his wound.*

At this point the PCs may declare their intent and initiative should be determined, assuming battle ensues. Wound one of the opponents by 1d6+4 due

the halfling's attack. Be sure the PCs get the impression the halfling is severely wounded.

In actuality, the halfling is an avatar of Arvoreen the Defender, the halfling deity. He has summoned these humanoids in order to test the PCs. The opponents are quite real and are not illusions. They can be hurt and will hurt the PCs. Anyone who detects magic will find some (enchantment school) on Arvoreen. Anyone who detects evil will find that the opponents have evil intent. A *know alignment* spell will reveal that the opponents are evil and Arvoreen is good.

### **To the DM**

Really lay it on the PCs in this battle. Arvoreen has arranged the battle to test the PCs ability as well as their courage and heart. So, don't pull any punches. Once a P.C. has gone below 0 hit points, his opponent(s) will switch to a new target. **Once more than half the party has fallen, Arvoreen will step in and help**, unless the PCs remaining have beliefs that require them to fight on, such as priests of Tempus, berzerkers, rangers with the monsters as their racial enemy, etc.

**At the end of the battle, all of the PCs will be healed fully and any PCs who were killed will be alive and fully healed. For this one specific purpose, this avatar has the ability to restore all of the PCs to life and full health.**

### **Tier 1 (Total levels up to 6-13)**

**Gnolls (6):** Int Low; AL CE; AC 5; MV 9; HD 2; HP 14; THAC0 19; #AT 1; DMG 2d4; SA nil; SD nil; MR nil; SZ L; ML:11. Saves: P.P.D. 14; R.S.W. 16; P.P. 15; BW 17 SP 17.

### **Tier 2 (Total levels 14-25)**

**Ogres (6):** Int Low; AL CE; AC 5; MV 9; HD 4+1; HP 28; THAC0 17; #AT 1; DMG 1d10+2; SA nil; SD nil; MR nil; SZ L; ML 11. Saves: P.P.D. 11; R.S.W. 13; P.P. 12; BW 13 SP 14.

### **Tier 3 (Total levels 26-37)**

**Trolls (6):** 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 Claw, Claw, Bite; SD regenerate 3 HP/ each 3 rounds; MR nil; SZ L; ML 14. Saves: P.P.D. 10; R.S.W. 12; P.P. 11; BW 12 SP 13.

### **Tier 4 (Total levels 38 - 56 )**

**Fire Giants (6):** Int Low; AL LE; AC -1; MV 12; HD 15+4; HP 108; THAC0 5; #AT 1; DMG 2d10+10; SA hurl rocks up to 200 yards for 2d10; SD Magical fire inflicts -1 HP per die. Immune to normal fire.; MR nil; SZ H; ML 16. Saves: P.P.D. 4; R.S.W. 6; P.P. 5; BW 4 SP 7.

### **Tier 5 (Total Levels 57+)**

**Fire Giants (8):** Int Low; AL LE; AC -1; MV 12; HD 15+4; HP 108; THAC0 5; #AT 1; DMG 2d10+10; SA hurl rocks up to 200 yards for 2d10; SD Magical fire inflicts -1 HP per die. Immune to normal fire.; MR nil; SZ H; ML 16. Saves: P.P.D. 4; R.S.W. 6; P.P. 5; BW 4 SP 7.

**Hell Hounds (6):** Int Low; AL LE; AC 4; MV 12; HD 5; HP 36; THAC0 15; #AT 1; DMG 1d10; SA Breath Fire up to 10 yards for 5 points; SD Immune to fire, see hidden/invisible creatures 50% chance; MR nil; SZ M; ML 13. Saves: P.P.D. 11; R.S.W. 13; P.P. 12; BW 13 SP 14.

Once the battle is finished, Arvoreen will look the group over and then speak to them.

*"I guess you'll do. I don't need a bunch of great warriors, just a few people with good hearts and the courage to back it up. Listen, there's a village a good ways to the east of here called Big Moe. Some halflings there are in big trouble. So I would appreciate it if you would go there and help them out on my behalf. Take this and show it to them as proof that I sent you."*

With that said, Arvoreen hands one of the characters a gold amulet with his symbol (two crossed short swords) etched into it. Allow any of the PCs to make a religion check to realize it is Arvoreen's holy symbol. If there are any halflings in the party, allow them to make a Wisdom check to recognize either the avatar or the symbol. If

anyone asks him, Arvoreen will confirm their guess concerning his identity.

About the mission, he will only say that there has been trouble between the humans and halflings of Big Moe. For reasons he can't divulge, he cannot directly interfere, but he can send people to help.

If the PCs begin to ask too many questions, proceed with the next set of text. If any of the PCs refuse the mission, or pester him with questions about payment, Arvoreen will place those persons under a *geas* (no saving throw) to save the halflings of Big Moe and root out the cause of the trouble. When ready, proceed with the following text.

***"No time for lollygagging, Silas is just a little ways up the road. Show him the amulet and tell him I sent you. He can get you to Big Moe in a hurry. Otherwise you're likely to be killed just trying to get there. I almost forgot to tell you; where you are going is very dangerous and death lurks behind every corner. Stay on your toes and you might make it back in one piece."***

Should any of the party delay or still attempt to ask questions, Arvoreen will warn them one last time to get moving. After that point, he will put a *geas* (as the spell, but no save) on anyone who has not started on their way. The *geas* will be the same as the one mentioned previously.

Once they are on their way, proceed to the next encounter: **Silas' Shop**.

## **Silas' Shop**

Note: Silas cannot sell any real magic items to the PCs during this tournament. Reinforce the fact that he does not have any if the PCs are persistent.

***After only a few minutes' march, you see a wagon approaching. The wagon is painted in many colors and pulled by two heavy draft horses. A lone elf sits on the wagon, holding the reins. He is dressed in multicolored robes and is wearing a straw hat.***

***The elf looks up at you and waves, saying, "Greetings travellers, where are you bound?"***

Silas is actually a magic trader. He is also a powerful wizard, but pretends to be nothing more than a merchant. He was a mighty adventurer in the past (under another name) and now wanders the land fighting evil covertly. Normally he would not display anything except minor magical ability. However, he has helped Arvoreen in the past and will be willing to transport the PCs to Big Moe once he is aware of their needs. Silas is 450 years old. He has a comeliness of 17 and a charisma of 17. He has seen many things in his time and the years have mellowed him. Silas has grown philosophical and is always ready with a proverb.

Silas will claim to be a travelling merchant. If asked, he will say that he carries a wide variety of merchandise. If asked about magic items, Silas will admit that he does trade in magic items. While he has no magic items with him, he will take orders. The prices for his items are rather high. Silas will tell anyone who asks that it will take several weeks to fill the orders and that all items are payable upon delivery. If anyone insists on paying him in advance, Silas will take their money and donate it later to a temple.

Once the PCs have shown Silas the amulet, he will tell them the following:

***"I haven't seen that in a while. I'll do what I can for you, but I should warn you, he has a way of forgetting the limitations of us mere mortals. Now can I help you people?"***

Allow the PCs to explain their quest to Silas. The whole time, Silas will look them over, examining each person in turn. Once the PCs have told their story, or at least asked for help, Silas will speak again. If the PCs try to take advantage of Silas by lying about what Arvoreen said, Silas will raise an eyebrow and comment dryly, "I don't think I can help you with that."

