

Cenotaph

A One-Round AD&D Living City Tournament

by Peter Winz

A Griffon Knight has a personal request for adventurers to recover the remains of a lost comrade from a remote and possibly dangerous area.

Are you game? An adventure for tiers 1-5.

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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.

A note about the text: Some of the text in this module 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.

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 which 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+

GM Summary

cenotaph – a monument or empty tomb honoring a dead person whose body is somewhere else
Webster's New World Dictionary, 2nd College Ed.

Early in the recent war, the Ravens Bluff army was at a severe disadvantage. They were outnumbered and unlike their enemy, they did not know the positions and

numbers of their opponents. Their first priority was to scout out the enemy and evacuate outlying communities when possible. To this end, a patrol under Sir William Carter, a recently elevated Knight of the Griffon, was sent to the hamlet of Herren's Ford. He sent scouts across the ford while he tried to convince the townsfolk that they had to evacuate to Ravens Bluff for their own safety. His scouts returned quickly with reports of a large humanoid force gathering in the hills on the far side of the ford.

Sir William sent word back to his commander and received orders to withdraw because the enemy force was much closer and larger than expected. He sent most of his men, led by a squire named Evert Garris, and as many of the villagers as would go with them back to the main force, along with a message explaining why he stayed behind. Given that most of the villagers wished to remain and that the humanoid force would overwhelm the main army if not delayed, he planned to organize a rear guard. He and his volunteers would hold the ford for as long as possible to allow the Ravens Bluff troops to escape. He did not expect that any of the defenders would survive.

The Ravens Bluff troops were able to evade Myrkyssa Jelan's armies and make it back to safety, but no news of the fate of Sir William or the others was ever received. Now that the war is over, Sir Evert Garris wishes to recover his body. He also would like to know as much as possible of the heroic stand of Sir William and his levies against a superior foe. He has received word that Herren's Ford is once again occupied and so thinks it should now be safe enough to recover Sir William's remains. He and most of the other Knights of the order have duties that prevent them from undertaking the task, so Sir Evert wishes to hire adventurers to do the job. There are reports of hostile humanoids in the area, so it is unsafe to send non-combatants.

However, Sir William is not actually dead. He organized his volunteers well and used his defensive position to great advantage. Three separate charges were repelled in a single day and night before Jelan's troops decided that an alternate route would be faster than overrunning the town. A part of Jelan's army was left behind to take the town, but they were not eager to attack. This was a fortunate turn for the townsfolk because Sir William lost his left hand in the final battle. With no magical healing to be had, he spent a long time recovering from the wound.

Sir William and his militia fought almost constantly against the humanoids left behind to take Herren's Ford

but were able to hold the town. Sir William knew that he was technically a deserter – he had been ordered to withdraw and rejoin the main army but had never done so. He decided that he would remain in the town until “relieved,” or called back to face judgement. He grew to like the townsfolk and they grew to love him as their protector. Even after the war was over for Ravens Bluff, they had to deal with the humanoids located in the hills to the south of Herren’s Ford. Sir William has been waiting with some dread for someone to come looking for him. The townsfolk are aware of his situation and have discussed how they might defend their savior.

Sir William is torn – he knows that his duty requires him to turn himself in for trial, he has been away far too long. On the other hand, he also feels a duty to the people of Herren’s Ford. So long as they remain in some danger, he will not leave. His life is forfeit, but perhaps it can be spent defending the good people he has come to love. For the time being, they have addressing him by his middle name, Robert, so as to conceal his fate from passing strangers.

Encounter 1 – The PCs are enlisted by Sir Evert Garris to go to Herren’s Ford to recover Sir William’s remains.

Encounter 2 – The PCs get to Herren’s Ford and find that it is well fortified against the humanoid bands. They also find an unusual obelisk in the center of town. They are welcomed warmly until they relate their mission or ask too many questions about the obelisk. At that point, the villagers become extremely uncooperative and hostile.

Encounter 3 – While the PCs try to find out what happened, a humanoid force attacks the town. The PCs may be surprised at how well prepared the townsfolk are and at the leadership of a one-handed man named Robert.

Encounter 4 – Sir William discovers the PCs’ mission and approaches them. He relates what happened and tells the PCs he will accompany them back to Ravens Bluff for trial but has one favor to request before they go. There is a large camp of humanoids gathering across the river and their ranks have recently begun swelling. He fears that without his leadership, the townsfolk will not be able to resist them when they attack. He requests that the PCs help him to deliver a strong enough blow to the enemy camp that they will decide to move on.

Encounter 5 – The PCs and Sir William sneak into and attack the humanoid camp.

Encounter 6 – Sir William says goodbye to the citizens of Herren’s Ford, but they are not so willing to let him go. The PCs have to help resolve the dilemma.

Encounter 7 – The PCs report back to Sir Evert and Sir William’s fate is decided.

Player Introduction

Determine what each PC would be doing on a sunny spring afternoon in Ravens Bluff. A messenger is sent to each location. If the PC is able to read, the messenger delivers a scroll, if not, the message is verbal (obviously someone has done some research into the PCs before approaching them). The message is as follows.

Sir Evert Garris of the Griffon Knights has need of assistance with the recovery of the remains of a slain comrade in a remote location. There is likely to be some danger involved. If you are interested, please come to Griffon Hall two hours after dawn tomorrow.

The messenger has no additional information. Allow the PCs to conduct any business they may wish for the remainder of that day and when they’re ready to go to Griffon Hall, proceed to **Encounter 1**.

Encounter 1 – The Job Offer

You announce yourself at Griffon Hall and are ushered into a sitting room. The furnishings are spare but comfortable. You find several others waiting there.

Have the players give each other a physical description of their PCs. Allow the PCs to introduce themselves and then proceed with the following.

A pleasant-looking man dressed in plate mail covered by a tabard bearing the insignia of the Griffon Knights enters the room. You are not been here long, but still his first words are an apology, “Sorry to have kept you waiting. Have you been offered refreshments?” After seeing that a squire has been sent to fetch the PCs breakfast, he continues. “Allow me to introduce myself. I am Sir Evert Garris. I know your names through my investigations to find suitable individuals for the mission I am about to propose. Perhaps if I can supply some background, you can determine if my judgement of your potential interest in the task was appropriate?”

Evert waits for the PCs’ consent before continuing. At all times, he will be deferential and polite, even to those

normally below his station. Sir Evert rarely uses a short word when a long one will do. He is very well educated in the literary, historical, and heraldic arts and will gladly show off his knowledge if given the opportunity. If you have any familiarity with the exploits of any of the PCs, use that information. If not, poll the players on what they consider their PCs' most famous mission beforehand so you can show off the background research he has done on the PCs before inviting them to hear his proposal. Low-level PCs will have been highly recommended by tutors or some such.

Paraphrase the information below as appropriate. Sir Evert will not be at all disturbed if a PC stops him to ask a question; rather, he will welcome the opportunity to go off on a tangent. Feel free to ramble, but keep in mind that most of everything he knows can be found below.

“Early in the recent war, the armies of Ravens Bluff were at a severe disadvantage. Myrkyssa Jelan caught us by surprise. She had detailed information about the posting of our troops but we had no knowledge of the numbers or locations of her forces. The first priority in the war, from our standpoint, was to scout out her armies and evacuate outlying communities as much as possible. To this end, a force was sent toward the hills to the southeast.

