

A Simple Pick Up

A One-Round AD&D Living City Adventure

by Gary Labrecque

The wizard who hired you said that it would be a simple retrieval of an item for a local lord: a few days ride to Fallentree in the early fall just in time to see the foliage, and then back. But then again, who ever said anything was simple in Ravens Bluff? An adventure for tiers 1-5.

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

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

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

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

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

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

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

LIVING CITY Tier Structure

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

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

Adventure Summary and Background

Demetrius Torr, an evil specialty priest of Cyric, arrived in Ravens Bluff over a year ago. For a while, he bided his time getting used to the city and not making his presence known. He knew that others of his religion had tried to take over the city only to be thwarted by adventurers. He was determined to avoid their mistakes.

Several months ago, he tried unsuccessfully to disrupt the Beautification Day held by the priests of Sune Firehair at the temple of Llira. A group of adventurers interfered and his hide-out was destroyed. Fortunately for Demetrius, he was not present at the time.

Learning from his mistakes, he again wishes to use adventurers to complete a task for him. This time, he is trying to use them to get revenge on priests of Iyachtu Xvim for the destruction of a temple to Cyric within Ravens Bluff ("A Hard Place"). Always twisted, Demetrius has devised a complicated plan of double deception to trick the adventurers into doing what he wants.

Maddock Greycloak, a wizard residing in Ravens Bluff, hires the PCs to bring back an item of possible historical importance from contacts in Fallentree.

On their way back to Ravens Bluff, they learn of a series of attacks around the village of Dark Hollow. A being from the plane of shadow crossing over into the Realms is responsible for the attacks. The gate through which it enters was sealed by the item that the PCs are now carrying.

Realizing that they have been tricked, the PCs return to the mage. Maddock, under coercion, reveals

the name of his employer, whom he thought was Lord Imbrel Sanarin, a lord of the city. He also gives the location of his employer's studio. Unfortunately, Maddock has been duped and gives the location of the shrine to Iyachtu Xvim. Demetrius Torr hopes that the PCs will ignore the obvious and attack the shrine.

If the PCs consider the information that they have discovered, they might realize that they are being manipulated. Assuming that an attack has occurred around Dark Hollow each night the seal has been missing, it has been gone only two nights when they arrive back in Dark Hollow. Considering that travel to Fallentree from Dark Hollow is only about a day, the seal was removed only a few hours before they first arrived in Dark Hollow. The first attack was not reported until a few hours after the PCs left town for Fallentree. When they were hired to pick up the seal, it was still in place.

Introduction

Early one morning, you wake to the sound of knocking at your door. Opening the door, you see a courier waiting patiently. Without saying a word, he hands you a note. For those of you who cannot read, the courier is more than happy to read you the message.

The note reads:

I wish to hire your services for a simple pick up and delivery. If you are interested, please come to my house this evening just after dinner. It is a small brick house on the corner of Whisper Lane and Drovers' Run in the Tlasbras neighborhood of the Southside District.

I look forward to meeting you.

(signed)

Maddock Greycloak

Give **Player Handout #1** to the players at this time.

Anyone who is a member of the Wizards Guild or with the local history proficiency knows that Maddock Greycloak is a wizard who recently joined the Guild.

Encounter One: Just Another Job

Following a peaceful dinner at your favorite eating establishment, each of you travel to Maddock Greycloak's house in the Southside district.

Located on the corner of Whisper Lane Drovers' run, the house is a small, two-story brick structure with an open front porch. A waist-high white picket

fence surrounds the perimeter. There is a gate along the path to the front door.

As you arrive on the porch, each of you notices a number of others gathered here as well, presumably for the same reason that you are.

The others on the porch are the other PCs. Give the players a chance to role-play meeting each other on the porch. When someone knocks on the door, continue:

The door is opened by a young lad, no more than eleven or so, wearing plain, light grey robes. "Are you the adventurers that Master Greycloak is hiring?" he asks.

"Oh, I should ask to see the notes he sent you, I guess..."

This is Sebastian, Maddock's apprentice. He waits for someone to show him the letter (**Player Handout #1**), which hopefully someone will do. If they take the time to introduce themselves, Sebastian eagerly does the same and acknowledges that he is Maddock's apprentice. Continue:

The lad smiles. "Come right this way. Master Greycloak has been expecting you."

He leads you down a short hallway, knocking at the door at the end. "Master Greycloak... The adventurers are here!"

From behind the door, a voice of a much older man answers: "Show them in Sebastian. Don't keep them in the hall all day."

Sebastian opens the door to a small study. A man in his mid-forties sits behind a table where he is obviously studying a tome of some interest. As you enter, he looks up at you over the spectacles that hang on his nose. Moving closer, you notice that he is wearing light gray robes embroidered with a pattern of stars.

He stands to greet you. "I am Maddock Greycloak. I am pleased to see you at such short notice."

Maddock exchanges pleasantries with the group for a few minutes, such as where are you from, how long have you been in Ravens Bluff, etc. He admits to being in the city for only a year, but he is getting along well. Maddock is originally from Ordulin in Sembia.

Shortly, he gets down to business, and relays the following information to the PCs:

- He is in the employ of one of Ravens Bluff's lords and has been instructed to hire a group of adventurers to perform a simple task.

- The PCs came recommended by his employer. (Of course, he doesn't mention the identity of his employer unless the PCs insist.)
- If they insist, he states that his employer is Lord Imbrel Sinaran.
- He is acting as an intermediary, as his employer does not want it known that he is interested in this item; it would attract unwanted attention from thieves and bandits.
- His employer wants the PCs to pick up and bring back to Ravens Bluff a stone tablet of historical importance.
- He can give a description of the item that is good enough to identify it: it is roughly hexagonal in shape and about a foot in diameter with geometric patterns inscribed on it. He does not know the exact patterns or what they mean.
- He does not know what value the tablet could have. His employer did not confide that information.
- The tablet was recently uncovered by a group of adventurers in the region around Fallentree, a village about three days ride east of Ravens Bluff. It is now in the possession of a retired adventurer by the name of Enos Flagtree who lives in the village. (Fallentree is a five day walk from Ravens Bluff.)
- He offers the PCs 200 gp each to travel to Fallentree and return the item to him. If the PCs haggle, he is authorized to offer as much as 400 gp.
- Maddock is too busy in his own magical experiments to make the trip himself.
- He can provide instructions on where to find Enos' cottage.
- He gives them a small leather pouch that contains five emeralds worth 200 gp each to pay for the tablet.

Sebastian hm W1: AL CG; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d6 (staff); SA Spells; SD Nil; MR Nil; Str 7, Dex 12, Con 10, Int 16, Wis 8, Cha 16; SZ M; ML 9.

Spells - 1st level: *cantrip*.

Sebastian is the 11-year old apprentice of Maddock Greycloak. He is a bright, energetic lad with a warm smile and a good sense of humor. He is fascinated by adventurers, and hopes to become one when he is older. Consequently, he greets the PCs with enthusiasm and asks them numerous questions about their adventures, especially if there is a wizard in their midst. If the wizard is a specialist, he wants to discuss the benefits and limitations of their chosen school if the PC is willing.

Maddock Greycloak hm W8: AL CG; AC 5; MV 12; hp 24; THAC0 16; #AT 1; Dmg 1d4+2 (*dagger* +2); SA Spells; SD pre-cast spell; MR Nil; Str 8, Dex 13, Con 11, Int 16, Wis 9, Cha 14; SZ M; ML 11.

Magic items: *bracers of defense AC 7, dagger +2, ring of protection +2, wand of magic missiles*.

Spells - 1st level: *comprehend languages, detect magic, magic missile, unseen servant*; 2nd level: *knock, know alignment, protection from cantrips**; 3rd level: *dispel magic, Melf's minute meteors, slow*; 4th level: *minor globe of invulnerability, remove curse*.

Maddock is a friendly, easy-going wizard who tends to be a bit on the quiet side. He is new to Ravens Bluff but intends to make it his home. He is sincerely interested in performing his job for Lord Imbrel Sinaran well so that he can earn a good reputation as reliable and competent.

Encounter Two: Visiting the Sinarans

This encounter covers three possible locations where the PCs can try to contact a member of the Sinaran family.

2A: The Sinaran Estate

The Sinaran estate is on O'Kane Court in the Tentowers section of the Uptown district. It is an elegant manor with a central forested courtyard.

When the PCs knock on the door or otherwise make their presence known, continue:

A well-dressed half-elven butler opens the door. "Yes, may I help you?"

What happens next depends on what the PCs tell the butler. If they ask for Lord Imbrel, they are told that he is not in town.

If they ask to speak to any of the family, the butler asks them their names. Have each make a Fame check in Upper Class. If anyone makes the check, the PCs are shown into a small sitting room to wait.

In a few minutes, they are joined by Lady Sarrauda Sinaran, Lord Imbrel's younger sister. She greets the PCs and conducts a bit of polite small talk. Over tea, she supplies the PCs with the following information in answer to their inquiries:

- Lord Imbrel has not been in town for several months. She has not heard when he plans to return.
- She knows nothing of any plans to gain possession of a tablet by anyone in the family.

- Lord Imbrel could be seeking it, and since he has not been home in a while, not told anyone.
- Since the family does not keep secrets from each other very often, it is unlikely, although not impossible, that anyone else is seeking a tablet.
- Lord Imbrel does not have a studio in Crows End to her knowledge. He could be maintaining one and not telling the family. She will have to look into the matter. (The PCs should not expect an answer during the time period of this module.)
- Maddock Greycloak has never been to the estate but that does not mean that he is not in Lord Imbrel's employ.

If the PCs inform her that someone is impersonating her brother, she is grateful for the information. She suggests that they report this to the City Watch. If they mention the tower near Dark Hollow, she suggests that they inform the Wizards Guild about its existence.

If everyone fails the fame check, allow the main speaker a charisma check if he/she is a human, half-elf, or elf and a wizard or priest. Elven priests of elven deities do not have to make a charisma check. If the PC makes the check, the butler apologizes that no family member is available but he might be able to help them.

The butler knows the following:

- Lord Imbrel has not been in town for several months.
- He knows nothing of any plans to gain possession of a tablet by anyone in the family. This does not mean that it is not in the works as he is not privy to all of the family's goings on.
- Lord Imbrel does not have a studio in Crows End to his knowledge. He could be maintaining one and not telling the family, however.
- Maddock Greycloak has never been to the estate but that does not mean that he is not in Lord Imbrel's employ.

If the PCs inform James that someone is impersonating Lord Imbrel, he is grateful for the information, and says that he will inform the family and report this to the City Watch immediately. If they mention the tower near Dark Hollow, he suggests that they inform the Wizards Guild about its existence

If the main speaker fails the charisma check, the PCs are instructed to return tomorrow.

James, Butler, hem F1: AL LG; AC 10; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg unarmed attacks only; SA none; SD none; MR nil; Str 10, Dex 13, Con 14, Int 17, Wis 16, Cha 18; SZ M (5 ft. 7" tall); ML 17.

James is a classic butler in the English tradition. He is extremely well mannered, well dressed, and on top of

the situation at all times. He runs the household, answering only to the members of the family. He expects the PCs to be on their best behavior at all times.

2B: The Wizard's Guild

If someone makes a Fame Check in General or Upper Class or is a member of the Wizards Guild, the PCs are allowed to see Lady Delshandra Sinaran, the Dean of Wizardry at the Wizards Guild. She has the following information:

- Lady Delshandra verifies that Lord Imbrel has not been in town for several months.
- She knows nothing of any plans to gain possession of a tablet.
- Lord Imbrel does not have a studio in Crows End to her knowledge.
- She is Lord Imbrel's aunt.
- Lady Delshandra has met Maddock Greycloak once or twice but does not know him well.

If the PCs inform her that someone is impersonating her nephew, she is grateful for the information. She suggests that they report this to the City Watch. If they mention the tower near Dark Hollow, she states that the Wizards Guild will take possession of it, and investigate it

2C: The Ravens Bluff Trumpeter

If none of the other avenues has worked, allow a local history roll if a PC has the skill. With a success, they recall that Lady Silva Sinaran, Lord Imbrel's youngest sister, was recently joined the staff of the Ravens Bluff Trumpeter as a society reporter.