Assuming the PCs ask Silas to get them to Big Moe, proceed with the following:

*"Big Moe eh? I've been there before. Of course, this sort of thing is always tricky. It's best to have a clear idea of where you're going. Otherwise there's no telling where you might wind up. Look before you leap right? This is going to take me a few hours to set up so get comfortable."*

If there are any spell casters in the group, Silas will tell them the following:

*"You look like you could use a rest. Why don't you take a nap on this rug. I have a feeling you might need one."*

Silas will unroll a large rug that can fit up to 8 people. The rug will allow anyone who sleeps on it to get a full eight hour's rest from napping only one hour. Under no circumstances will Silas part with the rug. Those spellcasters who nap on the rug may then rise and pray or study for spells. They will have up to four hours of time to regain spells.

**If the party is in tier 1 (total levels 6-13), Silas will look them over and give them three potions of healing, saying:**

*"You better take these with you. I carry them for emergencies, but I think you might need them more than me. Better safe than sorry."*

**These potions of healing are good for this adventure only; there are no treasure slips provided.**

Silas will pull out various boxes and equipment from his wagon and begin scribing symbols on a large piece of canvas. It will take him between four to five hours to prepare. Part of the preparations involve a small silver whistle.

Once everything is ready and the PCs are rested, Silas will hand the silver whistle to one of the PCs.

*"This spell is pretty sure fire safe and ought to get you in the vicinity. You may have a little walking to do, but not much. Once you are ready to come back, blow that whistle, but make sure you all stand close together because there's a limit to the effect of the spell. I should warn you,*

*though, don't use that whistle in an extradimensional space. It could have very bad effects. Now everyone stand over there in the circle."*

With that said, Silas points to a large circle drawn on the canvas. The circle is 10 feet across. Silas will wait for the PCs to position themselves and then he will open a scroll and begin intoning a spell. With a final flourish of his hand, he spreads colored dust over the PCs. Have them all make two saving throws versus spells. The first save is to avoid being blinded for 1d4 rounds. The second save is to avoid being disoriented for 1d4 rounds.

***You find yourselves in a meadow about 200 yards from a well-used road. Half a mile up the road you can make out the buildings of a small town nestled at the base of a large hill, the top of which is crowned by a wooden tower.***

Allow the PCs time to get their bearings and prepare themselves. There is no one else in sight here, though the meadow shows signs of having been used for grazing. The town in the distance is Big Moe. It is relatively quiet at the moment. Once the PCs are ready, proceed to the next encounter: **The Welcome Wagon.**

## **The Welcome Wagon**

Look at the map of Big Moe and vicinity to get an idea how the town is laid out.

Once the PCs reach the town of Big Moe, present them with the following:

***It is but a short walk to reach the town ahead. The area around the town is mostly farmland, though the hills further away appear to be heavily forested. It is nearing dusk when you arrive. The buildings are one or two story structures made of wood. The town is laid out at the foot of a tall, steep hill with a watch tower built at the crest. You can see a number of wooden doors set into the side of the hill. A large barn sits at one end of the town, surrounded by stables. Oddly enough, there is no one in sight. In fact, the town seems deathly quiet.***

Have anyone with observation proficiency make a check. If any rogues use their hear noise ability, allow them to make a check for that. If anyone makes the check, they notice a slight murmuring sound coming from the direction of the barn. A few moments later, the noise becomes loud enough for everyone to notice. It is hard to make out individual voices, but the noise sounds like many people talking and shouting. It becomes louder and louder until it is obviously the sound of a mob. Present the PCs with the following:

*From behind the large barn at the edge of town come a crowd of people, yelling and screaming. They all appear to be humans, except for the halfling being carried by two brawny men. Another man is hauling a large rope which he throws over a beam of the barn. He begins securing a noose around the halfling's neck as one of the crowd searches the stables for a pony. The rest of the crowd consist of about 60 people. They are a mix of men women and children.*

*From among the crowd, one older man shouts, "Tie the rope tighter, don't use a half hitch." A woman in an apron calls out, "Don't hang him, we have to burn him. Everyone knows you burn a warlock." A bald man holding a scythe retorts with, "Foolish woman, first we hang him and then we burn him. It's easier that way and he'll be just as dead" From the front of the crowd, a large man in a smith's apron cries out, "What about my Carrie? We still don't know what he done with her!"*

At this point allow the PCs to react to the crowd. The people of big Moe haven't yet noticed the adventurers in their midst. The intrusion of a group of well armed and armored people will create a brief suspension of activity.

There is a lot going on in this encounter. Mainly, the PCs need to prevent the hanging and find out what has been happening in the town. If at any point the PCs display the amulet Arvoreen gave them, the halflings will be impressed and eager to help in any way they can, saying, "Arvoreen sent you. We are saved!" or something to that effect. If

the PCs ask about Arvoreen, the halflings will say: "Arvoreen, the Defender, protects halfling communities from harm."

The principal players in this drama are:

**Himrick the Sage** is actually a former priest of Bane and now a wizard. He is keeping to the background and is wary of the PCs. Since he does not know their abilities, he will be cautious of charm, *ESP*, or *detect lie* spells. He is sly and crafty and has ways of avoiding the truth more suited to Cyric than Bane. Himrick wears a hooded robe and keeps his face covered. His arms are also covered by the long sleeves of the robe. Upon his forehead and arms are markings of Bane. Should anyone uncover this, allow a religion check to be made.

**Parker**, the leader of the lynch mob, is the one with the rope. He has been charmed by Himrick and is also under a *suggestion*. Parker is a willful, spiteful man who is always envious of the success of others. He has long hated the halflings and was an easy target for Himrick.

The halfling, **Wilford Hedgeburrow**, is a cooper who has been accused of practicing dark magic and killing a young girl during his rituals. Of course, the allegations are untrue. A peaceful, kind man, Wilford is basically in shock over the whole affair. He has yet to even speak a word in his defense. There is a distinct look of terror in his eyes.

**Nathan Millsmith** is the father of the missing girl, **Carrie** age nine. A widower, he is a large man who runs the village smith. Normally patient and gentle, his emotions have roused since his daughter's disappearance. If the PCs can find a way to reassure him, he can relate the happenings of the town. Until Carrie went missing, Nathan refused to believe the halflings were responsible for all of the recent misfortune.

**Orlo and Lila Brimwhistle** are the parents of **Willoughby**, a missing ten year old halfling boy. They hadn't realized he was missing until this morning. Willoughby is an active boy who spent a

lot of time in the Digs, a system of old tunnels beneath the hill. They would have searched for him this morning, but were rounded up by the townfolk. Orlo has been beaten severely for trying to resist the mob. His wife Lila is hysterical at this point, worried about her son, and having seen her husband beaten.

The PCs may react to the situation in a number of ways. If the PCs act in a hostile manner, most of the crowd will back off. However, Parker and seven others will enter combat. There are spears lying nearby which they will use as weapons. If a combat occurs, go to the **Combat Section** listed at the end of the encounter.

For any PCs that have some knowledge of law, it should be quite clear that what is taking place is a lynching, plain and simple. Should the PCs try to prevent the hanging or begin asking questions, then use the following text. You may need to alter it somewhat to fit the exact situation.