One element of this force, under the command of Sir William Carter, was sent to a hamlet by the name of Herren's Ford. This village is so small that it does not appear on most maps of the area, but it sits upon a vital ford across one of the tributaries of the Fire River. I was a squire at the time and served as one of Sir William's lieutenants. Sir William dispatched a scouting party across the ford and they quickly returned with alarming news. A very large army of humanoids was gathering in the hills beyond the ford and it appeared that they were ready to march on Herren's Ford forthwith. Sir William sent word back to the main force and began preparing our defenses. We built a makeshift fortification at the ford and began building a secondary defense line around the town itself.

General Blacktree decided that the humanoid army was too large to repel and ordered Sir William to withdraw, bringing with him as many of the locals as he could convince to evacuate. However, most of the townsfolk decided to stay to defend their homes. They were hardy frontier folk and did not wish to abandon their property. Additional scouting parties found that the humanoids had gathered in even greater numbers

than originally estimated and were ready to march almost immediately.

Given that his commanding officer could not be aware of the current status of the enemy, Sir William felt compelled to modify his orders as appropriate to the situation. Sir William decided to keep his most experienced troops, combined with the locals who wished to stay, in order to defend the ford long enough to keep the humanoids from overrunning the main force. I was placed in command of a small unit charged with escorting 3 women and 20 children back to the main army. He also gave me a message to pass on to his superiors.

He planned to organize what is often referred to in military terms as a “Forlorn Hope.” He would lead the townsfolk and the remaining men in a defense of Herren's Ford that should buy the rest of us time enough to escape. His tone when he gave me my final orders definitely conveyed his expectation that he would not survive.

Indeed, we traveled for many days without sight of the humanoid army and did arrive in Ravens Bluff safely. The heroic stand of Sir William and his ragtag band was ultimately successful. No word was received from the vicinity of Herren's Ford for the remainder of the war, so it is certain that all of the defenders perished. Recently, however, travelers have reestablished contact with the area and it appears that some of the evacuated townsfolk have returned.

The reports I've read on the area indicate that there are still a significant number of humanoids roaming the countryside in that vicinity. Our army is still rebuilding and so this information has not been acted upon and there is a large possibility of danger in traveling in the eastern reaches. I would go myself, but my orders do not permit. My request to recover Sir William's remains is not considered important enough to devote troops to its pursuit, and the reports keep me from sending a party of non-combatants.

I need hardy adventurers who can go to Herren's Ford and find and bring back Sir William's remains. As unlikely as it may be, perhaps there is a survivor who can help you locate them. If not, any information you can bring back about the battlefield site would be extremely helpful. I realize that there is little hope of recovery given that the enemy was victorious and had no respect for our dead, but I owe him at least an effort. He was a brave man who died in the line of duty. If the villagers have disturbed the site, interview them to find out as much as you can about how they

found it and whether they may have found Sir William. I fear that the longer I wait, the less likely it will be to find him. I am prepared to offer you each 500 gp for the task, given the time required and the possible risk involved. What say you?"

Sir Evert will attempt to answer any questions the PCs may ask. If you can't find the answer in the information found here, make something up if you think it appropriate. Otherwise, Sir Evert doesn't know it. The following is additional information that Sir Evert will not offer unless asked (it simply slips his mind).

Herren's Ford lies eight days to the southeast on horseback. The best route would be to follow the roads to Hidden Hollow and follow a disused trail from there to Herren's Ford, approximately 90 miles to the east. If requested, Sir Evert will provide supplies (two tendays of field rations apiece) and a map. He can also loan the PCs horses, if necessary.

Herren's Ford was known as a location where trappers sold their wares. It was also a way station for the marble quarries in the hills beyond. The river became deep enough just past the ford that barges could be loaded with marble here for shipment to Ravens Bluff. The population was less than 100 before the war. Sir Evert has not been able to locate any of the refugees here in town – he lost track of them during the war and they may have returned to Herren's Ford.

Sir William was elevated to knighthood just prior to the mission to Herren's Ford. He had come from common stock but had shown great promise and was granted his spurs relatively quickly. Sir Evert squired to the Griffons at about the same time but did not gain his spurs until midway through the war. Sir William was a young man, in his early 20's, with brown hair and brown eyes. He stood approximately 6 feet tall. His coat of arms was a gold sheaf of wheat on a green field. Sir Evert has tried to locate a portrait to aid in identification, but has been unable to find one. His parents were farmers near Mossbridges, but were killed in the war.

Sir Evert will finish with the following.

I sincerely hope that you can find Sir William's remains. A fund is being collected to build him a monument. I imagine that it will have to be a cenotaph, but it would be better if he were interred within.

Encounter 2 – Herren's Ford

The PCs' journey will be uneventful up to the point they reach Herren's Ford. Their only encounter will be with a patrol about 15 miles east of Hidden Hollow, who will tell them that although they've heard of humanoids in the area, they haven't seen any. This is as far east as their normal patrol route takes them.

On the eighth day of their journey, proceed with the following.

It's early afternoon when the village of Herren's Ford comes into view. You can tell from a great distance that this is a town that has not been overrun by a pillaging army. A wooden palisade standing upon an earthen rampart surrounds a dozen or more intact buildings. Guard towers stand to either side of an open gate and you can hear one of the guards within shout something you can't quite make out to someone within the walls. A 6-ft. tall fieldstone wall encloses a large field outside the palisade and you can see a team of oxen plowing the stubble of a previous crop into the ground while more people follow behind, apparently sowing seeds. The farmers pause a moment and give you friendly waves before going back to their work.

Descriptions and statistics for some of the major NPCs in town can be found in **GM Aid #1**. The townsfolk are not in the mood to fight anyone they don't have to, but they will fight if pressed hard enough. A map of the town can be found in **Player Handout #1**.

The people of Herren's Ford were a capable lot even before the war. Living on the frontier hardened them so that even the most common villager is equivalent to a 1st level fighter. The war and subsequent humanoid raids brought enough combat that many have gained even greater skill (the guards are all 7th level fighters). The PCs will see that the townsfolk are all well armed and carry themselves like they know how to use their weapons. The first people the PCs meet are slightly suspicious – they haven't had any outsiders visit in quite some time and they fear tricks by the humanoids that have been plaguing them for so long. The townsfolk are most concerned about bandits and humanoid raiding parties and the PCs will not appear to fit into one of those categories, so they will be welcomed.

If the guards in the tower are asked where the PCs can find someone in charge, the PCs will be directed to the inn. When the PCs enter the town, describe the following.

A 10-foot tall marble obelisk dominates the center of town. It is inscribed with the words "To Honor the Fallen." A large pile of brush and wood stands on the side opposite the gate from which you entered. You can see a number of houses, guard barracks, and two buildings with signs in front.

There are only two public buildings in town, facing each other in the middle of town. Both have signs identifying them. The guard barracks are the large buildings near the gates on either end of town. The remaining buildings are private homes.

After determining that they are not hostile, the people in town will be quite happy to welcome the PCs. They will be eager to hear news from afar and will be happy to discuss the effects of the war on their town up to a point. They will talk of the frequent humanoid raids that have continued even after the war ended and how the town has withstood these attacks through the heroic efforts of all the townsfolk working together. Any of the townsfolk can tell the PCs that there is a large camp of humanoids in the hills on the other side of the river – they've been there since the start of the war. Although everyone is aware that Myrkyssa Jelan has been defeated, they speak as if the war has never ended. It seems that the humanoid raids have been stepping up recently. No one knows why.