If someone makes a Fame roll in General or a charisma check, she is happy to talk to them. She has the following information:

- Lord Imbrel has not been in town for several months.
- Lord Imbrel could be seeking it, and since he has not been home in a while, not told anyone.
- She knows nothing of any plans to gain possession of a tablet.
- Since the family does not keep secrets from each other very often, it is unlikely, although not impossible, that anyone else is seeking a tablet.
- Lord Imbrel does not have a studio in Crows End to her knowledge. He could be maintaining one and not telling the family. She will have to look into the matter. (The PCs should not expect an answer during the time period of this module.)
- She does not know Maddock Greycloak. If the PCs identify him as a wizard, she asks if they have they spoken with Lady Delshandra at the Wizards Guild.

If the PCs inform her that someone is impersonating her brother, she is grateful for the information. She suggests that they report this to the City Watch. If they mention the tower near Dark Hollow, she suggests that they inform the Wizards Guild about its existence.

Encounter Three: Pick Up

The trip from Ravens Bluff to Fallentree was uneventful, unless, of course, you consider the unusually good weather. Since it is still early Marpenoth and Highvestide (fall) has just begun, the leaves are only beginning to change color.

The cottage of Enos Flagtree is on the western edge of the village bordering the woods. It is a simple, one-story, wooden structure – not really the place most adventurers would think of retiring.

When the PCs knock on the door or otherwise make their presence known, continue:

“Yeh, yeh,” a deep, gruff voice calls out. “Don’t break the door down. I’ll be right there!”

In a few moments, the door opens. A middle-aged gnome, wearing dark brown robes with a sword strapped to his waist, peers out at you.

“What do you want?” he asks looking each of you up and down.

Let the PCs take it from here. If they introduce themselves, Enos is unimpressed. He reluctantly admits to being Enos if asked. When the PCs mention coming to purchase the tablet, continue:

His expression lightens up a bit although he still doesn’t smile. “I’ve been expecting you. What took you so long?”

He pauses for the PCs to reply and then continues.

“Don’t just stand out there. Come in.”

He shows you into his small eating area and motions you to each take seats around the table.

“Hope you don’t mind sitting around the table, but it’s the only place I can seat so many,” he says in almost a friendly tone.

“Do you have the gems?”

He takes the time to examine each gem and makes sure that he is not being swindled. If any are fake, he tells the PCs immediately and will not deal with them until they rectify the situation.

Being an illusionist, a thief, and a former adventurer, he is wise to almost any trick the group may

attempt and will not stand for it. If the PCs attack him, he uses his *ring of invisibility* to escape.

When or if the PCs inspect the tablet, they find that it matches Maddock’s description exactly. The stone tablet is roughly hexagonal in shape and about a foot in diameter and is inscribed with geometric patterns.

There are some words on the tablet that are still legible; there may have been others inscribed on it, but they have been obliterated by time. The legible words are written in Thorass (Auld Common) on it. If someone can read Thorass, uses *comprehend languages*, or uses the rogue’s read language skill, they can be translated as night, passage, dark one, and guard.

A successful spellcraft roll indicates that some part of a long-lost ritual might be inscribed on the tablet. There is no indication as to what it could be or what its purpose is. The tablet itself is not magical.

The ancient history of the Vast does not speak of this tablet, but judging from the apparent wear on the tablet and language used, the tablet must date from around the time of the original human settlers in the Vast. A *know age* spell confirms this.

If the PCs question Enos, he reluctantly gives the following information:

- He knows nothing about where the tablet came from.
- He does not know what it does or anything else about it.
- Enos is only helping out an old adventuring friend.
- He hadn’t seen his friend for years until he showed up a couple of days ago at his doorstep.
- Enos did not want to act as a middleman in the first place but his friend convinced him. (He was given a mage scroll, and he gets his choice of one of the emeralds.)

Enos Flagtree, gm W(D9/T10: AL CG; AC -1; MV 6; hp 55; THAC0 13; #AT 1; Dmg 1d6 (*short sword* +3); SA spells, x 4 backstab; SD spells; MR nil; Str 8, Dex 18, Con 18, Int 18, Wis 10, Cha 12; SZ S; ML 11.

Thief Abilities: PP 60; OL 90; F/RT 90; MS 75; HS 85; DN 60; CW 55; RL 35.

Magic Items: *bracers of defense AC 5*, *ring of invisibility*, *ring of protection +2*, scroll with *phantasmal force*, *audible glamer*, *blur*, and *alter self* spells, *short sword* +3.

Spells - 1st level: *audible glamer*, *color spray*, *detect magic*, *phantasmal force*, *spider climb*; 2nd level: *alter self*, *blindness*, *ESP*, *know alignment*; 3rd level: *fly*, *spectral force* x 2, *wraithform*; 4th level: *dimension door*, *fear*, *shadow monsters*; 5th level: *shadow door*, *shadow magic*.

Enos is a gruff, old former adventurer who is only doing a favor for a friend (and being paid well for it).

He tends to be a bit impatient, and will try to hurry the PCs along if they take too long. He is quite busy doing nothing and wants to get back to it as soon as possible. He is good at heart and does not want anyone to come to harm, especially on his account.

Encounter Four: Arrival in Dark Hollow

By early evening, you reach the village of Dark Hollow on your way back to Ravens Bluff. Located where the Moss-tree Trail meets the Hlintar Ride, Dark Hollow is a small, wooded village nestled in a tree-cloaked valley with only a few scattered farms nearby. You passed through Dark Hollow only a few days ago on your way to Fallentree from Ravens Bluff.

The village inn, a small two-story building with stables around back, sits at the crossroads the two trails. The sign out front reads Sunflower Inn, a painted sunflower accenting the well-carved writing. The village shrine, the only temple in Dark Hollow, is down the street from the inn. It is a wooden, one-story, hexagonal building with ample gardens in the rear.

By the time you arrive, the village's few shops have closed for the evening. The streets are almost deserted except for a few locals hurrying home from a day's work.

Anyone who makes a local history roll recalls that Dark Hollow has a dangerous "fey" reputation across the Vast. Folk see it as a place where faerie dragons frolic, brownies and other woodland beings play tricks on intruders, and would-be wizards live in little ramshackle shacks in the woods.

Dark Hollow is directly on the trail back to Ravens Bluff. Unless the party wants to make a large detour, teleport, or fly back to Ravens Bluff, they must pass through Dark Hollow.

4A: Camping Out

Use this encounter if the PCs insist on camping outside instead of going to the inn.

You are just about finished setting up camp when a group of three half-elven hunters walk into your camp. They spend a moment looking at you and your camp before speaking.

"Evening. Are you planning on camping here tonight?"

Let the PCs reply. They will no doubt want to know why the hunters are asking. Continue:

"It's not safe to camp outside these days. We're just heading to the inn before it gets dark to spend the night.

Some fierce beast has been stalking the village the past couple of nights. Four hunters were killed in their camp two nights ago. Some locals were killed returning home late last night.

It would be a lot safer if you also stayed at the inn. We're going there and wouldn't mind if you came with us. It would be safer in a large group."

They are willing to answer the PCs question at this point but are reticent to volunteer information.

- The hunters were attacked while they slept and were torn limb from limb.
- They discovered the remains while they were returning to the village yesterday.
- The hunters' camp was about a half-hour northeast of the village in a small clearing in the middle of the woods.
- There must be some hideous beast roaming the woods in that area. They found a set of large (6-foot tall), clawed, bipedal tracks leading a short distance into the woods.
- They buried the hunters in the clearing, and returned to town to report the incident.
- Hunting in that area has been poor in the past few days.
- They've heard reports that several mangled bodies of animals have been found in those same woods in recent days.
- They have not been back in those woods to investigate since they found the bodies.
- The town cannot pay enough for them to get involved.
- They do not know much about the group of locals. All they know is that they were returning home from the Sunflower Inn late last night when attacked.
- The PCs should ask at the inn if they want more information.
- The hunters do their best to convince the PCs that it is just not safe to stay outside. If the PCs accompany them to the inn, go to **Encounter 4B**. If they insist on staying outside, use **Encounter 10: Fighting the Creature**.

Hunters (3), hem F3: Int Average; AL CG; AC 7 (studded leather); MV 12; HD 3; hp 25 each; THAC0 18; #AT 1 or 2; Dmg 1d8 (long sword), 1d6 (long bow); SA none; SD none; MR nil; SZ M (5 ft.-6 ft. tall); ML 9.

These are the same hunters mentioned in Encounter 4B who found the other hunters murdered. They are

scared of what could be in the forest, and have no intention of either searching for the creature or camping out until someone deals with the beast.

4B: The Sunflower Inn

This encounter assumes that the PCs go directly to the inn. Alter the boxed text if they accompany the hunters to the inn (Encounter 4A).

The main room of the inn is rectangular with eight round tables scattered throughout; only one table is currently occupied, filled with half-elven hunters. To your left, an open wooden stairway leads to the rooms upstairs. Across the back wall, you see a long wooden bar with a dozen stools. A middle-aged male halfling, who is tending bar, leans over to talk to a middle-aged female halfling. A cute young half-elven woman is bringing drinks to the hunters. For this time of day, the business is poor.

When you enter, the halfling woman walks up to you. "Welcome to the Sunflower Inn," she says. "Feel free to sit anywhere you want. Alicia will be right over with menus."

Let the PCs choose a seat anywhere. The Sunflower Inn is a watering hole for locals and a stop over for the infrequent traveler who passes through Dark Hollow. Sidney and his wife Muriel Goodfellow, a pair of rotund halflings, run it. The food is good and plentiful. The ale and mead are home-brewed; there is no wine on the menu.

Alicia, their waitress, is along in a few minutes with their menus.

In a short while, the attractive young half-elven woman finishes serving drinks to the hunters and comes over to your table. "Good evening. I'm Alicia and I'm your waitress. Here are your menus. Can I get you something to drink while you are deciding what to order?"

Give them **Players Handout #2** at this time. Alicia takes their orders and then goes to the bar for their drinks. In a few minutes, she is back with them and checks whether the PCs are ready to order anything else.

The inn has rooms for those who wish to stay overnight. Each room comes with its own key and contains two twin beds. The cost for a room is 5 sp a night or 3 gp a week; the price does not include meals. The inn has eight rooms; seven are currently occupied. Stabling and grain for horses is also extra, costing 5 sp each day.

Alicia can supply the following information:

- There have been some disturbances in the area, so few people are willing to go out after dark these days.
- Several people have been attacked on the outskirts of town on the last couple of nights.
- She doesn't know (isn't willing to say, actually) much more about the trouble.
- They should talk to the owner, Sidney Goodfellow, if they are interested in learning more (or helping).

After food is served, the owner, Sidney Goodfellow, approaches the table. Being a former adventurer himself, he recognizes the PCs as adventurers who recently traveled through town (perhaps he even recognizes a few from their first meeting in Quattlebar also), and asks that they aid the town.

He explains that for the last two nights, there have been murders on the outskirts of town caused by some wild beast. If they are willing to help, dinner and lodging is on the house tonight and he will bring them to the chief elder of Dark Hollow tomorrow. He would prefer it if the PCs waited until they met with the chief elder as he can give them a better, more accurate information as to what is going on.

If the PCs insist, he takes them to a private room and relates the following:

- The first victims were a group of hunters.
- They were attacked while they slept and were torn limb from limb.
- The hunters currently in the inn discovered the remains while they were returning to the village.
- The second were three locals who were returning home from the Sunflower Inn late last night.
- They were ripped open but not dismembered.
- He does not think that the victims were eaten at all, but the PCs should ask that of the chief elder. He would know for sure.

Chances are the PCs will agree to help especially those of good alignment. In addition, Maddock did not impose a rigid time limit on them. A few might refuse or feel the need to return the tablet before helping. In that case, they skip right to Encounter 11.

Sidney tries to dissuade the PCs from going out at night, even to see the chief elder. He is sure that everyone in town has heard of the attacks by now and knows enough to stay inside. Dark Hollow is a small village after all, and bad news travels fast. If the PCs insist, he can give them directions to the chief elder's cottage but is not willing to accompany them until morning.

Sidney Goodfellow, Proprietor of the Sunflower Inn, halfm F6: AL NG; AC 6 (Dexterity); MV 6; HD 6; hp

36; THAC0 15; #AT 1; Dmg 1d6 (short sword); SA none; SD none; MR nil; Str 13, Dex 18, Con 14, Int 18, Wis 10, Cha 16; SZ S (3 ft. tall); ML 12.

Sidney is a former adventurer who retired and married his childhood sweetheart. In time, they moved to Dark Hollow and opened the Sunflower Inn. He still feels camaraderie with adventurers although he realizes that not all of them are scrupulous. He is a good host, but an overly protective father.