*"He put a curse on my cow and now she gives sour milk and Lydia's chickens quit laying eggs. Tom Miller fell off his ladder and broke his leg."*

*"This fellow has been practicing the dark arts. We welcomed him as a neighbor and how does he repay us, by putting curses on evryone."*

*"They're all in together, the whole lot of the little runts. We never should have let them move in. All that digging and living in caves, we should have known they were up to something."*

*"Those halflings tricked us is what they did. All that good tasting ale seemed like a good deal. No wonder, they've been using their dark arts to make it. It's unnatural."*

*"He killed poor Carrie Millsmith in his experiments. Ask Hendrick, he'll tell you"*

Basically, the humans of Big Moe have suffered from curses over the past month. When Hendrick the Sage (actually a follower of Bane) came through town, the people asked him to investigate the recent strange events. Himrick told the town

folk that evil magic was at work. He also used his abilities to detect magic around the town and the only source he found was in the halfling burrows. Several people have had accidents, cows have quit giving milk or gave only sour milk, chickens quit laying eggs, etc. Relations between the halflings and humans have worsened over the weeks as prejudice has run rampant. This morning, Carrie Millsmith was found missing from her bed. A search was made of the town, but in vain. However, Carrie's clothes were found in the workshop of Wilford Hedgeburrow, a cobbler. It is Wilford who currently has a noose around his neck. Himrick was able to determine that magic of a foul nature had been cast in the workshop. Himrick suspected that a ritual of the worst kind had taken place and told his suspicions to the town elders. The halflings have all been rounded up and locked in the barn while the humans investigated. There are 28 halflings locked in the barn, most of whom will begin to stick their heads out of the windows of the loft. They will respond with the following.

*"Wilford Hedgeburrow is no more a mage than that cow."*

*"Lies, all lies. This whole business about dark magic is just an excuse to murder and rob us. Woe the day we trusted humans."*

*From a window of the barn comes a high pitched feminine voice, "What about my Willoughby he's missing too you know, and no one will even let me look for him."*

*"Yah what about us, we're the ones that have been robbed and beat in the night."*

Once enough of this has gone on, the man with the rope, Parker, will speak out saying the following:

*"Enough of this talk. We all know this squirmy runt took the Millsmith girl and killed her practicing his dark magic. What we have to do now is make him pay the price. If you strangers want to stay and help that's fine. Otherwise get out of the way cause there's gonna be a hanging."*

Once Parker has had his say, the crowd will begin to stir again. Make sure the PCs realize the crowd is in an ugly mood. At this point, if any of the PCs wish to sway the crowd, they will have to get the attention of the people and make a good plea. Give the PCs time to speak and depending on the quality of the speech adjust the roll accordingly. Use the following rules to determine the effect on the crowd.

For any P.C. who attempts to sway the opinion of the crowd, make a reaction test using the PCs reaction adjustment based on charisma and half of the PCs reaction adjustment based on comeliness. (the crowd is about half women and half men) Also, if the character displays prominently the symbol of a good or lawful aligned god (either wearing a holy symbol or has the symbol emblazoned on armor or shield) then give the P.C. an additional +2 to reaction adjustment. For every level above 5th for any warrior type, priest type, or bard character, add +1 to the reaction adjustment of the P.C. If the P.C. is a knight, add +2 to the reaction adjustment. If there are any halflings, dwarves, or gnomes in the party, penalize the roll by 2. If the P.C. speaking to the crowd is a halfling, dwarf, or gnome, penalize the roll by 4. Finally, if the player makes a persuasive argument or speech, award up to +3 to the reaction roll depending on the role playing and the effectiveness of the speech. Allow for the player to role play with a speech to the crowd and then make the roll. If the roll fails to alter the crowd's opinion, then allow the P.C. or another P.C. to make a more impassioned attempt.

**The base roll needed to sway the crowd's opinion is 6 or less on a 2d10 roll.**

If a successful roll is made, then the people will calm down and the PCs may question or disperse the crowd as they see fit. Parker will remain close by, holding the rope. Because he is charmed and under a suggestion, Parker will remain convinced of Wilford's guilt. Only if the PCs remove the spell effects will Parker be tractable.

Have anyone with observation make a check to notice Himrick the Sage edging around the back of the barn. Himrick wants to avoid the PCs and any

questions they might ask. Unless prevented, he will make his way behind the hill and up to the watch tower to meet with Morkander. If he is noticed, Himrick will try not to escalate the situation. However, if he feels he has been caught, Himrick will put up resistance, using what spells he has.

**Himrick the Sage hm W2/P3 of Bane;** AL LE; AC 5 (9); MV12; HP 20; THAC0 20; #AT 1; DMG 1d6 (staff); SA spells; SD spells; Str 12; Con 15; Dex 15; Int 16; Wis 16; Cha 10; MR nil; SZ M; ML 16. Saves: P.P.D. 10; R.S.W. 11; P.P. 13; BW 15 SP 12.

Spells: *armor* (precast), *color spray*.

If the PCs manage to capture the sage, Himrick, and search him, they will find a holy symbol of Bane (a bloody hand) on his person. Also, the symbol of Bane has been tattooed on his forehead and arms, which is why he wears a hooded robe with long sleeves. Himrick has been sent by the high priest, **Morkander**, to keep the town in turmoil, a task he has performed well until now.

**Himrick knows his master, Morkander, has been seeking the secret temple, and he meets with him every night at the watchtower on the hill.**

**Himrick knows Morkander took the girl, but not why, except Morkander needed her for a task.**

**Himrick does not know where Morkander is, but knows Morkander hoped to find the temple soon. Himrick also knows that Morkander has been searching the halfling burrows. Using scrolls, Morkander is the one who has been putting curses on the town folk.**

Himrick will not reveal any of this, even under torture, though obviously the use of *Charm* or *ESP* spells might cause him to reveal this information to the party.

### **Combat Section:**

If during this encounter the PCs act in a hostile manner, Parker and seven others will grab spears and oppose them. Use the following stats for all tiers.

**Townsmen (8):** Int Average; AL CN; AC 8; MV 12; HD 0-lvl; HP 6; THAC0 20; #AT 1; DMG 1d6; SA nil; SD nil; MR nil; SZ M; ML 9. Saves: P.P.D. 16; R.S.W. 18; P.P. 17; BW 20 SP 19.

Questioning any of the townsfolk will yield the following information:

*A few weeks ago, strange things began happening. A number of people had accidents, cows quit giving milk, hens laid bad eggs, etc. The only people not affected were the halflings.*

*A week ago, the sage, Himrick, arrived in town. He gave the people charms against evil and the bad luck went away. He performed an investigation and found the halflings were the cause of the accidents. Himrick said the halflings were practicing dark magic to make their ale.*

*Last evening, a young girl (8 years old), Carrie Millsmith, went missing. A search was made and her cloak was found in Wilford Hedgeburrow's work shop this morning. The cloak were ripped and bloodied. Himrick was able to discern that a ritual of dark magic had taken place. He believed Carrie had been sacrificed.*

*The halflings were all been rounded up and put in the barn under guard, lest they attempt more evil.*

Assuming the PCs manage to prevent the lynching of the halfling, Wilford, will be quite thankful. He will claim that he knows nothing of the whole affair, saying:

*"I had closed my shop early and gone home to bed. I was just finishing my last evening supper when I suddenly felt very sleepy. I'm surprised I made it to my bed. This morning I was roused out of my bed along with the rest of my folk and locked up in the barn while the humans ransacked our burrows."*

While Wilford himself knows little of what has been going on, he will tell the PCs all he knows.