As soon as the subject of Sir William Carter comes up, however, the townsfolk will suddenly remember other things they need to be doing. Some will become downright unpleasant, while others will merely avoid the questions and try to make a polite exit at the first opportunity. Word will spread among the other townsfolk quickly after the PCs first ask about Sir William's fate and the PCs will find that the once-friendly people are now suddenly unwilling to talk to them.

The Anvil Inn

This is a three-story structure with stone walls on the first floor and the upper two stories built of wood. The sign out front is a genuine blacksmith's anvil hanging from an iron bar set in the stone wall of the building. It must have taken someone of great strength to hang it there. Around the back you can see a livery stable and a small blacksmith's forge.

The inside is well lit by windows during the day and numerous torches at night. There will be few customers at most times but Thaddeus, the owner, is almost always there, usually behind the bar. The first time the PCs enter, use the following.

As you enter the inn, a large man standing behind the bar opposite the door breaks into a wide grin, wiping his hands on a clean towel before extending them in greeting. "Welcome, travelers. It is good to have new customers again. What can I get for you? I am afraid that I must warn you that my stocks are low, but I'll do what I can. Oh, where are my manners? My name is Thaddeus Smith and I'm the owner of the Anvil Inn."

Thaddeus is a burly man with black hair going gray at the temples. He is generally enthusiastic and pleasant-mannered, but this will change quickly if the PCs ask questions not to his liking (see below). Although the town has no official leader, Thaddeus is seen by most local folk as their spokesman. He was born here and performs smithery duties as well as maintaining the inn.

He has a small supply of ale, a slightly larger supply of beer, and very little wine to offer the PCs. If they ask for more than one serving, he will apologize and say that rationing does not permit him to sell them any more until tomorrow. He charges normal prices, despite the shortages. Food, on the other hand, is fairly plentiful. Thaddeus does all the work at the inn – his family is in Ravens Bluff waiting until he sends for them.

Thaddeus will be happy to discuss the history of the town before and during the war (up to a point, see below). The town has long been a trade center for trappers and the marble quarries in the hills. When the war began, the people voted to stay and defend their property rather than flee. They sent their most vulnerable residents to safety but the rest organized into a very capable militia. The townsfolk have always been ready to fight given their location on the frontier of civilization.

The first time the PCs ask about the obelisk, Thaddeus will tell them that it's purpose should be obvious by the inscription – it is intended to honor those fallen defending the town. He will not discuss it more than that.

If the PCs should discuss their mission, ask what became of Sir William Carter, or ask too much about the obelisk, Thaddeus's expression will immediately turn grim. He will pause, look out at the obelisk, and then turn to the PCs.

"It would be best if you didn't poke your noses into things where they don't belong. What's past is past. You'll find that people hereabouts are friendly...until they're pushed. Don't push."

If the PCs change the subject, he will gradually lose his sour look and his pleasant demeanor will return, but he will not discuss the war any more. If the PCs inquire further, he will change the subject (asking whether they plan to stay the night or if there's anything else he can get them, etc.). If they don't take the hint, he'll ignore them until they do change the subject.

Furrier's Supply

This two-story wood building appears to be a store. A sign hanging above the door shows a fur and a bear trap. There are two large windows through which you can see a large number of empty shelves. The place looks quite tidy.

Entering the building will cause a small bell to ring. Once inside, the PCs will be able to see that one shelf does have some rolls of cloth and various jars of herbs – anyone trained in herbalism or healing will recognize the tools of their trade. A woman will enter almost immediately and will seem somewhat surprised to see the PCs. She will introduce herself as Belle Andarin, wife of the shop owner, Celandrian.

Belle will immediately ask them where they're from and will become quite friendly if they say that they are from Ravens Bluff. She will be quite apologetic that she cannot offer the PCs any goods, all that they had have been taken up in the war effort and subsequent defense against the humanoid attacks. Even the traps were forged into weapons. However, they have been fairly recompensed from the booty taken and as soon as it is safe to travel, she expects that her husband will go to Ravens Bluff to restock.

If the PCs bring up Sir William or the obelisk, she will unconsciously glance at the obelisk through the shop window and then suddenly turn cold and say that she has some other business to attend to, waving the PCs toward the door. If the PCs keep a watch after they leave, they will see her slip out the back door toward another nearby house.

The Obelisk

If the PCs examine the obelisk, they will find that the inscription ("To Honor the Fallen") is carved into all four sides. The pile of brush and wood on the side towards the river is well seasoned and stacked in such a way as to suggest a bonfire ready to be lit. On the side opposite the brush pile, there is a bare patch of earth upon which rests a small bouquet of flowers.

If the PCs should decide to dig there without taking precautions to remain unseen, the townsfolk will immediately try to stop them. The guards on the towers are very alert and will notice anything amiss. The PCs will be asked, "Have you no respect?" but no information about what can be found there will be forthcoming. If the PCs have some official titles in Ravens Bluff (Lords, Knights, Watch members, etc.), the villagers will not take violent action to stop them, but will grumble and complain bitterly.

If the PCs are able to escape detection or use their authority to force the villagers to allow them to dig, they will find an oaken chest 3 feet down. It is about 2-foot square, with a sheaf of wheat carved in relief on the top. PCs with heraldry non-weapon proficiencies can make a check at -2 to recognize this as Sir William's coat of arms if they don't already know of it from Sir Evert (Sir William was a recently elevated knight and so his heraldry would not be well known). Inside, they will find a mummified human left hand. Someone with healing proficiency examining the hand will be able to make out tooth marks from a very large creature around the wrist area – it was bitten off. The townsfolk will refuse to answer any questions whatsoever about the hand.

Guard Barracks

There are two barracks buildings, one near each gate, but you can use the following information for both. The barracks nearest the gate through which the PCs entered is known as the Road Barracks and the one nearest the river is called, coincidentally, the River Barracks. Each has beds for 20 soldiers and the PCs will find 10 men inside at rest or sleeping (the others are currently on duty on the walls or on patrol). The guards will be interested in news from outside, but will clam up as soon as someone starts asking too many questions about the town, their commanding officer (who happens to be Sir William), or any other sensitive subject. They've all been told to call Sir William "Captain Robert," but they'll avoid talking about him as much as possible to avoid slip-ups. Most of the men will refuse to discuss much about the action they've seen, but if the PCs butter them up enough, one of the men will begin to loosen up.

"Yeah, we've seen a lot of action. Orcs, hobgoblins, ogres, trolls, hill giants – we've seen 'em all. But Captain Robert, he knows how to handle 'em. He's been trained by the best! Why, I've..."

With this, one of the men sleeping on a nearby cot turns over, "Shut up, Bill, you talk too much."

With this, none of the other soldiers will talk to the PCs further.

The Gates

The gates are closed at dusk and will not be opened again until dawn without orders from Captain Robert or Thaddeus Smith. Thaddeus who will be quite happy to give the order if the PCs have worn out their welcome and say they're going to leave – provided that they ask to be let out the gate leading to Ravens Bluff.