Muriel Goodfellow, Hostess at the Sunflower Inn, Sidney's wife, half F1: AL NG; AC 6 (Dexterity); MV 6; HD 1; hp 4; THAC0 20; #AT 1; Dmg 1d3 (butcher knife); SA none; SD none; Str 7, Dex 18, Con 13, Int 11, Wis 13, Cha 11; MR nil; SZ S (2 1/2' tall); ML 10.

Muriel is a good hostess but she does not approve of adventurers or her husband's talk of his adventuring days. She is glad that he got some sense into him and gave up that life before he was killed. Muriel disapproves of Alicia's admiration of those types and keeps a careful eye on her at all times.

Alicia Goodfellow, Waitress at the Sunflower Inn, Sidney and Muriel's adopted daughter, half F0: AL NG; AC 6 (18 Dexterity); MV 6; hp 3; THAC0 20; #AT 1; Dmg unarmed attacks only; SA none; SD none; Str 7, Dex 18, Con 12, Int 1 Wis 11, Cha 17; MR nil; SZ S (5 ft. tall); ML 8.

Muriel and Sidney found Alicia as a baby on their doorstep. Unable to find her parents, they adopted her and raised her as their own daughter. Since the age of fourteen, she has been a waitress at the inn; she is now eighteen.

Alicia has grown up hearing her father's stories of his adventures. Although she has only met an adventurer once or twice, she is still in awe of them. If the PCs let on that they are adventurers, Alicia is the most attentive waitress they have ever had. She playfully flirts with any male PC with a Charisma of 16 or higher. If anyone gets rowdy or overly aggressive with her, she runs away and hides for the rest of the night. The PCs are asked to finish their meals, leave, and never return.

The Hunters

The hunters reluctantly supply the following information in answer to PCs' questions:

- The first victims were a group of four hunters who were attacked while they were camping outside of town.
- They were attacked while they slept and were torn limb from limb.

- These hunters discovered the remains while they were returning to the village yesterday.
- The hunters' camp was about a half-hour northeast of the village in a small clearing in the middle of the woods.
- There must be some hideous beast roaming the woods in that area. They found a set of large, clawed, bipedal tracks leading a short distance into the woods.
- They buried the hunters in the clearing, and returned to town to report the incident.
- Hunting in that area has been poor in the past few days.
- They've heard reports that several mangled bodies of animals have been found in those same woods in recent days.
- They have not been back in those woods to investigate since they found the bodies.
- The town cannot pay enough for them to get involved.
- The hunters heard that a group of locals who were returning home from the Sunflower Inn late last night were also attacked.

Hunters (3), half F3: Int Average; AL CG; AC 7 (studded leather); MV 12; HD 3; hp 25 each; THAC0 18; #AT 1 or 2; Dmg 1d8 (long sword), 1d6 (long bow); SA none; SD none; MR nil; SZ M (5 ft.-6 ft. tall); ML 9.

The Stables

The inn maintains small stables around back. It is mostly empty at this time with only a few horses in its stalls. A stable boy is feeding them.

The stable boy supply the following information in answer to PCs' questions:

- The cost for grain and stabling of a horse is 5 sp daily payable to the owners of the Sunflower Inn.
- There have been two attacks by some wild creature in as many nights.
- The first victims were a group of four hunters who used to stay at the inn while they were in town.
- They were torn limb from limb about a half-hour northeast of town.
- The hunters currently in the inn discovered the remains while they were returning to the village.
- Last night, three locals who were returning home from the Sunflower Inn late last night were murdered.
- They were ripped open but not dismembered.
- People around town are afraid to go out at night due to the attacks.

- Some people think that the culprit is a tanar'ri that came to Dark Hollow from Ravens Bluff. He heard that some knights chased it out of town.
- The inn is going to lose business until the beast is found.

Bill, the Stable Boy, hm F0: AL NG; AC 10; MV 12; hp 2; THAC0 20; #AT 1; Dmg unarmed attacks only SA none; SD none; Str 10, Dex 12, Con 13, Int 8, Wis 10, Cha 10; MR nil; SZ M (5 ft. tall); ML 9.

Bill is rather shy, and only answers questions asked of him. He is a hard worker and never causes any trouble. He likes horses and feels more comfortable around them than he does people.

4C: Teleporting Back to Ravens Bluff

Use this encounter only if the PCs returned to Ravens Bluff via some magical means such as *teleportation* and by-passed Dark Hollow entirely on the return trip.

About a week after you returned to Ravens Bluff, rumors begin to reach your ears concerning a series of murders in the Dark Hollow area. It is of special interest because Dark Hollow is a village within about a day's ride of Fallentree, where you picked up the tablet.

You think little more about it until that evening when you are dining together at the Sleepy Dwarf Tavern. A tired, haggard-looking, middle-aged halfling enters the inn just as you are finishing your dinner. After talking to the bartender, he comes over to your table. Each of you recognizes him as Sidney Goodfellow, the owner of the Sunflower Inn in Dark Hollow.

"Good evening. Pardon my interrupting your dinner, but are you adventurers?"

After they reply affirmatively, he continues:

"Good. I am Sidney Goodfellow from Dark Hollow. We are greatly in need of your aid."

Sidney relates the following to the group:

- Dark Hollow has been plagued by a series of murders: one a night for over a week.
- These attacks only occur at night.
- Most believe that there must be some hideous beast roaming the woods in that area. Tracks were found near each of the murders. They were large, clawed, bipedal tracks leading a short distance into the woods.
- Dark Hollow's resources are limited and so they have not made an extensive search of the woods in the vicinity of the attacks

- Divinations have been inconclusive. He has determined that a great evil is at work, but he has not been able to locate the source.
- The people of Dark Hollow, those that have not been killed or moved away, live in fear of their lives.
- His inn is doomed if the attacks do not stop soon.
- He took it upon himself to find help. Being a former adventurer himself, he thought of Ravens Bluff, so here he is.
- This was his first stop in Ravens Bluff. It used to be one of his favorite hangouts during his adventuring days.
- If they agree to help, he will take them to the Chief Elder of the village. Sidney is sure that he will have more detailed information about the murders.

If the PCs agree to help, he offers them 600 gp each for their efforts. He can raise this to 900 gp if the PCs insist but that is the absolute highest he can go as the murders have already strained his finances. He offers to have the PCs ride back with him in the morning.

Continue with Encounter 5 modifying as necessary when they get to Dark Hollow. Since Sidney hires the PCs, Feldon does not offer them any reward. Payment is strictly between the PCs and Sidney.

It is important to note that Isabelle Greentree's murder (Encounter 6A) is now the twelfth murder in as many nights. Adjust this number to be equal to nine (two days since they left Dark Hollow the first time plus a week in Ravens Bluff) plus the number of days it takes them to get back to Dark Hollow. Twelve assumes a three-day's travel back to the village.

Note that if this encounter is used, the PCs do NOT get the *long bow* +2 or the *short sword* +2 from Feldon or Sidney for the completion of the mission. They are also NOT eligible for the chivalry point.

Encounter Five: Please Help Us (Again)

This encounter assumes that the PCs are accompanying Sidney to the chief elder's cottage in the morning. It is possible that they might wish to go there as soon as they hear of the troubles. In that case, the third murder has not occurred yet. Alter the boxed text as appropriate.

In the morning, Sidney Goodfellow takes you over to see the chief elder of Dark Hollow. He leads you one of the many cottages in town a short distance from the inn, and knocks on the door. In a moment, a middle-aged human with a tired, haggard look on his face opens the door.

“Feldon,” Sidney says. “These are adventurers who have agreed to help us out with the attacks we have been having.”

The man face brightens slightly. “Glad to hear it,” he says, holding out his hand to each of you. “I am Feldon Greeneaves, the chief elder of Dark Hollow.”

Let the PCs introduce themselves. If they don’t take the lead, Sidney makes the introductions for them. If any of the PCs played in “Something in the Water,” Feldon Greeneaves hired them in that adventure, and remembers the PCs if they remind him of the incident. After some polite small talk, Sidney excuses himself, and Feldon and group can get down to business.

Feldon describes the attacks and what was found at each site:

“I am glad you wish to help,” Feldon begins. “We just had another attack last night giving us three in as many nights. Last night’s victim was a young elven mage who was killed inside her cottage. She was the first to die indoors.”

“Her body was found by local residents when they investigated after seeing that the door to the cottage had been ripped off. They found her body inside. It had been mutilated and dismembered. I will take you to the cottage after we are finished talking.”

“The first victims were a group of hunters. They were attacked while they slept and were torn limb from limb. Their remains were discovered by another group of hunters returning to the village.”

“The second victims were three locals who were returning home from the Sunflower Inn late at night. They were ripped open but not dismembered. Possibly, the attacker did not have enough time to mutilate the corpses.”

He offers the PCs 100 gp if they aid the town in finding and eliminating the killer. If the PCs hesitate, he can raise the fee up to 300 gp, but that is as high as he can go, as Dark Hollow is a small village. (He is out of golden eggs that his geese used to lay in “Something in the Water.”)

He allows the PCs to ask questions, and knows the following additional information:

He can also take the PCs to the other murder sites although he claims to have checked them out thoroughly.

- All of the attacks occurred at night.
- They have all occurring in the northeastern section of town.
- He does not know of any link between victims other than that they all were in the same area.

- Their resources are limited and so they have not made an extensive search of the woods in the vicinity of the attacks.
- The previous victims, except for the most recent, have already been buried and their bodies are not available for viewing.
- The victims were not robbed.
- Their bodies were not eaten at all although several bite marks were found.
- The bite marks indicate that the attacker was some sort of carnivore, and was totally lacking molars. (This does not correspond to any known animal. Cats are the closest and they definitely were not cat bites.)
- Tracks were found near each of the murder sites. A bipedal, clawed creature of some sort standing about six-feet tall was responsible for the tracks.
- If the PCs ask, Anelda, the local midwife from “Something in the Water,” has been busy delivering babies the past couple of days, and has not been consulted about the killings. It is somewhat outside of her expertise anyway.

If they ask about the tower or the woods in the vicinity of the attacks, they are directed to Rufus, a wizard who lives on outskirts of Dark Hollow. Unlike most hedge wizards who live in the area, Rufus is more powerful and far more dangerous.

Encounter Six: Victims

Use this encounter when the party investigates the attacks.

6A: At the Cottage

The chief elder takes you to the site of the most recent attack, a small cottage, like so many others in the area, on the outskirts of Dark Hollow. As you approach closer, you notice that its door has been ripped from its hinges and tossed aside in a broken mess.

Only a few guards stand watch over the site, probably hunters conscripted by the village in its time of need. A young male half-elf wearing a simple brown robe held together by an embroidered belt is covering what must be the remains with a blanket when you arrive.

The chief elder walks over to the young half-elf. “Clarence, these are a group of adventurers who have agreed to help us in stopping these attacks. Would you show them around and answer their question?”

“Sure,” the half-elf replies. “I’m Clarence Evergreen, druid of Chauntea from the village shrine.”

Allow the PCs to introduce themselves. If a PC met Clarence during the adventure *Quatlebar*, Clarence remembers the PC and thanks him or her for coming to the aid of the village once again.

Clarence responds to PCs’ questions and can supply the following information:

- The victim was Isabelle Greentree, an elven mage who lived alone.
- According to Clarence, everyone liked her, and she had no enemies. (He doesn’t think she even knew Rufus.)
- Wild animals have fled the area of the woods bordering on where the attacks occurred.
- Several mangled bodies of animals have been found in those same woods in recent days.
- Divinations have been inconclusive. He has determined that a great evil is at work, but he has not been able to locate the source.
- He has not personally searched the woods in any great detail.
- If the PCs ask, Anelda, the local midwife from the adventure *Something in the Water*, has been busy delivering babies the past couple of days, and has not been consulted about the killings. It is somewhat outside of her expertise anyway.

If Clarence is asked if the woods in that area have any mystical/magical properties (or any similar question), he hesitates for a moment. He does not know, but there is a reclusive, local wizard by the name of Rufus who would; the PCs should talk to him. Clarence has not spoken with Rufus because Rufus scares Clarence, and promised to turn Clarence into a pile of ash the next time the two met. (He refuses to give any more details than that as to their disagreement.) Clarence warns the PCs to be careful around Rufus. He can give them directions to Rufus’ cottage.

Clarence allows the PCs to investigate the cottage and body on their own. He’ll be around if the PCs have any more questions.