*"I didn't see anything myself, mind you, but over the last few weeks, people have been sneaking around our burrows. The Buttertoes had their door knocked in and were attacked in the middle of the night. It's been terrible, just terrible."*

If asked, Wilford can remember the halfling boy's name. It is Willoughby Brimwhistle.

Should the PCs talk with the other halflings, all of whom are locked up in the barn, the other halflings can confirm that humans have been skulking around at night. After all, who else needs to use a lantern?

The Brimwhistles are anxious about their son, Willoughby, but it is clear that neither is in any condition to carry out a search. Willoughby had gone to bed last night, but in the morning, he wasn't there. The Brimwhistles can tell the PCs that Willoughby often played in the Digs with the other children. The Digs is a series of old tunnels deep in the hill. They were there before the halflings arrived, but the entrance was caved in. Any bard among the PCs may make a roll for legend lore. If the roll is successful, then the bard will recall that this is the site where a temple of Bane was defeated and destroyed.

Any of the halflings, including the Brimwhistles can tell the PCs how to access the Digs. The one main entrance is off the community storage room.

Should the PCs check Wilford's work shop, any of the party with spellcraft may make a proficiency check. A successful check will reveal that while magic has been performed here, it is more likely a *sleep* spell than an evil ritual (there is some sand lying on the floor). Wilford's brew is quite mundane, without any magical properties at all.

## **To the GM**

There is a lot the PCs can do in this scene if they wish. Depending on how they handled the crowd and Himrick, they may be able to persuade the humans to release the halflings in the barn. There are of course, numerous people to question. The PCs may also choose to investigate some of the strange happenings. Anyone who can make a successful spellcraft check will realize that various animals and work tools have been cursed. (Morkander cursed them using scrolls with the 4th level wizard spell.) Because of the limited time allowed for this module, you may need to move

your players along to the next scene. If it becomes necessary, have Willoughby's parents, Orlo and Lila Brimwhistle come pleading to the PCs to help find Willoughby.

Once the P.C.s are ready to investigate the Digs, proceed to the next encounter: **The Digs**.

## The Digs

*Making your way up the hill, you enter a comfortable burrow. The ceiling is a little over five feet high. Passing through a hallway, you arrive at an oak door set with an iron ring. Opening it, you enter into an irregular tunnel about eight feet high and ten feet wide. There is only one way to go. The tunnel leads into the heart of the hill.*

For those who have the ability and care about such things, have them make their proficiency checks or ability checks. The tunnel is not natural. The shoddy workmanship can be attributed to humans. It looks to be several hundred years old. The tunnel goes down at a slight 5% angle and curves slightly to the east. Lighting is poor, but a type of phosphorescent fungi grows in patches on the walls, giving some meager illumination.

The tunnel goes quite a ways (about 400 feet) before ending at a chamber. There are several tunnels here, leading in different directions. Anyone with tracking may make their proficiency check to notice the tracks of several humans, as well as two sets of tracks made by children. One of the children wore shoes, while the other was barefoot. The adult prints are everywhere, but the children prints lead in the direction of the Digs.

*You go through several turns, following various tunnels, heading deeper into the heart of the hill. According to the directions given, the Digs should not be far. As you enter a chamber, you can hear a faint thumping sound from one of the tunnels. Looking down the tunnel, you see a halfling boy running as fast as he can, his arms pumping furiously and his legs almost a blur.*

***Further down the tunnel are several shapes that look humanoid.***

The halfling boy is, of course, Willoughby Brimwhistle. He had been caught and tied up along with Carrie Millsmith, his friend. They had each snuck out of bed at night to investigate the strange lights they had seen in the Digs. By the time Willoughby managed to work his way out of his bonds, the priests had taken Carrie through the magic door. Willoughby tried to sneak out, but was spotted by the guards. At this point he has given up on stealth in favor of speed.

So intent is he on his running that Willoughby won't even notice the PCs until he is on top of them. At that point, he will scream loudly and try to duck through one of the doorways in the chamber.

There are three guards behind Willoughby. At the beginning of the round, the guards are 80 feet down the tunnel. It will take them the round to reach the chamber and enter melee range.

### **Tier 1 (Total levels 6-13)**

**3 Guards, hm F1:** AL LE; AC 6; MV 9; HP 8; THAC0 19 (20); #AT 3/2 (spec); DMG 1d8+2; SA nil; SD nil; Str 14; Dex 12; Con 14; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 16. Saves: P.P.D. 14; R.S.W. 16; P.P. 15; BW 17 SP 17.

### **Tier 2 (Total levels 14-25)**

**3 Guards, hm F2:** AL LE; AC 5; MV 9; HP 16; THAC0 17 (19); #AT 3/2 (spec); DMG 1d8+3; SA nil; SD nil; Str 17; Dex 12; Con 15; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 16. Saves: P.P.D. 14; R.S.W. 16; P.P. 15; BW 17 SP 17.

### **Tier 3 (Total levels 26-37)**

**3 Guards, hm F4:** AL LE; AC 4; MV 9; HP 40; THAC0 15 (17); #AT 3/2 (spec); DMG 1d8+3; SA nil; SD nil; Str 17; Dex 12; Con 16; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 16. Saves: P.P.D. 13; R.S.W. 15; P.P. 14; BW 16 SP 16.

### **Tier 4 (Total levels 38 - 56)**

**3 Guards, hm F5:** AL LE; AC 4; MV 9; HP 50; THAC0 14 (16); #AT 3/2 (spec); DMG 1d8+3;

SA nil; SD nil; Str 17; Dex 12; Con 16; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 16. Saves: P.P.D. 11; R.S.W. 13; P.P. 12; BW 13 SP 14.

### **Tier 5 (Total Levels 57+)**

**3 Guards, hm, F7:** AL LE; AC 4; MV 9; HP 64; THAC0 12 (14); #AT 2 (spec); DMG 1d8+3; SA nil; SD nil; Str 17; Dex 12; Con 16; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 16. Saves: P.P.D. 10; R.S.W. 12; P.P. 11; BW 12 SP 13.

Unless the PCs try to prevent him, Willoughby will go running down the corridor. Once the battle has ended, he will sneak back to see what happened, giving the PCs a chance to talk with him.

Willoughby is a young halfling boy, 10 years old. He is just under two feet tall with a crop of curly red hair. Willoughby is a bold, inquisitive lad, filled with energy and eagerness.

By the time the battle is over, he is fairly sure the PCs are on his side. Still, it will take some assurance by the PCs to get him to talk with them. If any halflings, dwarves or gnomes are in the party, then Willoughby will be quite forthcoming, remaining close by their side. Present the following to the PCs:

*"Thank Tymora. I thought those guys were gonna get me for sure. It sure is lucky you came along when you did. Please you gotta help me. Carrie is in trouble. She's my bestest secret friend in the whole world and those bad men got her. I would've gone after her, but I don't know how to work the door."*

Assuming the PCs ask questions, Willoughby will tell them about the Digs and how he and Carrie were captured by the bad men. He will tell the group how the bad men threatened him and then they opened the magic door and took Carrie through it. Willoughby can show the group the chamber with the magic door or give them directions. He will want to go along with the PCs, but a firm argument on their part will convince him to go for help instead.