Sir William Carter

Sir William has taken Celandrian Andarin and 10 of the soldiers on a reconnaissance mission. He will return with his men at dawn the day after the PCs arrive (see Encounter 3).

How to Proceed

The townsfolk all retire early – they've been subject to too many night raids to miss any opportunity for sleep. Let the PCs check out the town, but make sure they're aware that the guards in the towers are alert and at least one seems to be watching them any time they're out on the street.

Allow the PCs to interact with the townsfolk throughout the day. If the PCs have asked too many of the wrong type of questions, they will find that the locals will become more and more close-mouthed as the day goes on, eventually ignoring them totally.

If the PCs start going out the River Gate, one of the guards will call down that straying too far from the town is a bad idea. There are too many monsters waiting for a chance to jump somebody. They recommend the PCs stay in sight of the village walls.

If the PCs examine the ground between the village walls and the river, they will find evidence of a fortification that has been destroyed in battle. The torn-up ground is a testament to too many skirmishes and battles to count. There are bits of armor, weapons, and bone sticking out of the ground, which appears to have been churned into mud and dried countless times. It is impossible to separate the results of one battle from another, but it is fairly obvious that most of the dying has been done by the attackers and not the defenders. They will find no obvious human remains.

If the PCs decide to do a secret night reconnaissance outside the city, use the information in Encounter 5 to describe the humanoid camp. There are hundreds of

ores, hobgoblins, ogres, and trolls visible in the open part of the camp and the cave has been closed off by a large set of double doors. Celandrian flew in one night and sent a fireball into the cave, so the residents are wary. Sir William has ordered him to refrain from further such raids because he is too valuable to risk being lost to a lucky arrow or boulder.

At dawn of the day after the PCs arrive, proceed to **Encounter 3**.

Encounter 3 – Reconnaissance in Force

Determine if the PCs arise early. If they do, they see a party of a dozen guardsmen come running through the gates just after dawn. The tower bell rings and the townsfolk scramble to their defensive positions. The PCs then have time to position themselves anywhere they like. If the PCs do not awaken until they hear the bell, they only have time to don their gear and get outside the inn before the attack begins. Read or paraphrase the following, as appropriate (modify the townsman's warning from "Trolls" to the appropriate monster if Tiers 1-3).

You are awakened by the clamor of a bell in one of the river towers. By the time you put on your gear and get downstairs, a square of pike as well disciplined as any you've seen has formed in the center of town, around the obelisk. Archers are positioned on the catwalks, facing out. There are more guards waiting by the gates but they haven't closed them as yet. At this point, the bell peals again, but this time it rings twice, stops, and rings twice more. The expressions on the faces of the townsfolk take a decidedly more grim cast. One of the pikemen runs into the Anvil Inn and comes out with a burning torch, which he throws into the brush pile by the obelisk. A townsman turns to you and says, "Trolls."

With this, a horde of ores, hobgoblins, ogres, and trolls rushes through the gate.

The guards will allow the vanguard of the humanoid force into the town and then a *lightning bolt* from Celandrian Andarin will create enough of a gap in the attacking force to allow the guards to shut the gates. Normally, the guards would close the gates without letting any of the enemy inside, but given the large numbers of humanoids gathering, a decision has been made to try to trap a few within the walls to whittle their forces and demoralize the enemy.

Check the tier information below to see which of the attackers the PCs will face, the others are taken care of by the townspeople. If the PCs choose to avoid combat, let them. If the PCs get involved but are getting into trouble, have the townsfolk help them out. If the PCs appear to be having an easy time of it, you can increase the numbers of opponents they face, but be careful not to overdo it. If the PCs then require assistance, give them full experience for the encounter even if the townsfolk later end up helping them out.

During the battle, the PCs will note three things of interest – the townsfolk fight like veterans, some of them are assigned to tossing troll parts into the bonfire, and they are led by a very skilled fighter who is missing his left hand. You should incorporate this information into your description of the battle.

Allow the PCs to get off one round of spells or missile fire before the attackers engage them. At Tiers 3 and 4, assume that only half of their share of opponents can be caught in any area of effect spell(s) before they close with the PCs. The others should be fresh.

Tier 1

Orcs (8): Int Average; AL LE; AC 6; MV 9; HD 1; hp 5; THAC0 20; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Tier 2

Orcs (10): Int Average; AL LE; AC 6; MV 9; HD 1; hp 5; THAC0 20; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Hobgoblins (8): Int Average; AL LE; AC 5; MV 9; HD 1+1; hp 6; THAC0 19; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Tier 3

Hobgoblins (10): Int Average; AL LE; AC 5; MV 9; HD 1+1; hp 6; THAC0 19; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Ogres (8): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L; ML 12.

Tier 4

Ogres (10): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L; ML 12.

Trolls (8): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 42; THAC0 13; #AT 3; Dmg 5-8/5-8/5-12 (claw/claw/bite); SA nil; SD regenerate; MR nil; SZ L; ML 14.

Trolls will begin regenerating 3 rounds after they are first wounded, regaining 3 hp per round. Their limbs can be severed by an edged weapon on a natural 20 but will continue to fight normally. Trolls will fall to the ground when reduced to 0 or fewer hit points but will stand up to fight again as soon as they have regenerated to a positive number of hit points unless immersed in acid or burned. The townsfolk will throw a troll into the bonfire after it has been dropped twice (they've got a lot of trolls to handle).

Tier 5

Ogres (30): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L; ML 12.

Trolls (16): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 42; THAC0 13; #AT 3; Dmg 5-8/5-8/5-12 (claw/claw/bite); SA nil; SD regenerate; MR nil; SZ L; ML 14.

Trolls will begin regenerating 3 rounds after they are first wounded, regaining 3 hp per round. Their limbs can be severed by an edged weapon on a natural 20 but will continue to fight normally. Trolls will fall to the ground when reduced to 0 or fewer hit points but will stand up to fight again as soon as they have regenerated to a positive number of hit points unless immersed in acid or burned. The townsfolk will throw a troll into the bonfire after it has been dropped twice (they've got a lot of trolls to handle).

After the Combat

Make sure to mention to the PCs the three things they noticed about the battle if you haven't already done so (see above).

Cleaning up after the fight takes some time. The bodies of the humanoids will be piled on the bonfire and the injured will be taken into the Furrier's Supply shop, where Belle has set up a first-aid station. Any help with these activities from the PCs will be appreciated.

The townsfolk take all the treasure they can find on the dead humanoids and collect it in a pile. Some of the money is set aside for defense and the rest is distributed among the people who fought. If the PCs participated in the combat, they will be given a share (50 gp each) and will be invited to the victory celebration at the Anvil Inn. The townsfolk will be much more pleasant to them again, but will still be on their guard if too many questions are asked.

If the PCs go to the victory celebration, proceed to Encounter 4. If they don't, Sir William will eventually find out why they are in town and will approach them (modify the text in **Encounter 4** accordingly). If the PCs seek out the one-handed man, the townsfolk will run interference to prevent them from talking with him. They will be asked to wait until he's ready to meet with them – perhaps they should go to the Anvil Inn?

Encounter 4 – The Truth Revealed

You are celebrating with the townsfolk in the Anvil Inn. Thaddeus has relaxed his rationing and allowing each celebrant to drink as much as he or she likes. One of the townspeople near you says, "We gave them a real bloody nose tonight! I bet they won't be back for at least a month!" There are general cheers of acclamation, which stop abruptly when a man in the doorway speaks – it is the one-handed man.