Clarence Evergreen, hem D6 of Chauntea: AL N; AC 6 (Dexterity); MV 12; HD 6; hp 32; THACO 19; #AT 1; Dmg 1d6/ 1d6 (staff); SA none; SD none; Str 10, Dex 18, Con 14, Int 12, Wis 17, Cha 18; MR nil; SZ M (5 ft. tall); ML 11.

Spells: 1st level: *bless, cure light wounds x3, pass without trace*; 2nd level: *barkskin, goodberry, slow poison, speak with animals, warp wood*; 3rd level: *cure disease, plant growth, prayer*.

Clarence is fairly new to his position as the sole priest at the shrine in Dark Hollow, holding the position for about two years. He is eager to talk to anyone who is willing to help in the investigation, and readily welcomes other priests of related religions (Lathander, Eldath, Lurue, Shiallia, etc.) as well as those of deities represented at the village shrine (Chauntea, Mielikki, and Silvanus).

Information from examining the victim’s body:

- The victim was mutilated, and had enormous gashes on her body. There is also evidence of bite marks.
- The victim was a young female elf.
- She was dismembered.
- It looks as if each victim was tortured before he or she was killed.
- A healing check indicates that any of a number of wounds were fatal. Several wounds were inflicted after the victim was dead.

Information from examining the cottage:

- The door was ripped from its hinges manually, and a crowbar or similar tool was not used.
- The living room and bedroom show signs of a struggle.
- There is much damage inside of the cottage, leaving nothing of value intact.
- It is hard to tell if anything has been taken due to the extent of the damage.
- The victim was killed in the bedroom where she fled in an attempt to escape her attacker.
- The walls of the bedroom were splattered with blood.

A *speak with dead* spell cast on the body reveals:

- The victim was Isabelle Greentree, an elven mage (nonspecialist).
- She lived alone in the cottage and did not have any family in the area.
- To her knowledge, she had no enemies.
- She never met Rufus.
- Isabelle was asleep in bed when she was awakened by clatter near her outside.
- She went to investigate and the door was ripped from its hinges.
- She saw a huge (almost six feet tall), slender creature composed of almost complete blackness with small bat-like wings.
- She fled trying to escape the fiend but could not.
- It caught her in the bedroom where it tortured and killed her with its huge claws.
- It did not try to communicate with her at any time.

Tracks at the site can be found if a tracking roll with a -3 modifier is made. These belong to a large, bipedal, clawed creature and lead to and from the cottage. It also looks as if the creature stalked the cottage for a while.

6B: The Previous Attacks

If the PCs go to the site of the first attack:

You arrive at a small clearing in the middle of the woods. There is a readily identifiable spot that was used as a small campfire within the last few days. Only a few dark spots scattered about and four low mounds are left to indicate that an attack occurred here.

The mounds are the graves of the victims. The dark spots are dried blood. A tracking roll at -4 reveals a set of large, clawed, bipedal tracks leading a short distance into the woods. The victims died in their sleep, so a *Speak with Dead* spell does not give much information here.

If the PCs go to the second attack site:

The second attack site is little more than a small path in the shallow woods on the outskirts of Dark Hollow. There are three spots where the grass is still matted down and stained dark brown. Several small trees are bent or broken in the area.

The stains are once again blood, and the matted spots are where the bodies were found. A tracking roll at -5 reveals a set of large, clawed, bipedal tracks leading a short distance into the woods. These tracks also indicate that the victims were stalked for a while before they were attacked.

If the PCs visit the graves, a *Speak with Dead* spell can reveal a similar description to what Isabelle would tell them. The victims were surprised and did not have a chance to fight back.

Encounter Seven: Rufus' Cottage

Rufus' cottage is on the western edge of Dark Hollow, sitting back in the woods. It is a simple, two-story wooden structure with a small wood shed in back, in many ways identical to any of the other cottages nestled around the village. Smoke issuing from the chimney indicates that Rufus should be at home.

Once the PCs knock or make their presence known, continue:

A harsh, deep voice calls out, "Go away!"

What the PCs do next is up to them. If they knock again, they get the same answer. If they knock a third time, they hear:

"I thought I told you to go away!" The door opens revealing a middle-aged, bald man standing only about five feet tall with a long white beard.

"What do you want?"

The PCs should turn on the charm here. Rufus is not interested in who the PCs are, just why they are at his door. When they mention that they want information, he moans and complains about wanting to be left alone. If the PCs are persistent enough and polite, he answers their questions just to get them to leave provided they promise NEVER to bother him again.

Clarence made the mistake of trying to make friends with Rufus. Rufus was willing to answer questions, but Clarence kept coming back and inviting him to the shrine. Rufus believes Clarence to be an annoyance who would be better off in some other village. He'll be more than happy to complain about Clarence if the PCs bring up their disagreement.

He knows the following:

- There is an old tower in those woods.
- A wizard who was experimenting with extra-dimensional transportation built it as a gate a long time ago.
- Legend has it that the wizard disappeared into another dimension never to return.
- His apprentices sealed the gate a few days after the wizard disappeared.
- He visited the gate a few years ago.
- The tower/gate is about an hour by foot northeast of Dark Hollow. He can give directions.
- Rufus does not know where the gate goes. He thinks it might open into Ravenloft or the plane of shadows.
- It is only active at night in any case.
- He has not heard about the murders, as he does not associate with the townsfolk.
- When described what is going on, he postulates that something is crossing through at night and doing the killings. It is obviously a demon or other fiend from one of the two planes.
- He has a sketch of the seal that he made during that visit. He'll only show it to the PCs if they show him the tablet or mention its existence. (The sketch matches the PCs' tablet.)
- The original seal is needed to seal the tower and stop the killings.

- He does not have (and believes that the PCs do not have) the magic to make a new seal as that magic was lost centuries ago.

Rufus hm W15: AL CN; AC -9; MV 12; hp 64; THAC0 19; #AT 1; Dmg 1d6 (staff); SA spells; SD 11-pt. *stoneskin*, pre-cast spells; Str 8, Dex 18, Con 16, Int 18, Wis 12, Cha 8; MR nil; SZ M (5 ft. tall); ML 12.

Magic Items: *bracers of defense AC 0*, *cloak of displacement*, *ring of fire resistance*, ring of protection +3.

Spells - 1st level: *burning hands*, *chill touch*, *detect magic*, *magic missile*, *wall of fog*; 2nd level: *ESP*, *invisibility*, *know alignment*, *hypnotic pattern*, *spectral hand*; 3rd level: *dispel magic*, *fireball*, *lightning bolt*, *protection from normal missiles**, *vampiric touch*; 4th level: *confusion*, *dimension door*, *fire shield*, *ice storm*, *stoneskin**; 5th level: *cone of cold*, *conjure elemental*, *dismissal*, *monster summoning III*, *teleport*; 6th level: *globe of invulnerability*, *true seeing*; 7th level: *prismatic spray*.

Rufus is a crotchety, old hermit who likes to be left alone. He retired to Dark Hollow a couple years ago to escape people coming to his door and asking him questions. Unfortunately for him, he knows the area better than many of the hunters.

Encounter Eight: At the Gate

After (about an hour of following Rufus' directions) several hours of searching the woods in the vicinity of the attacks, you come across a small, circular clearing. In the middle of the clearing, you spy a small stone tower standing about ten feet tall and three-foot square at the base.

Use the text in parenthesis if they are following Rufus' directions to the tower; otherwise, use the part that follows.

This tower is the gate through which the shadow fiend enters into the Realms each night. It radiates magic and is immune to most magical spells; it can be destroyed by *earthquake*, *limited wish*, or *wish* spells.

A +2 weapon is needed to damage the tower. Blunt weapons do normal damage; all others do half damage. The tower has 100 hit points and is destroyed when reduced to zero. If the shadow fiend is in the Realms when the tower is destroyed, it is stranded in the Realms and cannot return to its home plane.

Casting a *continual light* on the tower bothers the shadow fiend, but does not stop him from using the gate at sunset and sunrise.

If a druid, ranger, or anyone else "in tune with nature" examines the clearing, allow them an

intelligence check. If they succeed, they believe that the clearing is unnaturally circular. The tower must somehow keep the forest from encroaching upon it.

When the PCs search the tower, they find a roughly hexagonal opening about twelve inches across. They find scratching around the opening, indicating that something was recently removed from the space. If no one guesses within a few minutes, allow an intelligence check for a PC to realize that the opening would fit the tablet exactly.

A tracking check reveals four sets of tracks. The first set is human-sized, leading to and from the tower. They move around near the tower as if the person was working on something. The tracks end abruptly in a clearing. A spellcraft check indicates that the person probably teleported away. The tracks are about three days old.

The others are three distinct sets of bestial tracks leading to and from the tower. The leaving tracks start a few yards away from the tower, and end a few yards into the woods. A spellcraft roll indicates that the beast teleported into the starting point, but did not teleport away (or use a fly spell) at the end of the tracks. An intelligence roll by the tracker leads him to believe that the beast flew or jumped away. The three sets vary in age; one corresponds to each of the past three nights (one for each night).

Placing the tablet back into the opening closes the gate. If the PCs do this, read:

You place the tablet into the opening in the tower, and find that the tablet fits perfectly. In a moment, the tablet begins to glow brightly. This lasts for a few seconds and then stops. The tablet has joined with the tower, and firmly attached as if cemented in.

After the tablet/seal has been replaced, the tower no longer radiates magic. It retains its resistance to magic and damage, however. If the PCs attempt to destroy the tower after replacing the seal, remind them that they might just succeed in dislodging or destroying the seal.

If the PCs close the gate at night, the fiend is trapped in the Realms and the attacks continue. They must hunt the creature down to stop the killings.

Once the gate is closed or the monster is destroyed, the chief elder of Dark Hollow rewards the PCs. If the PCs take the job right away before returning to Ravens Bluff, Feldon Greeneaves gives the PCs a *long bow* +2 carried by one of the slain hunters who had no next-of-kin. Sidney Goodfellow also gives the PCs a *short sword* +2 for their help to the village. They do not get the items if **Encounter 4C: Teleporting Back to Ravens Bluff** had to be used.

If the PCs choose to wait at the tower until nightfall, go to **Encounter 10: Fighting the Creature**.

Encounter Nine: Returning to Enos' Cottage

You decide to return to Enos Flagtree's cottage on the edge of Fallentree. Upon arrival, you find that little has changed since you were gone. Smoke coming from the cottage's chimney indicates that Enos must be at home.

The PCs have a choice of a wide range of actions at this point. They naturally suspect that Enos is involved in some conspiracy or at least the selling of stolen goods. They probably want to question him as to his involvement at the very least.

"Yeh, yeh," a deep, gruff voice calls out. "Don't break the door down. I'll be right there!"

In a few moments, the door opens. Enos Flagtree once again stand before you, peering out at you.

"Back again I see! What do you want?" he asks looking each of you up and down.

Enos, for his part, is unaware of the danger that he might be in from the PCs. Although surprised to see them back, he invites them in as long as they are not overly aggressive immediately.

He does not expect the PCs to give him trouble as he was hired to give the item to a group of adventurers. If the PCs attack him, he uses his *ring of invisibility* to escape.

If the PCs explain what has happened and question him, Enos answers their questions, giving the following information:

- He knows nothing about where the tablet came from.
- He does not know what it does or anything else about it.
- Enos is only helping out Simeon Windbow, an old adventuring friend.
- He hadn't seen his friend for years until he showed up a couple of days ago at his doorstep.
- Enos did not want to act as a middleman in the first place but his friend convinced him. (He gets his choice of two of the emeralds.)
- Knowing Simeon, Enos is not surprised that he would be involved in something crooked.
- The PCs should not bother to try and find him. He's probably half way to Sembia by now.
- Simeon never returned for the emeralds. (Enos is willing to refund them to the PCs if they ask.)

- Simeon was probably working for someone else. He was never smart enough to make a deal like the one the PCs described.
- Enos can describe Simeon. Simeon is a gold elf. His description does not match either Maddock or Lord Imbrel Sinaran.

If asked, he refunds the five emeralds that were given to him as payment for the tablet. He laments parting with them, but hands them over none-the-less. If the PCs ask, he can tell them that they are worth 100 gp each.

As an apology for his involvement, Enos gives the PCs a mage scroll with *phantasmal force*, *audible glamer*, *blur*, and *alter self* spells on it. It was part of his payment for acting as middleman for his friend, and he feels guilty keeping it now. Besides, he's retired, and active adventurers would have more use for it. This scroll is given only if the PCs go back to talk with Enos about his part in the scheme and do not threaten him with physical harm.