The guards all have symbols of Bane tattooed on their faces and arms. If the PCs are still unaware

that followers of Bane are behind the trouble, allow anyone with religion to make a check to recognize the symbols.

Should any of the guards be captured alive, the PCs can attempt to question them, however, this will prove futile for the most part. The guards are followers of Bane who have served Morkander for years. Morkander is a high priest of Bane who discovered ancient lore concerning an artifact of Bane that was buried beneath the hill of Big Moe. They have been helping Morkander to search for the entrance to an ancient crypt which was once part of a temple to Bane. Only last night was the entrance discovered.

When they caught Willoughby and Carrie snooping around, Morkander decided he could use the girl to defeat the enchantments protecting the crypt. It has taken Morkander all day to learn the secret of opening the door. The guards do not know how the door is opened. Only Morkander has that information. The guards of course, will reveal none of this unless under the influence of *Charm* or *ESP*. When initially questioned, they will say only the following:

*"You are too late! Soon our master will return triumphant and fear shall cover the land. Only those strong in the hate of Bane will survive."*

When the PCs are ready, proceed to the next encounter: **The Door**.

## **The Door**

*You proceed down a few more tunnels into the Digs. It is obvious that children have been playing here. There are toys scattered about and a large piece of canvas (that had obviously been used as a hideout) is flung against a wall.*

*There is a large stone door set into the center of the floor. Footprints of several people lead up to the door and end at it. The door has an inscription that reads:*

**"To pass through to the inner sanctum you must know the three ways of our God. What is left you must decipher for yourself."**

*Under the inscription are three lines of writing with slots after them to hold tiles, and a fourth line with no writing but slots for four tiles:*

**1. To cause trouble between people: \_ \_ \_ \_**

**2. To rule with an iron fist: \_ \_ \_ \_ \_ \_ \_ \_**

**3. Active and open distrust and dislike: \_ \_ \_ \_**

**4. \_ \_ \_ \_ \_**

*At the bottom of the door are 23 tiles in alphabetic order as follows:*

**A,A,A,B,D,E,E,E,F,H,I,N,N,N, R,R, R,S,T,T,T,Y,Y.**

*It is easy to slide these tiles up to the slots in the four lines above.*

If Willoughby is still with the PCs, present them with the following:

*"This is the magic door. I don't know how to open it. We played with the tiles for a while but they sting you! The bad men opened the magic door and took Carrie through it."*

**At this point, give the players Player Handout #1.**

The answers for the questions are: **1. Strife, 2. Tyranny, 3. Hatred, 4. Bane.** They should be able to figure out the last one when they have the last four tiles.

The tiles can be pulled off the door but the further they get from the door the harder it is to hold onto them. In fact it requires a Str of 1 to lift them 1 inch off the door and a Str of 18 to lift them 18 inches away from the door. (treat exceptional strength as 18) If someone tries to pull a tile further off the door than they have strength, the tile will pop out of their hand and back into its slot at the bottom of the door.

The tiles will also emit a shock if they are placed into the wrong slots. Therefore if someone guesses Hatred as the answer to the first question you should tell them they feel a shock when they put the H into the first slot. The first shock is a "warning" after that all the shocks do damage. The damage they will take from these shocks is tiered to their level:

| <u>Tier</u>                  | <u>HP per shock</u> |
|------------------------------|---------------------|
| 1 (Total levels up to 6-13): | 1                   |
| 2 (Total levels 14-25):      | 1d4                 |
| 3 (Total levels 26-37):      | 1d6                 |
| 4 (Total levels 38-56):      | 1d8                 |
| 5 (Total Levels 57+):        | 2d6                 |

This allows groups who just don't understand the puzzle to have a shot at continuing the adventure, but not without cost.

Once the door is opened, the PCs see the following.

*The door opens to reveal a stone staircase descending about 30 feet. You can see a dim light outlining a doorway at the far end.*

## **The Outer Chamber**

*As you walk through the doorway you notice you are in a small hallway that rapidly widens out into a large room (about 20 feet by 30 feet). This room has many musical instruments scattered about in various levels of disrepair and decay.*

*You see murals on the right and left walls, and a painting on the far wall around a heavy oaken door that is bound with iron. The door has obviously been opened recently, but the doorway shimmers like a pool of water. You see only blurred reflections of the room in it.*

*As you come further into the room a voice hails you:*

*"Stop! Halt, who goes there friend or foe?"*

*Looking around you see a helmet from a suit of armor sitting on the floor in the area the voice came from.*

*The helmet mutters: "Great, wonderful, I get smashed up by evil Banites only to be rescued by a bunch of ninny hammers." Louder it says "Look is someone in that bunch here to help or did you just come down to finish ripping apart my poor old tired body." Looking about you do notice pieces of armor scattered about the room.*

Jedikiah is suit of armor that was magically brought to life so he could keep people away from the evil artifact. He was put in place by the priests of Milil who came to strengthen the spells that held the artifact.

Jedikiah is perfectly willing to talk to the party about what little he knows.

- He knows some priests put him here to guard the door.
- An evil artifact is behind the doorway.
- The artifact only has one weakness but he doesn't remember what it is.
- He also knows that there are clues scattered about the room as to who put him here and how to stop the artifact.
- Jedikiah does know that lots of people (including a priest of Bane and a bound child) came through here and smashed him up in order to get through that door.

If the PCs examine the room they see:

*This room has many musical instruments scattered about in various levels of disrepair and decay. You can tell that the instruments used to be tucked away in glass cases which have been smashed open and the instruments flung about the room.*

*On the right wall is a tapestry depicting a shepard boy playing his pipes to drive a pack of*

*wolves away from his flock. On the left wall is a tapestry showing a town under attack by obviously evil creatures (bugbears, gnolls, some even undead). There is a bard in front of the town playing a lyre, and he seems to be stopping the oncoming flow of creatures. Behind both of the tapestries are older symbols of Bane that have been plastered over but the plaster is beginning to chip away.*

*On the far wall is a painting of a battle scene which surrounds a heavy oak door banded with metal. On the left side of the door are armies flying the banners of good Gods. There are drummers and pipers marching at the front of the army.*

*On the right side of the door is an army carrying the banners of evil Gods. Their banners are beginning to droop and they stare openmouthed at the oncoming army of good.*

As the PCs search Jedikiah will whistle several different fighting songs. If asked he'll say the people who put him here taught them to him.

**The thing that can defeat the artifact is music: any kind, played or sung during battle. If there is a bard in the party Jedikiah will find him familiar and express relief that he's come to help.**

Should the PCs mention the subject of music to Jedikiah, he will say the following:

*"Ahhh music, it can sooth the soul or stir the heart. When I first came here there was music night and day. Quite lovely it was. You know, music is a kind of magic, the kind anyone can use. Until now I didn't realize how silent these last few hundred years have been. They used to visit, you know. The priests who put me here. They used to at least take an interest."*

If Willoughby is still with the PCs, Jedikiah will speak to him, saying:

*"Hey boy, what do you think you're doing? You better stay here with me in case these*

*chuckleheads botch the job. You and I will be the last line of defense, like the heroes of old."*

Once put like that, Willoughby will agree to remain in the room.