"That is just what they want you to think. The creatures we killed are but a drop in the bucket compared to the forces they have waiting for us to drop our guard. They will not attack immediately, but they will return soon. However, we have won a great victory today! Not one of our defenders was slain and Belle tells me that the injured should recover quickly. Don't let me stop your celebration."

Another cheer fills the room. Someone shouts, "Three cheers for the Captain!" As the crowd finishes its final cheer, you see the Captain moving through the crowd towards you. The townsfolk shake his hand and slap his back as he passes by, but you see some frowns appear when they notice where he is going. He stops in front of you.

"I'm William Carter, I understand you're looking for me."

Sir William no longer considers himself a knight and so will suggest that the PCs address him as William or by

his local militia title, Captain, if they prefer. He will invite the PCs back to his barracks room to discuss things in a private, quieter environment.

He will first tell the PCs that has been both dreading and looking forward to this moment. He knows that he must return to Ravens Bluff to face judgement for desertion during wartime and he looks forward to finally getting that over with. On the other hand, he is concerned about the safety of the townsfolk, especially with what he has discovered in his last scouting mission.

If the PCs ask how he came to be still alive after the first defense of the town, he will tell them the whole story. The first part is exactly as was related by Sir Evert. He found that the townsfolk were actually very capable fighters and his men had been able to construct some suitable fortifications guarding the ford before he'd ordered most of them to rejoin the main body of troops. He and the townsfolk had repelled three separate sorties over the course of a day when he was injured and fell unconscious. A troll had bitten off his hand in the final, most bloody battle. He was sure that he was dead.

He was quite surprised to awaken several days later under the care of Belle, who had some skill in the healing arts. He found out that all of his men and a fair number of townsfolk were slain in the battle. However, the numbers of the defenders had been swelled by the arrival of trappers, miners, and farmers from around the town.

Apparently, the humanoids had determined that the defense was too strong to take easily and so they moved their main force downstream to cross. Some had been left behind under the command of a particularly large hill giant named Dirk Skullcrusher. It took William quite some time to recover from his injury and by the time he did, he had led the townsfolk in defending against several more raids.

He decided that he owed it to them to establish permanent defenses and to help organize them into a more able militia. Weeks turned into months and months turned into a year as he felt that he could not leave the people of Herren's Ford on their own against the large numbers of humanoids and bandits roaming the countryside during the war. Even after Myrkyssa Jelan was defeated, the humanoids continued to gather across the river and harry the people in town. William tried to send messengers to Ravens Bluff several times, but they must have been captured, for no assistance came. After a time, he knew that his life should be

forfeit for desertion, but he felt that at least he could do some more good here before his fate was sealed.

The townsfolk are aware of his dilemma. He told them more than a year ago that he should return to Ravens Bluff to face the desertion charges he deserved. They convinced him that their need was great enough to delay his return. They started calling him by his middle name, Robert, in the hope that this would keep outsiders from finding out his identity. He couldn't stop them from doing this, but he was resolved to make sure that any outsiders looking for him were not deceived.

Which brings him to the point where he is now. He has just recently finished what is likely the most important scouting mission in this whole campaign. He heard from some trappers that the caves used by Dirk for his fortress had a secret entrance. None of the trappers knew exactly where it was, the only one who did died in the first battle. William has been searching for it ever since and has finally found it. He also found that the humanoids are planning one last all-out attempt to take the town. Apparently it is now a matter of vengeance and status for Dirk.

William will tell the PCs that he will gladly come back with them to Ravens Bluff to face justice if they will help him see to the final safety of Herren's Ford. He wants to stage a raid on the fortress of the giant. If Dirk is killed, he feels that the other humanoids will scatter to the hills and won't pose any more threat to the town.

William does not want to weaken the town's defenses and so does not want to take any of the guardsmen on the raid, in case it fails. If he has to, he will go alone, but he feels that his chances of success are much greater if the PCs help him. He understands that the PCs have no vested interest in the townsfolk, and so he is prepared to offer them payment of his own. He will give them his magical armor, sword, and lance should the mission be successful. He will use the armor and sword on the raid, but will leave the lance behind. If the PCs return without him, he leaves instructions that it is to be given to them.

If the PCs accept his offer, Sir William will call in his Lieutenant, Celandrian Andarin, to witness the agreement. William will ask the PCs how many days they will need to prepare. He doesn't want to take too long because Dirk will almost certainly launch his final assault very soon. When the PCs are ready to go, proceed to **Encounter 5**.

If the PCs wish William to return to Ravens Bluff without first going on the raid, he will agree (proceed to

Encounter 6). If they allow him to go on the raid alone, he will fail. He will not return and the humanoids will still be ready to attack. The townsfolk will be displeased with the PCs (thinking that they had a hand in making him decide to go it alone) and will ask them to go back where they came from (proceed to **Encounter 7**).

Encounter 5 – A Counterattack

Sir William puts on his full kit for the raid – full plate and shield, longsword, and a small spiked buckler that seems specially fitted to his stump (straps hold it in place). He will lead the PCs upstream to a waterfall and will pass through to a cave hidden behind it. Once there, he quickly finds a small oilskin-wrapped bundle left here on previous excursions. From it he pulls a 50-foot coil of rope and a bundle of torches. He hands them to any PCs who wish to take them. He prefers to keep his one hand free.

“From here on in, you may be more familiar with the type of terrain we’re passing through than I am. I’m more used to fighting on open ground. If you have any suggestions, I’d like to hear them.”

Give the PCs a chance to make any suggestions they like (such as marching order, tying themselves together, checking for traps, spell preparation, etc.). When the PCs indicate that they're ready to proceed, continue.

“I’ve marked the passages we need to take during my previous scouting of these caves. We won’t reach our final destination for another hour. I’ll let you know when we’re getting close.”

Sir William explains his trail-blazing system so that the PCs will be able to return even if he is not along to lead. Allow the PCs another chance to state any precautions they wish to take and then describe their passage through a series of limestone caves cut by water. The passage is dry and easily traversed except for two narrow points where the PCs will have to turn sideways to pass. After about an hour, use the following.

William stops you and signals that it is time to extinguish the torches. When this is done, you can make out flickering light ahead – it looks like you’ve reached your destination. A light breeze from ahead carries a fetid odor.

Allow the PCs to make their final preparations. If they have previously stated an intention to look for traps, use

their methods to determine whether they find the alarm trap that has been set on this entrance to the main cave. If the PCs do not find the trap, the first person through will set off a small cascade of rock that can be heard for some distance. This does no damage but will alert the residents to the raid.

If the trap is set off, the PCs will face all three waves of defenders on their tier (see below). Each wave will arrive at 5-minute intervals (slightly shorter if the PCs defeat their wave before that time and move forward). If the PCs have bypassed the trap, they will skip the first wave and have a chance to surprise the second wave (roll for surprise using appropriate modifiers for PC actions).

At each Tier, William will face a superior foe than those fought by the PCs. William fights without regard to his own safety – if a PC gets into trouble, William will break off his attack to aid the PC, regardless of whether this opens him up to free attacks from his opponents. The PCs are welcome to help William if they don't have any opponents of their own. However, these enemies all recognize and hate William and will attack him in preference to all others, no matter how much damage they may do. If William falls, use your best judgment in allowing the giants to hit the PCs – these opponents are simply too tough on Tiers 1 and 2. If the PCs flee, the giants will not be able to pursue them beyond the narrows.