Enos Flagtree gm W(I)9/T10: AL CG; AC -1; MV 6; hp 55; THAC0 13; #AT 1; Dmg 1d6 (*short sword* +3); SA spells, x 4 backstab; SD spells; Str 8, Dex 18, Con 18, Int 18, Wis 10, Cha 12; MR nil; SZ S; ML 11.

Thief Abilities: PP 60; OL 90; F/RT 90; MS 75; HS 85; DN 60; CW 55; RL 35.

Magic Items: *bracers of defense AC 5*, *ring of invisibility*, *ring of protection +2*, scroll with *phantasmal force*, *audible glamer*, *blur*, and *alter self spells*, *short sword +3*.

Spells - 1st level: *audible glamer*, *color spray*, *detect magic*, *phantasmal force*, *spider climb*; 2nd level: *alter self*, *blindness*, *ESP*, *know alignment*; 3rd level: *fly*, *spectral force x 2*, *wraithform*; 4th level: *dimension door*, *fear*, *shadow monsters*; 5th level: *shadow door*, *shadow magic*.

Enos is a gruff, old former adventurer who is only doing a favor for a friend (and being paid well for it). He is tends to be a bit impatient, and will try to hurry the PCs along if they take too long. He is quite busy doing nothing and wants to get back to it as soon as possible. He is good at heart and does not want anyone to come to harm, especially on his account.

Encounter Ten: Fighting the Creature

The PCs might choose to combat the creature instead of just sealing the gate. This could occur if they have already given Maddock the item, if they choose the wrong time to visit the gate (nighttime), if have spent too much time in the area, or by personal preference as

a course of action. It is hoped that the players will not choose this alternative especially in the lower tiers as the encounter can be deadly.

Read the following:

Suddenly, a huge (almost six feet tall), slender creature standing almost six feet tall appears in your midst. Its body seems composed of almost complete blackness. Small bat-like wings protrude from its back. Its long fingers and slender toes end in terrible claws.

The exact location and setting for this encounter depends on the players' course of action. The shadow fiend is 90% undetectable in shadowy or dimly lit areas, the only places that it can be encountered. It always attains surprise when it attacks those who have not spotted it.

It does not attack if the party is protected with a *continual light* or similar spell effect or item. It simply goes off after easier targets. If the party bathes the tower in *continual light*, the fiend waits until sunrise when it is sucked back through the gate.

The fiend is intelligent. It attacks only if it has the advantage, or can use darkness to its advantage and hurt the party with a quick strike. In any case, it fights only until half damaged, and then seeks to hide in the darkness until dawn. The fiend fully heals while on the other side of the gate, and returns the next night fully rejuvenated.

Tier 1:

Shadow fiend: Int Very; AL CE; AC 1, 5, or 9; MV 12 (see below); HD 7+3; hp 30; THAC0 13; #AT 3; Dmg 1d6/1d6/1d8; SA see below; SD see below; MR see below; SZ M (6 ft. tall); ML 12.

The power of the creature depends on the lighting in the area of combat. In brightly lit areas (*continual light*, sunlight, etc.), it is AC 9 and all attacks against it do double damage. Consequently, it never attacks, but flees, under these conditions.

In dimmer light (torch, lantern, *light* spell, etc.), it is AC 5, and all attacks against it still do double damage. It is +1 to hit under these conditions, however.

In darkness, anything up to candle or moonlight, it is AC 1, gains a +2 on all attack rolls, and all damage done to it is halved.

The fiend is immune to damage from fire, cold, and electricity. A *light* spell cast directly upon the creature inflicts 1d6 per level of the cast, although this may be reduced or enhanced by the lighting of the area.

Whenever the fiend gains surprise, it springs onto its victim. It can leap up to 30 ft. and strike with four

claws (each doing 1d6 points of damage). When it leaps, it cannot bite.

It can cast *darkness*, 15 ft. radius or subject all within a 30 ft. radius to a *fear* spell once per day.

Shadow fiends can be turned by priests as if they were "special" creatures on the undead turning table.

Tier 2:

Shadow fiend: Int Very; AL CE; AC 1, 5, or 9; MV 12 (see below); HD 7+3; hp 40; THAC0 13; #AT 3; Dmg 1d6/1d6/1d8; SA see below; SD see below; MR see below; SZ M (6 ft. tall); ML 12.

The power of the creature depends on the lighting in the area of combat. In brightly lit areas (*continual light*, sunlight, etc.), it is AC 9 and all attacks against it do double damage. Consequently, it never attacks, but flees, under these conditions.

In dimmer light (torch, lantern, *light* spell, etc.), it is AC 5, and all attacks against it still do double damage. It is +1 to hit under these conditions, however.

In darkness, anything up to candle or moonlight, it is AC 1, gains a +2 on all attack rolls, and all damage done to it is halved.

The fiend is immune to damage from fire, cold, and electricity. A *light* spell cast directly upon the creature inflicts 1d6 per level of the cast, although this may be reduced or enhanced by the lighting of the area.

Whenever the fiend gains surprise, it springs onto its victim. It can leap up to 30 ft. and strike with four claws (each doing 1d6 points of damage). When it leaps, it cannot bite.

It can cast *darkness*, 15 ft. radius or subject all within a 30-ft. radius to a *fear* spell once per day.

Shadow fiends can be turned by priests as if they were "special" creatures on the undead turning table.

Tier 3:

Shadow fiend: Int Very; AL CE; AC 1, 5, or 9; MV 12 (see below); HD 10; hp 50; THAC0 11; #AT 3; Dmg 1d6/1d6/1d8; SA see below; SD see below; MR see below; SZ M (6 ft. tall); ML 12.

The power of the creature depends on the lighting in the area of combat. In brightly lit areas (*continual light*, sunlight, etc.), it is AC 9 and all attacks against it do double damage. Consequently, it never attacks, but flees, under these conditions.

In dimmer light (torch, lantern, *light* spell, etc.), it is AC 5, and all attacks against it still do double damage. It is +1 to hit under these conditions, however.

In darkness, anything up to candle or moonlight, it is AC 1, gains a +2 on all attack rolls, and all damage done to it is halved.

The fiend is immune to damage from fire, cold, and electricity. A *light* spell cast directly upon the creature

inflicts 1d6 per level of the cast, although this may be reduced or enhanced by the lighting of the area.

Whenever the fiend gains surprise, it springs onto its victim. It can leap up to 30 ft. and strike with four claws (each doing 1d6 points of damage). When it leaps, it cannot bite.

It can cast *darkness, 15 ft. radius* or subject all within a 30 ft. radius to a *fear* spell once per day. Once per week, the fiend can cast a *magic jar* spell at a single target provided it has a suitable receptacle at hand. If the victim makes its saving throw, the fiend is stunned for 1d3 rounds during which it cannot act.

Priests can turn shadow fiends as if they were “special” creatures on the undead turning table.

Tier 4:

Shadow fiend: Int Very; AL CE; AC 1, 5, or 9; MV 12 (see below); HD 15; hp 120; THAC0 5; #AT 3; Dmg 1d8/1d8/1d10; SA see below; SD see below; MR see below; SZ M (6 ft. tall); ML 12.

The power of the creature depends on the lighting in the area of combat. In brightly lit areas (*continual light*, sunlight, etc.), it is AC 9 and all attacks against it do double damage. Consequently, it never attacks, but flees, under these conditions.

In dimmer light (torch, lantern, *light* spell, etc.), it is AC 5, and all attacks against it still do double damage. It is +1 to hit under these conditions, however.

In darkness, anything up to candle or moonlight, it is AC 1, gains a +2 on all attack rolls, and all damage done to it is halved.

The fiend is immune to damage from fire, cold, and electricity. A *light* spell cast directly upon the creature inflicts 1d6 per level of the cast, although this may be reduced or enhanced by the lighting of the area.

Whenever the fiend gains surprise, it springs onto its victim. It can leap up to 30 ft. and strike with four claws (each doing 1d6 points of damage). When it leaps, it cannot bite.

It can cast *darkness, 15 ft. radius* or subject all within a 30 ft. radius to a *fear* spell once per day. Once per week, the fiend can cast a *magic jar* spell at a single target provided it has a suitable receptacle at hand. If the victim makes its saving throw, the fiend is stunned for 1d3 rounds during which it cannot act.

Priests can turn shadow fiends as if they were “special” creatures on the undead turning table.

Tier 5:

Shadow fiend: Int Very; AL CE; AC 1, 5, or 9; MV 12 (see below); HD 20; hp 160; THAC0 1; #AT 3; Dmg 1d10/1d10/1d12; SA see below; SD see below; MR see below; SZ M (6 ft. tall); ML 12.

The power of the creature depends on the lighting in the area of combat. In brightly lit areas (*continual light*, sunlight, etc.), it is AC 9 and all attacks against it do double damage. Consequently, it never attacks, but flees, under these conditions.

In dimmer light (torch, lantern, *light* spell, etc.), it is AC 5, and all attacks against it still do double damage. It is +1 to hit under these conditions, however.

In darkness, anything up to candle or moonlight, it is AC 1, gains a +2 on all attack rolls, and all damage done to it is halved.

The fiend is immune to damage from fire, cold, and electricity. A *light* spell cast directly upon the creature inflicts 1d6 per level of the cast, although this may be reduced or enhanced by the lighting of the area.

Whenever the fiend gains surprise, it springs onto its victim. It can leap up to 30 ft. and strike with four claws (each doing 1d6 points of damage). When it leaps, it cannot bite.

It can cast *darkness, 15 ft. radius* or subject all within a 30 ft. radius to a *fear* spell once per day. Once per week, the fiend can cast a *magic jar* spell at a single target provided it has a suitable receptacle at hand. If the victim makes its saving throw, the fiend is stunned for 1d3 rounds during which it cannot act.

Priests can turn shadow fiends as if they were “special” creatures on the undead turning table.

Encounter Eleven: Delivery

The PCs return to Maddock’s house and are allowed in. If they are not overly aggressive or threatening immediately, they can catch Maddock off guard.

Remember that he was duped by all of this just as the PCs were. Maddock does not know the true nature of the tablet/seal and is honestly surprised by everything. He has the money and pays the PCs for their services no matter what happens.

He can tell them the following information:

- Someone identifying himself as Lord Imbrel Sinaran hired him. Maddock is new in town and does not know Lord Imbrel on sight.
- He promised to put in a good word with Lady Delshandra Sinaran, the Dean of Wizardry at the Wizards Guild, if Maddock did the job well.
- He was afraid to ask too many questions fearing that Lord Imbrel would put in a bad word if he pried too much.
- When the tablet is acquired, it is to be dropped off at a warehouse in Crows End where his studio is. Maddock can give the address.

Local history indicates that most of the Sinarans are sculptors.

If the PCs have previously delivered the tablet to Maddock, he has taken it to the address already. Since it is a trick, he stumbled into the shrine and was killed by the evil priests for interfering in their ceremonies.

The PCs find Sebastian home alone and worried about his master. If the PCs take the time to talk to him, he searches through Maddock's papers and locates the address of where Maddock brought the tablet. Otherwise, they can find it written down on a piece of paper after about an hour's search.

Sebastian hm W1: AL CG; AC 10; MV 12; hp 4; THAC0 21; #AT 1; Dmg 1d6 (staff); SA Spells; SD Nil; Str 7, Dex 12, Con 10, Int 16, Wis 8, Cha 16; MR Nil; SZ M; ML 9.

Spells - 1st level: *cantrip*.

Sebastian is the 13-year old apprentice of Maddock Greycloak. He is a bright, energetic lad with a warm smile and a good sense of humor.

He is fascinated by adventurers, and hopes to be one when he is older. Consequently, he greets the PCs with enthusiasm and will ask them numerous questions of their adventures, especially if there is a wizard in their midst. This makes him a good source of information for the PCs.

Maddock Greycloak hm W8: AL CG; AC 5; MV 12; hp 24; THAC0 16; #AT 1; Dmg 1d4+2 (*dagger +2*); SA Spells; SD pre-cast spell; Str 8, Dex 13, Con 11, Int 16, Wis 9, Cha 14; MR Nil; SZ M (5 ft. 7"); ML 11.

Magic items: *bracers of defense AC 7, dagger +2, ring of protection +2, wand of magic missiles*.

Spells - 1st level: *comprehend languages, detect magic, magic missile, unseen servant*; 2nd level: *knock, know alignment, protection from cantrips**; 3rd level: *dispel magic, Melf's minute meteors, slow*; 4th level: *minor globe of invulnerability, remove curse*.