When the PCs are ready, proceed to the next encounter: **The Crypt**.

## The Crypt

*The door opens into a large room (60 feet by 60 feet). Carved from rough stone, the walls have been cut into tableaus displaying the traits of Bane. The walls had been plastered to hide the symbols of Bane, but the plaster has long decayed and crumbled. Close to the door a young girl is crouched down against the wall, trembling with fear, a bundle of cloth clutched tight to her chest. Across the room stands Morkander arrayed in fine robes and holding a scepter. The scepter is etched with symbols of Bane. A number of his minions stand around him in awe. He looks up and shouts to his followers, "The time has come, only the strong will survive. Destroy the unbelievers and prove your worth to Bane!"*

At this point, roll initiative for battle. Morkander has indeed recovered the artifact he desired. It is pure evil and has a very strong ego, even for someone like Morkander.

### Running the Battle

The room itself is magical and has excellent acoustics. **It prevents any sort magical silence or sound dampening from operating (including spells or items).** This is true for everyone in the room. Any spells or magical effects cast at the portal will reflect, as if it were part of the wall.

The Scepter of Bane can be neutralized by music, either played instruments or singing. This will neutralize the attack-oriented effects of the scepter (Wave of Fear, Symbol of Persuasion, Paralyze, Enervation, Energy Drain), but will not neutralize the magic resistance (either 90% to charm and emotion affecting or 50% MR) or the +3 of the

weapon. In order to be effective, someone must make a successful proficiency check each round. For those who do not have any musical proficiency, they may make a singing proficiency at a -4 penalty to the roll. Characters may engage in combat and sing, but only at an additional -4 penalty, unless a character is a bard. Bards may sing and fight with no penalties to their proficiency checks. Obviously, though, bards who play musical instruments must devote their full attention to the music. As a benefit to bards or any clerics of Milil, if they devote their full attention to playing or singing and make their proficiency check, then their group receives a +2 bonus to all to hit rolls and saving throws. During any round the scepter is neutralized, any PCs under the effects of Fear, Paralyzation, or Word of Persuasion from previous rounds are returned to normal. Characters that have suffered the Enervation or Energy Drain effects do not suddenly regain lost levels. Finally, to emphasize an obvious point, spellcasters cannot both sing and cast spells with verbal components.

The Banites have forgotten the young girl. She has already played her part in breaking the seal and silencing the harp. Carrie now sits in abject terror. Only a person of good alignment may touch the Lonely harp without ill effects. It is the harp, bundled tightly so it cannot play, which Carrie holds in her arms. If any of the characters can free the harp from its wrappings, it will begin to play in the following round, thus neutralizing the Scepter of Bane. Unlike other music, the music of the Lonely Harp neutralizes all of the powers of the scepter, including the defensive ones and even the +3 magical bonus.

### Tier 1 (Total levels 6-13)

**Guards (4), hm F1:** AL LE; AC 6; MV 9; HP 9; THAC0 19 (20); #AT 3/2 (spec); DMG 1d8+2 (spec); SA nil; SD nil; Str 12; Dex 10; Con 15; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 18. Saves: P.P.D. 14; R.S.W. 16; P.P. 15; BW 17 SP 17.

**Morkander, hm P3/W4:** AL LE; AC 5 (9); MV 12; HP 20; THAC0 17 (20); #AT 1; DMG 1d6+4 (scepter); SA wizard spells, scepter; SD armor spell, 90% resistance to all charm and emotion affecting spells (including hold person) while

bearing scepter; Str 12; Dex 15; Con 10; Int 15; Wis 15; Cha 13; MR nil; SZ M; ML 19. Saves: P.P.D. 10; R.S.W. 11; P.P. 13; BW 15; SP 12.

Wizard Spells: 1st level- *armor* (precast), *magic missile*, *burning hands*; 2nd level- *hypnotic pattern*, *mirror image*.

*Scepter of Bane* (mace +3): Once per round can create a Wave of Fear as the spell, save vs. rods. The effect lasts for 1d4 rounds. This is in addition to any action taken by the bearer. Also provides 90% resistance to charm or emotion affecting spells.

### **Tier 2 (Total levels 14 - 25)**

**Guards (4), hm, F2:** AL LE; AC 5; MV 9; HP 16; THAC0 18 (19); #AT 3/2 (spec.); DMG 1d8+2; SA nil; SD nil; Str 14; Dex 12; Con 15; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 18. Saves: P.P.D. 11; R.S.W. 13; P.P. 12; BW 13 SP 14.

**Morkander, hm P4/W5:** AL LE; AC 5(9); MV 12; HP 28; THAC0 15 (18); #AT 1; DMG 1d6+4 (scepter); SA wizard spells, scepter; SD *armor* spell, 90% resistance to all charm and emotion affecting spells (including hold person) while bearing scepter; Str 12; Dex 15; Con 10; Int 15; Wis 15; Cha 13; MR nil; SZ M; ML 19. Saves: P.P.D. 9; R.S.W. 11; P.P. 12; BW 15; SP 12.

Wizard Spells: 1st level- *armor* (precast), *magic missile x2*, *burning hands*; 2nd level- *hypnotic pattern*, *mirror image*; 3rd level- *lightning bolt*.

*Scepter of Bane* (mace +3): Once per round can create a Wave of Fear as the spell, save vs. rods. The effect lasts for 1d4 rounds. This is in addition to any action taken by the bearer. Anyone struck by the scepter must save versus rods or be paralyzed for 1d4 rounds. Also provides 90% resistance to charm or emotion affecting spells.

### **Tier 3 (Total levels 26 - 37)**

**Guards (6), hm F4:** AL LE; AC 4; MV 9; HP 40; THAC0 14 (16); #AT 3/2 (spec.); DMG 1d8+3; SA nil; SD nil; Str 17; Dex 12; Con 17; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 18. Saves: P.P.D. 10; R.S.W. 12; P.P. 11; BW 12 SP 13.

**Morkander, hm P5/W7:** AL LE; AC 5 (9); MV 12; HP 36; THAC0 13 (16); #AT 1; DMG 1d6+4

(scepter); SA wizard spells, scepter; SD *armor* spell, immune to all spells below 4th level; 90% resistance to all charm and emotion affecting spells (including *hold person*) while bearing scepter; Str 12; Dex 15; Con 10; Int 15; Wis 15; Cha 13; MR nil; SZ M; ML 19. Saves: P.P.D. 9; R.S.W. 9; P.P. 11; BW 13; SP 10.

Wizard Spells: 1st level- *armor* (precast), *magic missile x2*, *burning hands*; 2nd level- *hypnotic pattern*, *mirror image*, *glitterdust*; 3rd level- *lightning bolt*, *dispel magic*; 4th level- *minor globe of invulnerability* (precast).

*Scepter of Bane* (mace+3): While displayed, all who see the scepter must save vs. rods or join the ranks of the Banites as per the 7th level priest spell Symbol of Persuasion. Anyone struck by the scepter must save vs. rods or temporarily lose 2 levels as per the 4th level wizard spell, Enervation. Also provides 90% resistance to charm or emotion affecting spells.