Tier 1

First Wave

Orcs (6): Int Average; AL LE; AC 6; MV 9; HD 1; hp 5; THAC0 20; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Second Wave

Hobgoblins (6): Int Average; AL LE; AC 5; MV 9; HD 1+1; hp 6; THAC0 19; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Third Wave

Orcs (3): Int High; AL LE; AC 4; MV 6; HD 3; hp 15; THAC0 17; #AT 1; Dmg 1-10 (two-handed sword); SA +1 to damage; SD nil; MR nil; SZ M; ML 12.

Tier 2

First Wave

Orcs (12): Int Average; AL LE; AC 6; MV 9; HD 1; hp 5; THAC0 20; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Second Wave

Hobgoblins (10): Int Average; AL LE; AC 5; MV 9; HD 1+1; hp 6; THAC0 19; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Third Wave

Ogres (6): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L; ML 12.

Tier 3

First Wave

Hobgoblins (12): Int Average; AL LE; AC 5; MV 9; HD 1+1; hp 6; THAC0 19; #AT 1 or 1; Dmg 1d8 or 1d6 (longsword or spear); SA nil; SD nil; MR nil; SZ M; ML 12.

Second Wave

Ogres (10): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L; ML 12.

Third Wave

Trolls (6): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 42; THAC0 13; #AT 3; Dmg 5-8/5-8/5-12 (claw/claw/bite); SA nil; SD regenerate; MR nil; SZ L; ML 14.

Trolls will begin regenerating 3 rounds after they are first wounded, regaining 3 hp per round. Their limbs can be severed by an edged weapon on a natural 20 but will continue to fight normally. Trolls will fall to the ground when reduced to 0 or fewer hit points but will stand up to fight again as soon as they have regenerated to a positive number of hit points unless immersed in acid or burned.

Tier 4

First Wave

Ogres (12): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L; ML 12.

Second Wave

Trolls (10): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 42; THAC0 13; #AT 3; Dmg 5-8/5-8/5-12 (claw/claw/bite); SA nil; SD regenerate; MR nil; SZ L; ML 14.

Trolls will begin regenerating 3 rounds after they are first wounded, regaining 3 hp per round. Their limbs

can be severed by an edged weapon on a natural 20 but will continue to fight normally. Trolls will fall to the ground when reduced to 0 or fewer hit points but will stand up to fight again as soon as they have regenerated to a positive number of hit points unless immersed in acid or burned.

Third Wave

Hill Giants (6): Int Low; AL CE; AC 3; MV 12; HD 12+1; hp 65; THAC0 9; #AT 1; Dmg 2-12+7 (club); SA hurling rocks for 2d8; SD nil; MR nil; SZ H; ML 14.

Tier 5

First Wave

Ogres (30): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L; ML 12.

Second Wave

Trolls (20): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 42; THAC0 13; #AT 3; Dmg 5-8/5-8/5-12 (claw/claw/bite); SA nil; SD regenerate; MR nil; SZ L; ML 14.

Trolls will begin regenerating 3 rounds after they are first wounded, regaining 3 hp per round. Their limbs can be severed by an edged weapon on a natural 20 but will continue to fight normally. Trolls will fall to the ground when reduced to 0 or fewer hit points but will stand up to fight again as soon as they have regenerated to a positive number of hit points unless immersed in acid or burned.

Third Wave

Hill Giants (12): Int Low; AL CE; AC 3; MV 12; HD 12+1; hp 65; THAC0 9; #AT 1; Dmg 2-12+7 (club); SA hurling rocks for 2d8; SD nil; MR nil; SZ H; ML 14.

Sir William's Foes

First Wave

Hill Giants (2): Int Low; AL CE; AC 3; MV 12; HD 12+1; hp 65; THAC0 9; #AT 1; Dmg 2-12+7 (club); SA hurling rocks for 2d8; SD nil; MR nil; SZ H; ML 14.

Second Wave

Hill Giants (2): Int Low; AL CE; AC 3; MV 12; HD 12+1; hp 65; THAC0 9; #AT 1; Dmg 2-12+7 (club); SA hurling rocks for 2d8; SD nil; MR nil; SZ H; ML 14.

Third Wave

Hill Giant (1): Int Low; AL CE; AC 3; MV 12; HD 12+1; hp 65; THAC0 9; #AT 1; Dmg 2-12+7 (club); SA hurling rocks for 2d8; SD nil; MR nil; SZ H; ML 14.

Hill Giant Chieftain, "Dirk" (1): Int Average; AL CE; AC 3; MV 12; HD 12+2; hp 86; THAC0 9; #AT 1; Dmg 2-12+7 (club); SA hurling rocks for 2d8; SD nil; MR nil; SZ H; ML 14.

After the Combat

If the PCs and William have killed Dirk, the other humanoids will begin to scatter. The PCs can find a number of chests in Dirks lair. Within, they will find wealth totaling 6000 gp and a number of broken magical items (hill giants abhor magic). William will decline any share he might be due – he will tell the PCs that they have earned all of it and more.

If they are victorious, William and the PCs will be given a hero's welcome when they return to Herren's Ford. A feast will be thrown in their honor and many toasts will be given. Feel free to expound on this as much as time allows. Sir William will tell the PCs that it's time he returned to Ravens Bluff to face justice. When the PCs are ready to go back, proceed to **Encounter 6**.

If William and the PCs are defeated but William survives, the people of Herren's Ford will be subdued, but hopeful. When Sir William regains consciousness, he will tell the PCs that their mission, while not completely successful, will almost certainly have been enough to scare Dirk into building up his defenses rather than pressing the attack. He wishes to return to Ravens Bluff to face justice and see if he can persuade the army to send troops to this area to eliminate Dirk's threat once and for all. If the PCs agree, proceed to Encounter 6.

If William is slain, the townsfolk will be extremely downcast. They wish to bury him by the obelisk – in memory of the things he has done for them. They will not allow the PCs to take the body away unless one of the PCs has sufficient authority to make them. If Dirk still lives, they will ask that the PCs return to Ravens Bluff to ask for further military assistance. When the PCs leave for Ravens Bluff, proceed to **Encounter 7**.

Encounter 6 – Unpleasant Good-byes

You make your preparations to leave for Raven's Bluff. Although you would expect that William would be depressed about the possible fate that awaits him, he is actually quite content. He explains, "I've been waiting for this moment for years; now that it's here, my worries are over."

You all mount up and get ready to head out through the gate leading to Ravens Bluff, but you find that the gate is blocked by what must surely be the entire population of Herren's Ford. Thaddeus Smith is in the lead. He holds up his hand and speaks, "We can't let you go, William."

"I must. I am duty bound."

"They left you for dead. As far as they're concerned, you are dead. These people," Thaddeus gestures in your direction, "were only here to bring your body back. There's no need to go."

"And if I avoid my duty, what is to become of me then?"

"You can live here. We have need of a Captain of the Guard. Leave your past behind and embrace a new life with us! If the visitors from Ravens Bluff agree, will you consider it?"

The townsfolk turn to you, their expressions pleading for your help.

It will take a great deal of convincing to get the townsfolk to allow William to go to what they consider a certain death and an even greater deal of convincing to get William to stay.