Maddock is a friendly, easy-going wizard who tends to be a bit on the quiet side. He is new to Ravens Bluff but intends to make it his home. He is sincerely interested in performing his job for Lord Imbrel Sinaran well so that he can get a good reputation as reliable and competent.

Encounter Twelve: Rendezvous

This warehouse actually holds a shrine to Iyachtu Xvim in its basement. Demetrius Torr hopes that the PCs go here and destroy the shrine for him. If the PCs have turned over the tablet to Maddock, they need to come here to recover the tablet to seal the tower.

Alternatively if the PCs examine what has happened to them, they might realize that they are being set up. In this adventure, it is OK for the PCs to back off and stop following what Demetrius Torr wants them to do. Simply informing authorities of the existence of the shrine is good enough, and in fact gets them the same experience points. It is a small shrine and the City Watch has little trouble closing it down.

12A: The Exterior

When you travel to the address that Maddock (Sebastian) gave you for the drop-off point for the tablet, you find that it is just another warehouse, like so many others, in the Crow's End district.

Choose either Maddock or Sebastian according to who gave the PCs the directions.

The PCs are free to scout around the exterior. The warehouse has two doors: a large, sliding, main double door in front where the goods are brought in and a normal-sized door on the right side towards the back. Neither door is locked; normally both doors would be but Demetrius saw to it that they were conveniently left open for the PCs. They do not spot anyone watching the warehouse on the outside.

12B: The Interior

Read the following when they enter:

The interior of the warehouse is much as you would expect for an ordinary warehouse. It is a large, open room containing several boxes. There is no sign of an artist's studio. You double-check and you are confident that you are at the address that Maddock (Sebastian) gave you.

Once again, choose either Maddock or Sebastian according to who gave the PCs the directions.

Allow the PCs to search the warehouse as they wish. After searching the warehouse for a couple of rounds, the party finds a concealed hatch in the floor. (Judge the timing on how fast the players get bored and how much time is left in the round.) The hatch leads to a basement. When they descend into the basement, go to section C.

Inside the warehouse, there are two thieves who watch the warehouse for the priests below. They shadow the PCs and alert the priests to the presence of intruders, but do not confront the party unless they have no choice. If spotted they attempt to run away out the side door, and hide in shadows when they get the chance.

The thieves' mode of camouflage is tier-dependent. In tiers 1 and 2, they are simply hiding in shadows. In

tiers 3 and 4, they are invisible. In tier 5, they have *improved invisibility* cast upon them.

If the thieves are questioned, they reluctantly answer the PCs' questions, especially if threatened by jail time or worse. They know the following:

- They have never heard of Maddock Greycloak.
- They have never been to Dark Hollow and are not even sure how to get there.
- They know nothing about any tablet.
- They don't know any Sinaran although one of them has heard the name before. Are they local nobles or something?
- This warehouse is not an artist's studio.
- They saw the PCs outside, and were curious as to what they were up to, so they decided to trail them. (a lie)

If pressed, they reveal

- They are being paid by a group of priests to guard to warehouse and let them know if anyone snoops around.
- They have already let the priests know that the PCs are in the warehouse.
- They don't know and don't care who the priests worship. They are paid to guard the warehouse and not ask too many questions.
- Their holy symbol consists of a pair of bright, green eyes superimposed on the palm of an upright, human-shaped hand.
- They can show the PCs the hatch if they have not already found it.
-

A religion check identifies the symbol as belonging to Iyachtu Xvim, the son of Bane, god of tyranny and hatred.

Tier 1:

Bill, hm T1: AL CN; AC 2 (leather armor, 18 dexterity, *ring of protection* +2); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA x 2 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 11, Wis 8, Cha 11; MR Nil; SZ M; ML 10.

Thief Abilities: PP 35; OL 35; F/RT 10; MS 30; HS 45; DN 15; CW 60; RL 00.

Magic Items: *ring of protection* +2.

Possessions: leather armor, short sword, dagger.

Fred, hm T1: AL CN; AC 4; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA x 2 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 9, Wis 8, Cha 9; MR Nil; SZ M; ML 10.

Thief Abilities: PP 35; OL 35; F/RT 10; MS 30; HS 45; DN 15; CW 60; RL 00.

Possessions: leather armor, short sword, dagger.

Tier 2:

Bill, hm T2 AL CN; AC 2 (leather armor, 18 dexterity, *ring of protection* +2); MV 12; hp 12; THAC0 20, 22; #AT 2 (2 weapons); Dmg 1d6 (short sword), 1d4 (dagger); SA x 2 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 11, Wis 8, Cha 11; MR Nil; SZ M; ML 10.

Thief Abilities: PP 35; OL 35; F/RT 10; MS 40; HS 55; DN 25; CW 60; RL 00.

Magic Items: *ring of protection* +2.

Possessions: leather armor, short sword, dagger.

Fred, hm T2 AL CN; AC 4; MV 12; hp 12; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA x 2 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 9, Wis 8, Cha 9; MR Nil; SZ M; ML 10.

Thief Abilities: PP 35; OL 35; F/RT 10; MS 40; HS 55; DN 25; CW 60; RL 00.

Possessions: leather armor, short sword, dagger.

Tier 3:

Bill, hm T3 AL CN; AC 2 (leather armor, 18 dexterity, *ring of protection* +2); MV 12; hp 15; THAC0 19, 21; #AT 2 (2 weapons); Dmg 1d6 (short sword), 1d4 (dagger); SA x 2 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 11, Wis 8, Cha 11; MR Nil; SZ M; ML 10.

Thief Abilities: PP 45; OL 35; F/RT 10; MS 50; HS 55; DN 35; CW 60; RL 00.

Magic Items: *ring of protection* +2.

Possessions: leather armor, short sword, dagger.

Fred, hm T3 AL CN; AC 4; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA x 2 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 9, Wis 8, Cha 9; MR Nil; SZ M; ML 10.

Thief Abilities: PP 45; OL 35; F/RT 10; MS 50; HS 55; DN 35; CW 60; RL 00.

Possessions: leather armor, short sword, dagger.

Tier 4:

Bill, hm T4 AL CN; AC 2 (leather armor, 18 dexterity, *ring of protection* +2); MV 12; hp 24; THAC0 19, 21; #AT 2 (2 weapons); Dmg 1d6 (short sword), 1d4 (dagger); SA x 2 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 11, Wis 8, Cha 11; MR Nil; SZ M; ML 10.

Thief Abilities: PP 45; OL 35; F/RT 10; MS 60; HS 65; DN 45; CW 60; RL 00.

Magic Items: *ring of protection* +2.

Possessions: leather armor, short sword, dagger.

Fred, hm T4 AL CN; AC 4; MV 12; hp 24; THAC0 19; #AT 1; Dmg 1d6 (short sword); SA x 2 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 9, Wis 8, Cha 9; MR Nil; SZ M; ML 11.

Thief Abilities: PP 45; OL 35; F/RT 10; MS 60; HS 65; DN 45; CW 60; RL 00.

Possessions: leather armor, short sword, dagger.

Tier 5:

Bill, hm T5 AL CN; AC 2 (leather armor, 18 dexterity, *ring of protection* +2); MV 12; hp 30; THAC0 18, 20; #AT 2 (2 weapons); Dmg 1d6 (short sword), 1d4 (dagger); SA x 3 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 11, Wis 8, Cha 11; MR Nil; SZ M; ML 10.

Thief Abilities: PP 45; OL 35; F/RT 10; MS 60; HS 65; DN 45; CW 60; RL 00.

Magic Items: *ring of protection* +2.

Possessions: leather armor, short sword, dagger.

Fred, hm T5 AL CN; AC 4; MV 12; hp 30; THAC0 18, 20; #AT 2 (2 weapons); Dmg 1d6 (short sword), 1d4 (dagger); SA x 3 damage on back stab; SD thief skills (see below); Str 10, Dex 18, Con 12, Int 9, Wis 8, Cha 9; MR Nil; SZ M; ML 10.

Thief Abilities: PP 45; OL 35; F/RT 10; MS 60; HS 65; DN 45; CW 60; RL 00.

Possessions: leather armor, short sword, dagger.

12C: The Basement

Descending the old wooden stairs into the basement, you find a rough-hewn chamber. Four evenly spaced pillars support the ceiling. Boxes are stored on the sides of the stairs, blocking that section of the basement.

At the far end of the chamber, you see a stone altar with one (two/three) priest(s) wearing black armor standing around it. A human wizard is standing to the right of the altar behind a pillar. There are four (three/five) warriors standing between the priests and you.

The priest behind the altar calls out, "You are intruders! Surrender immediately or die where you stand!"

In 1st tier, there are only three warriors and no wizard; 2nd and 3rd tiers have four warriors and a wizard; and 4th and 5th tiers have five warriors and a wizard. In 1st and 2nd tiers, there is only one priest; 3rd tier has two; 4th tier has three; and 5th tier has four.

Give out **Player Handout #3** (Map of Warehouse Basement) at this time.

The boxes on the sides of the stairs block that section of the basement, and are stacked in such a way that they cannot provide any cover for the PCs. Those who wish to climb from the stairs directly onto the boxes must make dexterity check. A check is not required for those who are trying to climb up the front of the boxes (where the boxes can act almost like steps) as long as the character is not wearing armor any heavier than chain. Those who climb the boxes or elects to stay on the stairs are fighting on higher ground, and are allowed -1 to their initiative and +1 on their to hit rolls.

The priest calling out is Droland of Iyachtu Xvim, the head of the shrine. He is P1 on the map; Sambertrill, the crusader, is G1.

The priests' holy symbol consists of a pair of bright, green eyes superimposed on the palm of an upright, human-shaped hand. If they have not identified it already, allow a religion check. The symbol belongs to Iyachtu Xvim, the son of Bane, god of tyranny and hatred.

The priests were warned of the PCs presence and have had the opportunity to pre-cast spells. These are denoted by * after their name in the spell lists below.

If the PCs don't surrender immediately, the bad guys attack. Their basic strategy is for the warriors to engage the party in melee, leaving the priests and wizard free to cast spells.

Sambertrill, the crusader, does not immediately engage in melee. He'll use his *command* spell(s) and *hold person* spell against tough-looking opponents, and his *silence* spell against potential spell-casters. Sambertrill uses his *dispel magic* spell if he notices potent defensive spells on opponents or if a number of his comrades or Droland are plagued by adverse spell effects. He'll then spend a round casting *mace of Xvim* in the tiers he possesses that spell (all except 1st) if given the opportunity.

Priests enter combat when they run out of spells, are forced to, or if they have a good opportunity to attack someone (particularly if the PC is vulnerable in some way). If a priest has a round to prepare, he also casts *mace of Xvim* (if he has the spell) prior to combat.

Boris the wizard uses whatever spells that would be most effective against his opponents without damaging too many of his allies. If he runs out of spells, he'll throw darts. He won't enter melee unless someone attacks him. If given the chance, he'll run away when he doesn't feel safe or has nothing left to do.

If they have not been neutralized already, the thieves from **Encounter 12B** who have been shadowing the party attack in the third round of battle. Their first attack is a backstab unless the PCs are actively looking for them. If the party specifically shut the hatch after they entered, the thieves have to open the hatch, giving

their presence away. If the battle is going against them, the thieves quickly run away, not wanting to risk their lives for a lost cause.

After the battle, the PCs are free to search through the shrine. They find no evidence that the priests ever contacted Maddock. (Questioning any survivors verifies this also.) If Maddock had previously brought the tablet to the warehouse, the party can find it down here. Otherwise, the only things they find are the NPCs' personal items, the *shield +1* carried by the crusader, and 420 gp carried by the high priest.

Tier 1:

Guards (2), hm F1: Int Average; AL NE; AC 4 (chain mail + shield); MV 12; hp 10 each; THACO 20; #AT 1; Dmg 1d8 (long sword) or 1d4 (crossbow bolt); SA nil; SD nil; MR nil; SZ M (5 ft.-6 ft.); ML 12.

Possessions: chain mail armor, shield, long sword, light crossbow, and quiver with 12 bolts.

Sambertrill, hm P(Cr)1 of Iyachtu Xvim: AL LE; AC -1 (chain mail, *shield +1*, 18 DEX); MV 12; hp 10; THACO 19; #AT 1; Dmg 1d8+1 (long sword + STR 17); SA spells; SD pre-cast spell, see below; Str 17, Dex 18, Con 16, Int 12, Wis 16, Cha 14; MR Nil; SZ M (5 ft.10 in.); ML 14.

Magic Item: *shield +1*.