### **Tier 4 (Total levels 38 - 56)**

**Guards (6), hm F7:** AL LE; AC 4; MV 9; HP 72; THAC0 11 (14); #AT 4 (spec. and hasted); DMG 1d8+5 for each; SA hasted; SD nil; Str 18/60; Dex 12; Con 17; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 18. Saves: P.P.D. 10; R.S.W. 12; P.P. 11; BW 12 SP 13.

**Morkander, hm P7/W9:** AL LE; AC 4 (9); MV 12; HP 44; THAC0 13 (16); #AT 2 (hasted); DMG 1d6+4 (scepter) for each; SA wizard spells, scepter; SD *armor* spell, *stoneskin* (7), immune to all spells below 4th level; Str 12; Dex 16; Con 10; Int 15; Wis 15; Cha 13; MR 50%; SZ M; ML 19. Saves: P.P.D. 7; R.S.W. 9; P.P. 10; BW 13; SP 10.

Wizard Spells: 1st level- *armor* (precast), *magic missile x2*, *burning hands*; 2nd level- *mirror image*, *hypnotic pattern*, *glitterdust*; 3rd level- *lightning bolt*, *dispel magic*, *haste* (precast); 4th level- *minor globe of invulnerability* (precast), *stoneskin* (precast); 5th level- *cone of cold*.

*Scepter of Bane* (mace+3): While displayed, all who see the scepter must save vs. rods or join the ranks of the Banites as per the 7th level priest spell Symbol of Persuasion. Anyone struck by the scepter must save vs. rods or temporarily lose 2

levels as per the 4th level wizard spell, *Enervation*. Also provides 50% magic resistance to the bearer.

### **Tier 5 (Total Levels 57+)**

**Guards (8), hm F7:** AL LE; AC 4; MV 9; HP 72; THAC0 11 (14); #AT 4 (spec. and hasted); DMG 1d8+5 for each; SA hasted; SD nil; Str 18/60; Dex 12; Con 17; Int 9; Wis 9; Cha 9; MR nil; SZ M; ML 18. Saves: P.P.D. 10; R.S.W. 12; P.P. 11; BW 12 SP 13.

**Morkander, hm P9/W12:** AL LE; AC 3 (9); MV 12; HP 56; THAC0 13 (16); #AT 2 (hasted); DMG 1d6+4 (scepter); SA wizard spells, scepter; SD *armor* spell, *stoneskin* (9), immune to spells below 5th level; Str 12; Dex 17; Con 10; Int 15; Wis 15; Cha 13; MR 50%; SZ M; ML 19. Saves: P.P.D. 7; R.S.W. 7; P.P. 9; BW 11; SP 8.

Wizard Spells: 1st level- *armor* (precast), *magic missile* x2, *burning hands*; 2nd level- *mirror image*, *hypnotic pattern*, *glitterdust*, *levitation*; 3rd level- *lightning bolt*, *dispel magic*, *haste* (precast), *fireball*; 4th level- *ice storm*, *stoneskin* (precast), *Evard's black tentacles*, *enervation*; 5th level- *cone of cold*, *chaos*, *transmute rock to mud*, *feblemind*; 6th level- *globe of invulnerability* (precast).

*Scepter of Bane* (mace +3): While displayed, all who see the scepter must save vs. rods or join the ranks of the Banites as per the 7th level priest spell *Symbol of persuasion*. Anyone struck by the scepter loses 2 levels from an *Energy Drain* as per the 9th level wizard spell. Also provides 50% magic resistance to bearer.

Once the PCs have vanquished Morkander, they may deal with the young girl, Carrie Millsmith, who is still traumatized by the recent events. Carrie is essentially stricken by fear. If a *remove fear* spell is used, or if the harp is freed so it can play, Carrie will return to normal. She will also return to normal if returned to her family. Once freed, the *Lonely Harp* will begin to play. If asked, Carrie can tell the PCs that Morkander made her wrap up the harp.

Assuming the PCs search the Banites, they will find little of real value. Morkander has a pouch

containing 600 gp and six emeralds worth 300 gp each.

Anyone trying to remove the *Lonely Harp* from the crypt will find that they cannot pass it through the portal.

Should anyone be foolish enough to try and remove the *Scepter of Bane* from the crypt, then they encounter the following wards set up by the priests of Milil.

- First, a magic mouth appears at the portal and when the scepter passes into the opening and says, "Take not this scepter from this chamber. Great evil and suffering will result."

The scepter can be removed, but it begins to assert its powers once removed from the chamber with the *lonely harp* (even if PCs are playing music; their music is not powerful enough to overcome the scepter when it is outside the room). Once removed, the following things happen:

- 1st round out of the crypt: The PC holding the Scepter must make a Saving Throw versus Rods or lose all but 1d4 of their hit points (similar to a *harm* spell).

- 2nd round out of the crypt: A lightning bolt strikes the PC holding the Sceptre and affects anyone within 10 feet of that PC (widest possible bolt). All who are affected suffer 5d6 points of damage (save vs spells for half damage).

- 3rd round out of the crypt: The PC holding the Scepter must make a Saving Throw versus Rods (character saving throw value) for each magic item on their person. Failure indicates the item is drained of all magical properties forever.

- 4th round out of the crypt: The PC holding the Scepter must make a Saving Throw versus Rods or become evil. No power on Toril will change the character back, assuming his companions can catch the now-evil character who will use the scepter's powers.

The alignment change affects anyone who handles the rod after the 4th round out of the crypt, and a new Saving Throw must be made each round if a PC continues to hold the scepter, even if previous saves were successful. Evil PCs are removed from play in Living City events.

The PCs may wish to remove and destroy the scepter, but it is indestructible. They have no way of finding this before one of them turns evil and either runs off with it or slays the party and runs off with it, hence the wards.

The crypt can be sealed by closing the oak door and then sanctifying it with either a *bless* spell cast by a good aligned cleric or holy water.

## The Feast

Once the truth is explained, the humans of Big Moe will try to resolve their differences with the halflings. The hlaflings will be upset at first, but forgiving in the end. As a start, the humans provide a feast for the halflings. The halfling population, having been exonerated of any crimes, will invite the PCs to the feast and honor them. If the PCs are willing, the halflings will host them for several days while the humans do all the work. When the PCs are ready to leave, the townsfolk will present them with a reward of 100 gp each.

When they are ready to return, the PCs need only stand close and blow the silver whistle. Once they do so, present them with the following:

*Standing close together, you see the fold of Big Moe standing around you as the shrill piercing of the whistle disturbs the air. There is a sudden wash of blinding colors and a load roaring in your ears. when your sight and hearing return, you find yourselves standing on a piece of canvas in a large room. Nearby, the elf, Silas, sits in a chair reading a book. He looks up at you and smiles.*

*"Ahh, there you are. I was beginning to wonder what had happened to you. It's a good thing I decided to stay in town a few days. Do you have*

*that amulet he gave you? He asked me to collect it. You can keep the whistle if you like, though."*

If the PCs ask Silas about the amulet or give him any problems, he will inform them that Arvoreen visited him and asked him to collect it. If the PCs refuse to give Silas the amulet, he will not ask them any further, but will simply step upon the canvas and disappear in a wash of swirling colors. Each PC loses one magic item, chosen at random (the item is disenchanting), Arvoreen's reminder that he is more powerful than they. Arvoreen does not contact them again in this module; the adventure is over.