Let the PCs suggest whatever solutions they see fit. To get William to stay, he would need assurance that this is the proper course of action...that he is not abandoning the principles for which he fought. He will want to know what they plan on telling the Griffon Knights. He does not wish the PCs to lie on his behalf. If the PCs make a sound enough argument, he will stay.

Convincing the townsfolk to let him go will require that the PCs make them believe that William is not likely to be executed for desertion if he returns. If the PCs sincerely declare that they will help defend him and testify on his behalf to what they've witnessed as far as his defense of the town, this will be satisfactory.

Even if the PCs do not offer to intervene on William's behalf and do not convince him to stay, the townsfolk will stand aside if he tells them to. They are concerned for his life, but will respect his wishes if he decides that he must go.

When the situation has been resolved, go to **Encounter 7**.

Encounter 7 – The Final Report

There are several possible situations occurring in this encounter – William may be alive or dead, he may or may not return to Ravens Bluff, the PCs may or may not help defend him against the desertion charge, or the PCs may decide to lie about the situation. Use the information below to determine the outcome. If the circumstances do not fit the information below, use your best judgement on resolving the situation.

William Returns

William will be tried for desertion – he did not return to the army when he should have and so he should be tried. The outcome of the trial depends on the PCs because William offers no defense for his actions. If the PCs do not assist in his defense, he will be sentenced to hang. If Dirk was not slain in the raid, William will request that the army be sent to Herren's Ford to defend the town. A promise will be made, but the army will be too late to save the residents (see below). Sir Evert will thank the PCs for bringing a coward to justice and will pay them the agreed upon sum, but will be obviously downcast at the idea that Sir William was a hero only in his memory and not in fact.

If the PCs participated in the raid on Dirk's lair and testify to William's heroic efforts there and in defense of the town, he will be found not guilty of desertion but instead will be found guilty of disobeying an order. The sentence will depend on the PCs' defense.

If, in your judgment, it was superior, he will be sentenced to 30 days in the stockade but the sentence will be considered served during his time in Herren's Ford. He will remain a knight and an officer of the army, but will be released on disability. Sir Evert will thank the PCs for their assistance and pay the agreed upon sum.

If the PCs' defense is, in your opinion, lackluster, he will have his rank stripped and will be dismissed from

the Griffon Knights. Sir Evert is disappointed that his hero had feet of clay. He will thank the PCs for their assistance and will pay them the agreed upon sum.

In either case, William is very happy with the outcome. He regrets bringing dishonor to the Griffon Knights, and says as much before the court martial, but he sincerely expected to hang for his offense. William returns to Herren's Ford.

William Does Not Return

If William was killed in the raid, Sir Evert will be interested in hearing the whole story and will pay the PCs as agreed, even if the townsfolk wouldn't let them bring Sir William's body back. The city government promises to send a unit to defend the town, if the PCs ask. The PCs will later hear that the humanoids overran the town and slew all the residents before the army arrived.

If William survived the raid but does not return, the PCs must decide whether they tell Sir Evert the truth or a lie. If they lie, have him ask a lot of questions. If he discovers the lie, he will refuse payment on the grounds that the PCs did not fulfill their end of the bargain – their report is most unsatisfactory. If they tell the truth, Sir Evert will thank them, pay them, and report the situation to his superiors.

A unit will be dispatched to bring William in for trial. If the raid was unsuccessful and William had been brought out unconscious, the unit will find that Herren's Ford has been overrun and none of the villagers survived. Without his full strength, William was unable to defend the town properly. If the raid was successful, William will be brought back and will be hanged for desertion.

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: 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+

Encounter One

Requesting information on Sir William to aid in identification: 50 xp

Encounter Two

Interacting with the townsfolk enough to arouse their suspicion: 50 xp

Encounter Three

Defeating the humanoids without assistance from the townsfolk: 200 xp

Or

Fighting the humanoids with assistance from townsfolk: 125 xp

Encounter Five

Defeating the humanoids: 300 xp

Or

Escaping with Sir William alive: 150 xp

Encounter Six

PCs get involved in resolving the situation peaceably: 100 xp

Encounter Seven

Delivering a satisfactory report to Sir Evert: 50 xp

Total Experience for Objectives: 750 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,250 xp

For Tier 2: 2,500 xp

For Tier 3: 3,750 xp

For Tier 4: 5,000 xp

For Tier 5: 6,250 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 5,000 gp, which are of personal significance to the owner (including 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 will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Three

If they participated in the battle:

- 50 gp per PC

Encounter Five

If they defeat the humanoids:

- 6000 gp total

If they defeat the humanoids or at least bring Sir William out when they retreat:

- *Full plate armor* +2
- *Long sword* +3

If they agree to go on the raid:

- *Heavy horse lance* +1

Encounter Seven

If Sir Evert is satisfied with their performance:

- 500 gp per PC

Fame

PCs who bring an honorable end to the story of Sir William (whether by telling a false story of heroism that is believed or by clearing him of the charges of desertion) will gain a Fame point in either City Government or Lower Class (their choice).

GM Aid #1 – Major NPCs

Sir William Carter, hm, F12: AL NG; AC -2 (+2 *full plate armor*, buckler); MV 6; hp 91; THAC0 4; #AT 2; Dmg 1-8+8 (+3 *longsword*, strength, specialization); SA spells; SD spells; Str 18(21), Dex 10, Con 17, Int 11, Wis 11, Cha 16; MR nil; SZ M; ML 18.

Magical Items: +2 *full plate armor*, +3 *longsword*, +1 *heavy horse lance*.

Sir William is 27 years old, but his hardships have turned his brown hair mostly white. His brown eyes fix the people with whom he speaks in a penetrating gaze. He is just slightly over 6 feet tall. He is missing his left hand. His coat of arms (a gold sheaf of wheat on a green field) is painted on his armor.

Sir William comes from common stock and identifies much more with farmers, merchants, and such than with lords, knights, and others of higher station. His primary goal is to see to the safety of those he protects. He feels his life is forfeit and so if it is spent defending the people he has come to consider his own, then so much the better. He will not waste his life, however, but will spend it freely if he thinks the people of Herren's Ford will be better for it. He still feels duty to the Griffon Knights and the army of Ravens Bluff, he just feels that he has a higher duty here. Once that duty is fulfilled, then it is time to face justice for his crime (desertion in time of war).

Celandrian Andarin, hem, F8/W8: AL CG; AC 1 (bracers, dex); MV 12; hp 35; THAC0 12/14; #AT 1/1; Dmg 1-8+1 (*longsword*, strength)/1-6+1 (*shortsword*, strength); SA spells, fights with two weapons; SD spells; Str 17, Dex 17, Con 10, Int 18, Wis 10, Cha 12; MR nil; SZ M; ML 18.

Magical Items: *bracers of defense AC: 4, ring of fire resistance*.

Spells: 1st level – *burning hands* (x2), *sleep* (x2); 2nd level – *mirror image*, *stinking cloud*, *web*; 3rd level – *fireball* (x2), *lightning bolt*; 4th level – *Evard's black tentacles*, *ice storm*.

Celandrian stands 5'4" tall and has blond hair and blue eyes. His pointed ears indicate his elven heritage. He dresses in clothes that blend in with forests and grasses.