Spells - 1st level: *command*, *cure light wounds*, *protection from good**.

Possessions: holy symbol of Iyachtu Xvim, chain mail armor, *shield +1*, long sword, light crossbow, and quiver with 12 bolts.

Droland, hm P(Sp)2 of Iyachtu Xvim: AL LE; AC -1 (banded mail + shield + 18 Dex); MV 12; hp 16; THACO 19; #AT 1; Dmg 1d6+3 (mace); SA spells; SD pre-cast spells, see below; Str 18, Dex 18, Con 10, Int 12, Wis 18, Cha 15; MR nil; SZ M (6 ft. tall); ML 15.

Spells: 1st level: *cause light wounds x 2*, *command*, *darkness*.

Specialty priest powers: +1 to saving throws against spells cast by priests of Cyric or Bane; +1 to attack and damage rolls against these priests; unaffected by *fear* spells; heal self once per day for 4 hit points by calling on the divine power of Xvim.

Possessions: holy symbol of Iyachtu Xvim, black banded armor, shield, mace, and 420 gp.

Tier 2:

Guards (3), hm F2: Int Average; AL NE; AC 3 (banded mail + shield); MV 12; hp 20 each; THACO 19; #AT 1; Dmg 1d8 (long sword) or 1d4 (crossbow bolt); SA none; SD none; MR nil; SZ M (5 ft.-6 ft. tall); ML 12.

Possessions: banded armor, shield, long sword, light crossbow, and quiver with 12 bolts.

Sambertrill, hm P(Cr)3 of Iyachtu Xvim: AL LE; AC -2 (banded mail, *shield +1*, 18 DEX); MV 12; hp 26; THACO 17; #AT 1; Dmg 1d8+1 (long sword + STR 17) or 1d4 (crossbow bolt); SA spells; SD 3-pt. *aid*, pre-cast spell, see below; Str 17, Dex 18, Con 16, Int 12, Wis 16, Cha 14; MR Nil; SZ M (5 ft.10 in.); ML 14.

Magic Item: *shield +1*.

Spells - 1st level: *bles*, *command*, *cure light wounds*, *protection from good**; 2nd level: *aid**, *mace of Xvim*, *silence 15 ft. radius*.

Crusader special ability: *lighten load* once per day.

Possessions: holy symbol of Iyachtu Xvim, banded mail armor, *shield +1*, long sword, light crossbow, and quiver with 12 bolts.

Droland, hm P(Sp)5 of Iyachtu Xvim: AL LE; AC -1 (banded mail + shield + 18 Dex); MV 12; hp 32; THACO 17; #AT 1; Dmg 1d6+3 (mace); SA spells; SD pre-cast spells, see below; Str 18, Dex 18, Con 10, Int 12, Wis 18, Cha 15; MR nil; SZ M (6 ft. tall); ML 15.

Spells: 1st level: *call upon holy might*, *cause light wounds x 2*, *command*, *darkness*; 2nd level: *draw upon holy might*, *hold person x 2*, *mace of Xvim*, *silence 15 ft. rad.*; 3rd level: *prayer*, *protection from fire**.

Specialty priest powers: +1 to saving throws against spells cast by priests of Cyric or Bane; +1 to attack and damage rolls against these priests; unaffected by *fear* spells; heal self once per day for 10 hit points by calling on the divine power of Xvim; cast *mace of Xvim* once per day; *neutralize poison* or *poison* once a day; *aura of fear*, 10-ft rad. once per day for 5 rounds. The other specialty priests and Sambertrill are immune to the *aura of fear's* effects.

Possessions: holy symbol of Iyachtu Xvim, black banded mail armor, shield, and mace.

Boris, hm W3: AL NE; AC 3 (*armor* spell + 17 DEX); MV 12; hp 10; THACO 20 or 18; #AT 1 or 3; Dmg 1d6 (staff), 1d3 (darts); SA spells; SD pre-cast spells, see below; Str 8, Dex 17, Con 10, Int 16, Wis 8, Cha 9; MR Nil; SZ M; ML 12.

Spells - 1st level: *armor**, *magic missile*; 2nd level: *Snilloc's snowball swarm*.

Possessions: robe, staff, and 12 darts.

Tier 3:

Guards (3), hm F4: Int Average; AL NE; AC 3 (banded mail + shield); MV 12; hp 30 each; THACO 16 or 17; #AT 3/2 or 1; Dmg 1d8+2 (long sword) or 1d4 (crossbow bolt); SA specialized in long sword; SD none; MR nil; SZ M (5 ft.-6 ft. tall); ML 12.

Possessions: banded armor, shield, long sword, light crossbow, and a quiver with 12 bolts.

Sambertrill, hm P(Cr)5 of Iyachtu Xvim: AL LE; AC -3 (plate mail, *shield +1*, 18 DEX); MV 12; hp 40; THACO 15; #AT 1; Dmg 1d8+1 (long sword + STR 17) or 1d4 (crossbow bolt); SA spells, see below; SD 4-pt. *aid*, pre-cast spell, see below; Str 17, Dex 18, Con 16, Int 12, Wis 16, Cha 14; MR Nil; SZ M (5 ft.10 in.); ML 14.

Magic Item: *shield +1*.

Spells - 1st level: *bless*, *command x 2*, *cure light wounds*, *protection from good**; 2nd level: *aid**, *chant*, *hold person*; *mace of Xvim*, *silence*, 15 ft. radius; 3rd level: *dispel magic*.

Crusader special ability: *lighten load* once per day.

Possessions: holy symbol of Iyachtu Xvim, plate male armor, *shield +1*, long sword, light crossbow, and quiver with 12 bolts.

Matt, hm P(Sp)4 of Iyachtu Xvim: AL LE; AC 1 (banded mail + shield + 16 Dex); MV 12; hp 25; THACO 17; #AT 1; Dmg 1d6+2 (mace); SA spells; SD pre-cast spells, see below; Str 17, Dex 16, Con 10, Int 12, Wis 17, Cha 13; MR nil; SZ M (5 ft.8 in.-5 ft.10 in. tall); ML 13.

Spells: 1st level: *call upon holy might*, *cause light wounds x 2*, *command*, *darkness*; 2nd level: *chant*, *hold person*, *mace of Xvim*, *silence 15 ft. rad.*

Specialty priest powers: +1 to saving throws against spells cast by priests of Cyric or Bane; +1 to attack and damage rolls against these priests; unaffected by *fear* spells; heal self once per day for 8 hit points by calling on the divine power of Xvim; cast *mace of Xvim* once per day.

Possessions: holy symbol of Iyachtu Xvim, black banded armor, shield, and mace.

Droland, hm P(Sp)7 of Iyachtu Xvim: AL LE; AC -2 (plate mail + shield + 18 Dex); MV 12; hp 40; THACO 15; #AT 1; Dmg 1d6+3 (mace); SA spells; SD pre-cast spell, see below; Str 18, Dex 18, Con 10, Int 12, Wis 18, Cha 15; MR nil; SZ M (6 ft. tall); ML 15.

Spells: 1st level: *call upon faith*, *cause light wounds x 2*, *command*, *darkness*; 2nd level: *draw upon holy might*, *hold person x 2*, *mace of Xvim*, *silence 15 ft. rad.*; 3rd level: *prayer*, *protection from fire**, *rigid thinking*; 4th level: *defensive harmony*, *mental domination*.

Specialty priest powers: +1 to saving throws against spells cast by priests of Cyric or Bane; +1 to attack and damage rolls against these priests; unaffected by *fear* spells; heal self once per day for 14 hit points by calling on the divine power of Xvim; cast *mace of Xvim* once per day; *neutralize poison* or *poison* once a day;

aura of fear, 10-ft rad. once per day for 7 rounds. The other specialty priests and Sambertrill are immune to the *aura of fear's* effects. Cast *reaving blades* and *cure serious wounds* once a day.

Possessions: holy symbol of Iyachtu Xvim, black plate mail armor, shield, and mace.

Boris, hm W5: AL NE; AC 3 (*armor spell + 17 DEX*); MV 12; hp 15; THACO 20 or 18; #AT 1 or 3; Dmg 1d6 (staff), 1d3 (darts); SA spells; SD pre-cast spells, see below; Str 8, Dex 17, Con 10, Int 16, Wis 8, Cha 9; MR Nil; SZ M; ML 12.

Spells - 1st level: *armor**, *charm person*, *magic missile x 2*; 2nd level: *flaming sphere*, *Snilloc's snowball swarm*; 3rd level: *Melf's minute meteors*.

Possessions: robe, staff, and 12 darts.

Tier 4:

Guards (4), hm F5: Int Average; AL NE; AC 2 (plate mail + shield); MV 12; hp 50 each; THACO 15 or 16; #AT 3/2 or 1; Dmg 1d8+2 (long sword) or 1d4 (crossbow bolt); SA specialized in long sword; SD none; MR nil; SZ M (5 ft.-6 ft. tall); ML 12.

Possessions: plate armor, shield, long sword, light crossbow, and a quiver with 12 bolts.

Sambertrill, hm P(Cr)6 of Iyachtu Xvim: AL LE; AC -3 (plate mail, *shield +1*, 18 DEX); MV 12; hp 50; THACO 14; #AT 1; Dmg 1d8+1 (long sword + STR 17) or 1d4 (crossbow bolt); SA spells; SD 6-pt. *aid*, pre-cast spell, see below; Str 17, Dex 18, Con 16, Int 12, Wis 16, Cha 14; MR Nil; SZ M (5 ft.10 in.); ML 14.

Magic Item: *shield +1*.

Spells - 1st level: *bless*, *command x 2*, *cure light wounds*, *protection from good**; 2nd level: *aid**, *chant*, *hold person*; *mace of Xvim*, *silence*, 15 ft. radius; 3rd level: *dispel magic*, *prayer*.

Crusader special ability: *lighten load* once per day.

Possessions: holy symbol of Iyachtu Xvim, plate male armor, *shield +1*, long sword, light crossbow, and quiver with 12 bolts.

Phil and Matt, hm P(Sp)5 of Iyachtu Xvim: AL LE; AC 0 (plate mail + shield + 16 Dex); MV 12; hp 40 each; THACO 17; #AT 1; Dmg 1d6+3 (mace); SA spells; SD pre-cast spells, see below; Str 17, Dex 16, Con 10, Int 12, Wis 17, Cha 13; MR nil; SZ M (6 ft. tall); ML 15.

Spells: 1st level: *call upon holy might*, *cause light wounds x 2*, *command*, *darkness*; 2nd level: *chant*, *hold person x 2*, *mace of Xvim*, *silence 15 ft. rad.*; 3rd level: *prayer*, *protection from fire**.

Specialty priest powers: +1 to saving throws against spells cast by priests of Cyric or Bane; +1 to

attack and damage rolls against these priests; unaffected by *fear* spells; heal self once per day for 10 hit points by calling on the divine power of Xvim; cast *mace of Xvim* once per day; *neutralize poison* or *poison* once a day; *aura of fear*, 10-ft rad. once per day for 5 rounds. The other specialty priests and Sambertrill are immune to the *aura of fear's* effects.

Possessions: holy symbol of Iyachtu Xvim, black plate armor, shield, and mace.

Droland, hm P(Sp)9 of Iyachtu Xvim: AL LE; AC -2 (plate mail + shield + 18 Dex); MV 12; hp 50; THACO 15; #AT 1; Dmg 1d6+3 (mace SA spells; SD pre-cast spell, see below; Str 18, Dex 18, Con 10, Int 12, Wis 18, Cha 15; MR nil; SZ M (6 ft. tall); ML 15.

Spells: 1st level: *call upon faith, cause light wounds x 2, command x 2, darkness*; 2nd level: *draw upon holy might, hold person x 2, mace of Xvim x 2, silence 15 ft. rad.*; 3rd level: *prayer, protection from fire*, pyrotechnics, rigid thinking*; 4th level: *compulsive order, defensive harmony, mental domination*; 5th level: *battletide*.

Specialty priest powers: +1 to saving throws against spells cast by priests of Cyric or Bane; +1 to attack and damage rolls against these priests; unaffected by *fear* spells; heal self once per day for 18 hit points by calling on the divine power of Xvim; cast *mace of Xvim* once per day; *neutralize poison* or *poison* once a day; *aura of fear*, 10-ft rad. once per day for 9 rounds. The other specialty priests and Sambertrill are immune to the *aura of fear's* effects. Cast *reaving blades* and *cure serious wounds* once a day; cast *protection from good, 15 ft. rad.* lasting 9 rounds once a day.