Assuming the PCs return the amulet to Silas, he will lead them downstairs into the common room of the Laughing Goat Inn, which is near the market. Silas will take the PCs around back to his wagon and open a silver chest containing the following items:

**Short Sword +2 Defender**  
**Shield of the Protector**  
**Arvoreen's Amulet of Aid**  
**Bell of Service**  
**Reading Lens**  
**Vial of Snake Oil**

When the chest is opened, a magic mouth will appear and say in Arvoreen's voice:

*"My thanks to you noble adventurers. I know that you do not seek a reward for your services, but the joy in the hearts of my people puts me in a generous mood. Please accept these gifts as a token of my gratitude. Anything you feel unable to accept you may leave with my friend, Silas."*

Make sure the PCs understand the conditions under which they may take the *short sword +2 defender*, the *shield of the protector*, and *Arvoreen's amulet of aid*. Silas will be certain to explain the conditions to them. If a P.C. is unable to agree to the conditions, then the P.C. may not take the item.

The End

## Experience Awards:

### Trial by Combat

|                                   |        |
|-----------------------------------|--------|
| Coming to the aid of the halfling | 200 xp |
| Defeating the monsters            | 200 xp |

### Welcome Wagon

|                                     |        |
|-------------------------------------|--------|
| Preventing the hanging              | 300 xp |
| Discovering Himrick is a Banite     | 100 xp |
| Handling the crowd without violence | 100 xp |

### The Digs

|                       |        |
|-----------------------|--------|
| Saving Willoughby     | 200 xp |
| Defeating the Banites | 200 xp |

### The Door

|                                |        |
|--------------------------------|--------|
| Attempting to solve the puzzle | 100 xp |
| OR                             |        |
| Solving the puzzle             | 300 xp |

### The Outer Chamber

|  |        |
|--|--------|
| Talking with Jedikiah                      | 200 xp |
| Determining that music defeats the scepter | 100 xp |

### The Crypt

|                                 |        |
|---------------------------------|--------|
| Defeating Morkander and minions | 400 xp |
| Restoring the harp              | 100 xp |

### Overall:

|  |            |
|--|------------|
| Role Playing   | 0 - 200 xp |
| The role playing experience should be awarded in the following manner. If on the whole, the group made an effort to play their characters, award 100 xp. If on the whole, the role playing was good enough to add to the enjoyment of the adventure, award 200 xp. |            |

**Total Possible Experience Award: 2,600 xp**

## Treasure Summary

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

### The Crypt

Morkander's Pouch

600 gp  
6 emeralds worth 300 gp each.

### The Feast

Reward from the town  
100 gp to each PC

### Arvoreen's Gifts from Silas

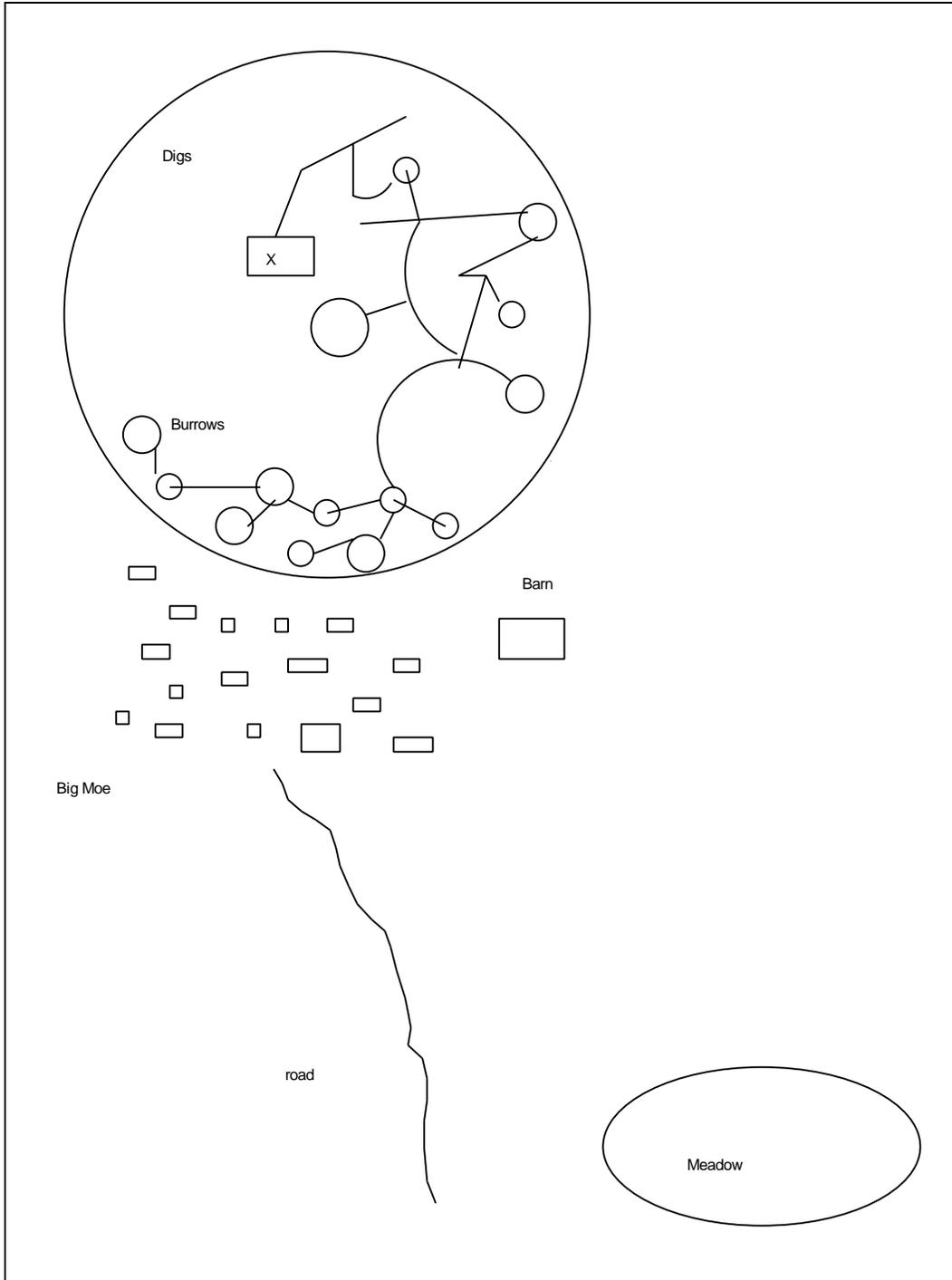
*Short sword +2 defender*  
*Shield of the protector*  
*Bell of service*  
*Reading lens*  
*Vial of snake oil*  
*Arvoreen's amulet of aid*

Remember, the short sword, shield and amulet can only be awarded if the PC agrees to the conditions of the item.

### Fame

There is no Fame award for this module, since the action takes place far from Ravens Bluff.

# Big Moe and vicinity



**To pass through to the inner sanctum you must know the three ways of our God. What is left you must decipher for yourself.**

**To cause trouble between people:      \_ \_ \_ \_ \_**

**To rule with an iron fist:      \_ \_ \_ \_ \_**

**Active and open distrust and dislike:      \_ \_ \_ \_ \_**

\_ \_ \_ \_ \_

**A A A B D E E E F H I N**

**N N R R R S T T T Y Y**