Celandrian is a native of Herren's Ford. His father was a trapper and his mother an elf. They met in the wilds on the other side of the ford and fell in love. They settled in Herren's Ford. Both died in the first raids on the town. Two years before the war, Celandrian met and married Belle. His shop was doing well and he'd just returned with a large supply of goods before the war

began. He has been recompensed for everything the town has used for its defense and so looks forward to restocking his shop when things return to normal.

Celandrian loves his wife and would do anything to keep her from harm. He trusts Sir William with his life and will follow his orders without question, but would not follow orders from anyone else unless he thought they made sense. The war has made him rather grim and reserved, but when he relaxes, some of his former outgoing nature will come out.

Belle Andarin, hf, F5: AL NG; AC 6 (dex); MV 12; hp 40; THAC0 16/18; #AT 1/1; Dmg 1-6/1-4 (*shortsword/dagger*); SA fights with two weapons; SD spells; Str 12, Dex 18, Con 15, Int 12, Wis 12, Cha 15; MR nil; SZ M; ML 18.

Non-weapon proficiencies: healing (10), herbalism (10)

Belle is 5'2" tall, but is obviously of sturdy farm background. She is well aware of her beauty and keeps her brown hair well brushed. If she thinks it will help with a negotiation, she will cast her green eyes downward and play the coquette.

Belle was born and raised in Herren's Ford. Her family farmed some of the land near the town. Her brother is the only one left after all of the raids by the humanoids over the last four years. She loves her husband, Celandrian, with all her heart and she fears for his safety each time he goes out on a scouting mission. She knows it is for the best and she knows that he is capable of taking care of himself, but war is chaos and you never know what might happen.

Her mother taught her how to use local herbs to create unguents and how to properly bind wounds to help them heal. Accidents are not that uncommon on farms and those are useful skills for any farmer's wife. Belle had no idea that she'd put them to such frequent use when she learned them.

Thaddeus Smith, hm, F9: AL CG; AC 8 or 2 (dex or chain, shield, and dex); MV 12 or 9; hp 73; THAC0 8; #AT 2; Dmg 1-8+8 (*longsword*, strength, specialization); SA nil; SD nil; Str 18(00), Dex 16, Con 16, Int 10, Wis 10, Cha 14; MR nil; SZ M; ML 18.

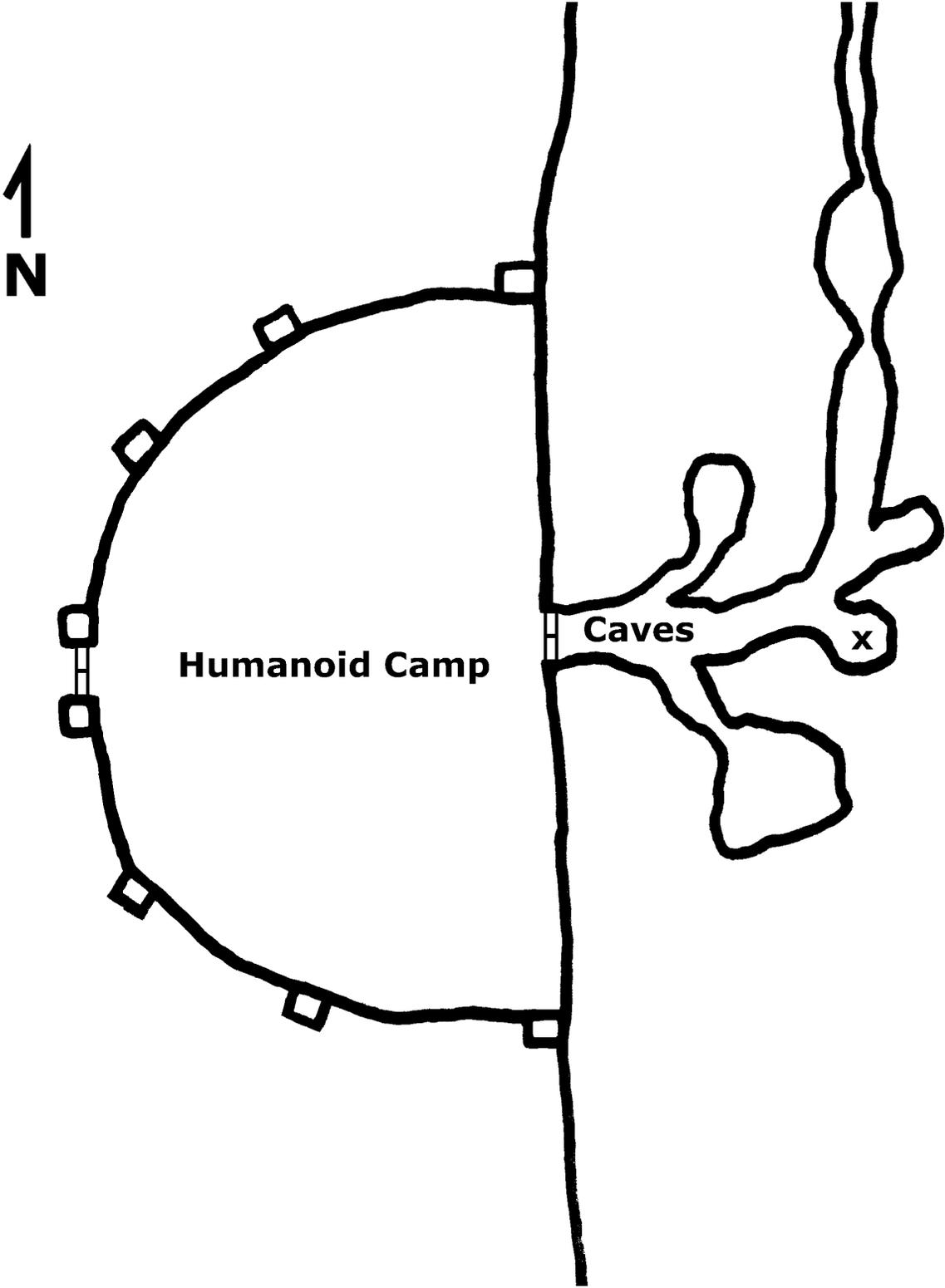
Thaddeus is a burly man with black hair going gray at the temples. He is 6'2" tall and has brown eyes. He is generally enthusiastic and pleasant-mannered, but this will change quickly when he sees trouble afoot. He will not tolerate rowdy customers and will usually toss them out the door with little warning.

Thaddeus' ancestors were some of the first settlers in Herren's Ford. His great-grandfather set up a forge here in order to ply his trade for the local farmers and trappers. Business was very good and his father built the inn to accommodate the growing number of travelers through the area.

Thaddeus is a kind and fair man, but feels responsible for the town. He will not brook any outsiders causing trouble for the people he considers his extended family. His own family was sent to Ravens Bluff before the first raids and he misses them. He looks forward to their return when it is once again safe to live here.

Guardsmen (40), hm, F7: AL N; AC 4 (chainmail, shield); MV 9; hp 52; THAC0 12; #AT 2; Dmg 1-8+3 (longsword, specialization); SA nil; SD nil; Str 17, Dex 10, Con 15, Int 10, Wis 10, Cha 10; MR nil; SZ M; ML 18.

GM Aid #2 – Map of the Humanoid Lair



Player Handout #1 – Map of Herren’s Ford