Possessions: holy symbol of Iyachtu Xvim, black plate armor, shield, and mace.

Boris, hm W7: AL NE; AC 3 (*armor spell* + 17 DEX); MV 12; hp 28; THACO 18 or 16; #AT 1 or 3; Dmg 1d6 (staff), 1d3 (darts); SA spells; SD 7-pt. *stoneskin*, pre-cast spells, see below; Str 8, Dex 17, Con 10, Int 16, Wis 8, Cha 9; MR Nil; SZ M; ML 12.

Spells - 1st level: *armor**, *charm person, magic missile x 2*; 2nd level: *flaming sphere, Snilloc's snowball swarm, Tasha's uncontrollable hideous laughter*; 3rd level: *Melf's minute meteors, protection from normal missiles**; 4th level: *stoneskin**.

Possessions: robe, staff, and 12 darts.

Tier 5:

Guards (4), hm F7: Int Average; AL NE; AC 2 (plate mail + shield); MV 12; hp 70 each; THACO 13 or 14; #AT 3/2 or 1; Dmg 1d8+2 (long sword) or 1d4 (crossbow bolt); SA specialized in long sword; SD none; MR nil; SZ M (5 ft.-6 ft. tall); ML 12.

Possessions: plate armor, shield, long sword, light crossbow, and a quiver with 12 bolts.

Sambertrill, hm P(Cr)8 of Iyachtu Xvim: AL LE; AC -3 (plate mail, *shield +1*, 18 DEX); MV 12; hp 80; THACO 14; #AT 1; Dmg 1d8+1 (long sword + STR 17) or 1d4 (crossbow bolt); SA spells; SD 8-pt. *aid*, pre-cast spell, see below; Str 17, Dex 18, Con 16, Int 12, Wis 16, Cha 14; MR Nil; SZ M (5 ft.10 in.); ML 14.

Magic Item: *shield +1*.

Spells - 1st level: *bless, command x 2, cure light wounds, protection from good**; 2nd level: *aid*, chant, hold person; mace of Xvim, silence, 15 ft. radius*; 3rd level: *dispel magic x 2, prayer*; 4th level: *protection from lightning*, reaving blades*.

Crusader special abilities: *lighten load* once per day; *easy march* twice a ten-day.

Possessions: holy symbol of Iyachtu Xvim, plate mail armor, *shield +1*, long sword, light crossbow, and quiver with 12 bolts.

Ted, Phil, and Matt, hm P(Sp)7 of Iyachtu Xvim: AL LE; AC 0 (plate mail + shield + 16 Dex); MV 12; hp 56; THACO 17; #AT 1; Dmg 1d6+3 (mace); SA spells; SD pre-cast spells, see below; Str 17, Dex 16, Con 10, Int 12, Wis 17, Cha 13; MR nil; SZ M (6 ft. tall); ML 13.

Spells: 1st level: *call upon holy might, cause light wounds x 2, command, darkness*; 2nd level: *chant, hold person x 2, mace of Xvim, silence 15 ft. rad.*; 3rd level: *prayer, protection from fire*, rigid thinking*; 4th level: *defensive harmony, mental domination*.

Specialty priest powers: +1 to saving throws against spells cast by priests of Cyric or Bane; +1 to attack and damage rolls against these priests; unaffected by *fear* spells; heal self once per day for 14 hit points by calling on the divine power of Xvim; cast *mace of Xvim* once per day; *neutralize poison* or *poison* once a day; *aura of fear*, 10-ft rad. once per day for 7 rounds. The other specialty priests and Sambertrill are immune to the *aura of fear's* effects. Cast *reaving blades* and *cure serious wounds* once a day.

Possessions: holy symbol of Iyachtu Xvim, black plate armor, shield, and mace.

Droland, hm P(Sp)12 of Iyachtu Xvim: AL LE; AC -2 (plate mail + shield + 18 Dex); MV 12; HD 12; hp 96; THACO 15; #AT 1; Dmg 1d6+3 (mace); SA spells; SD pre-cast spell, see below; Str 18, Dex 18, Con 10, Int 12, Wis 18, Cha 15; MR nil; SZ M (6 ft. tall); ML 15.

Spells: 1st level: *call upon faith, cause light wounds x 2, command x 2, darkness*; 2nd level: *draw upon holy might, hold person x 2, mace of Xvim x 2, silence 15 ft. rad.*; 3rd level: *prayer, protection from fire*, pyrotechnics, rigid thinking*; 4th level: *compulsive*

order, defensive harmony, mental domination; 5th level: *battletide*.

Specialty priest powers: +1 to saving throws against spells cast by priests of Cyric or Bane; +1 to attack and damage rolls against these priests; unaffected by *fear* spells; heal self once per day for 24 hit points by calling on the divine power of Xvim; cast *mace of Xvim* once per day; *neutralize poison* or *poison* once a day; *aura of fear*, 10-ft rad. once per day for 12 rounds. The other specialty priests and Sambertrill are immune to the *aura of fear's* effects. Cast *reaving blades* and *cure serious wounds* once a day; cast *protection from good*, 15 ft. rad. lasting 9 rounds once a day; cast *cure critical wounds* once a day.

Possessions: holy symbol of Iyachtu Xvim, black plate armor, shield, and mace.

Boris, hm W9: AL NE; AC 3 (*armor spell* + 17 DEX); MV 12; hp 36; THAC0 18 or 16; #AT 1 or 3; Dmg 1d6 (staff), 1d3 (darts); SA spells; SD 8-pt. *stoneskin*, pre-cast spells, see below; Str 8, Dex 17, Con 10, Int 16, Wis 8, Cha 9; MR Nil; SZ M; ML 12.

Spells - 1st level: *armor**, charm person, *magic missile x 2*; 2nd level: *flaming sphere*, *Snilloc's snowball swarm*, *Tasha's uncontrollable hideous laughter*; 3rd level: *dispel magic*, *Melf's minute meteors*, *protection from normal missiles**; 4th level: *stoneskin**, *polymorph other*; 5th level: *cone of cold*.

Possessions: robe, staff, and 12 darts.

Conclusion

A: Reporting the Warehouse to the City Watch

This section should be used even if the PCs attacked the basement, but had to retreat and called the Watch later.

For whatever reason, you decide to turn the matter of the warehouse over to the City Watch. The Watch, for their part, acted with unusual efficiency and cleaned out the warehouse.

The report back to you that a shrine to the evil deity, Iyachtu Xvim was found in a hidden basement and was eliminated. As a reward for reporting this, they send you a shield +1 that was found down there as well as their thanks on behalf of the citizens of Ravens Bluff.

A week later, an unsettling letter arrives for each of you...

Give out **Player Handout 4A** at this time.

If Maddock was not killed during the adventure, he sends the PCs a *wand of magic missiles* to help make up for his part in the deception.

If the PCs turned him in to the City Watch, he is found to be an innocent pawn. If the tablet was replaced by the PCs, he is given only a one year probation.

Knights and squires who unselfishly aid the people of Dark Hollow without first returning either themselves or the tablet to Ravens Bluff receive one chivalry point. They must have also treated everyone they encountered in Dark Hollow with the respect they deserved. The chief elder of Dark Hollow writes to the PCs' knightly orders commending the PCs' actions.

If the PCs successfully dealt with the menace plaguing Dark Hollow, the PCs receive one Fame Point in General.

B: After Personally Dealing With the Warehouse

Having destroyed the shrine in the basement of the warehouse, you return to your normal lives. About a week later, an unsettling letter arrives of each of you...

Give out **Player Handout 4B** at this time.

If Maddock was not killed during the adventure, he sends the PCs a *wand of magic missiles* to help make up for his part in the deception.

If the PCs turned Maddock in to the City Watch, he is found to be an innocent pawn. If the tablet was replaced by the PCs, he is given only a one year probation.

Knights and squires who unselfishly aid the people of Dark Hollow without first returning either themselves or the tablet to Ravens Bluff receive one chivalry point. They must have also treated everyone they encountered in Dark Hollow with the respect they deserved. The chief elder of Dark Hollow writes to the PCs' knightly orders commending the PCs' actions.

If the PCs successfully dealt with the menace plaguing Dark Hollow, the PCs receive one Fame Point in General.

The End

LIVING CITY Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent

character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

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

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

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

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

Encounter Two

Discovering that Lord Imbrel is not in Ravens Bluff 50 xp

Encounter Three

Picking up the tablet/seal 50 xp

Encounter Four

Questioning the hunters about the killings 50 xp

Encounter Six

Investigating Isabelle's cottage 50 xp

Questioning Clarence about the tablet or attacks 50 xp

Encounter Seven

Getting information from Rufus 50 xp

Encounter Eight

Finding the tower in the woods 50 xp

Restoring the tablet/seal 50 xp

Restoring it during daylight (give in addition to the above award) 50 xp

Encounter Nine

Questioning Enos about the tablet 50 xp

Encounter Ten

Defeating the shadow fiend in combat 50 xp

Encounter Eleven

Questioning Maddock about his involvement 50 xp

Encounter Twelve B

Neutralizing the thieves before going downstairs 50 xp

Realizing the PCs are being set up before entering the basement 50 xp

Encounter Twelve C

Neutralizing the shrine of Iyachtu Xvim either by combat or by reporting it to the City Watch 50 xp

Total experience for objectives 750 xp

Discretionary roleplaying award 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

Player characters may keep items from the scenario that are listed on the treasure list below 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 characters 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 player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the

criteria in #1 above, use your judgment and the circumstances within the game to determine 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.

- *Short sword +2* -- from Sidney Goodfellow of the Sunflower Inn for helping Dark Hollow. Given only if the PCs help the village before returning to Ravens Bluff.
- *Long bow +2* -- from Feldon Greeneaves, chief elder of Dark Hollow. It is only given if the PCs readily agreed to help Dark Hollow and did not return to Ravens Bluff before aiding them.
- *Wand of magic missiles* -- from Maddock to make up for his part in the scheme. Given only if Maddock survives the adventure. The wand has 8 charges.
- Wizard scroll with *silent image*, *ghost sound*, *blur*, and *alter self* spells (2E: *phantasmal force* and *audible glamer*) – from Enos if the PCs go back to talk with him about his part in the scheme. It is part of his apology to the PCs.
- *Ring of protection +2* -- from Bill, the thief, inside the warehouse. Recovered if the PCs neutralize the two thieves inside the warehouse.
- *Large steel shield +1* – from Sambert the Crusader of Iyachtu Xvim. Recovered if the PCs destroy the shrine or given as a reward by the City Watch after the Watch eliminates it for letting them know of the shrine's existence.
- 200-400 gp each from Maddock who originally hires the PCs
- 100-300 gp from Feldon Greeneaves, the chief elder of Dark Hollow
- 600-900 gp each from Sidney Goodfellow – This payment is given only if Sidney hired the PCs in Ravens Bluff after they returned there via *teleportation* or some other magical means. In this case, they do not get the sum listed above from Feldon Greeneaves.

- Five 200 gp emeralds that were to be payment for the tablet from Enos.
- 420 gp from Droland, the high priest at the shrine of Iyachtu Xvim

Chivalry Point Award

Knights and squires who unselfishly aid the people of Dark Hollow without first returning either themselves or the tablet to Ravens Bluff receive one chivalry point. They must have also treated everyone they encountered in Dark Hollow with the respect they deserved.

Fame Point Award

If PCs successfully deal with the menace plaguing Dark Hollow, they receive one Fame Point in General.

Player Handout #1: Note Sent by Maddock Greycloak

I wish to hire your services for a simple pick up and delivery. If you are interested, please come to my house this evening just after dinner. It is a small brick house on the corner of Whisper Lane and Drovers' Run in the Tlasbras neighborhood of the Southside District.

I look forward to meeting you.

(signed)

Maddock Greycloak

Player Handout #2: Sunflower Inn Menu

Sunflower Inn Menu

Roasts

Roast Rabbit	5 sp
Roast Boar	8 sp
Roast Turkey	5 sp
Roast Venison	6 sp

Soups

Rabbit Soup	3 cp
Boar Soup	5 cp
Turkey Soup	4 cp
Venison Soup	4 cp
Mushroom Soup	4 cp
Potato Soup	3 cp
Vegetable Soup	2 cp

Stews

Rabbit Stew	4 sp
Boar Stew	6 sp
Turkey Stew	5 sp
Venison Stew	5 sp
Potato Stew	4 sp
Vegetable Stew	3 sp

Vegetables

Carrots	6 cp
Potatoes	3 cp
Squash	4 cp

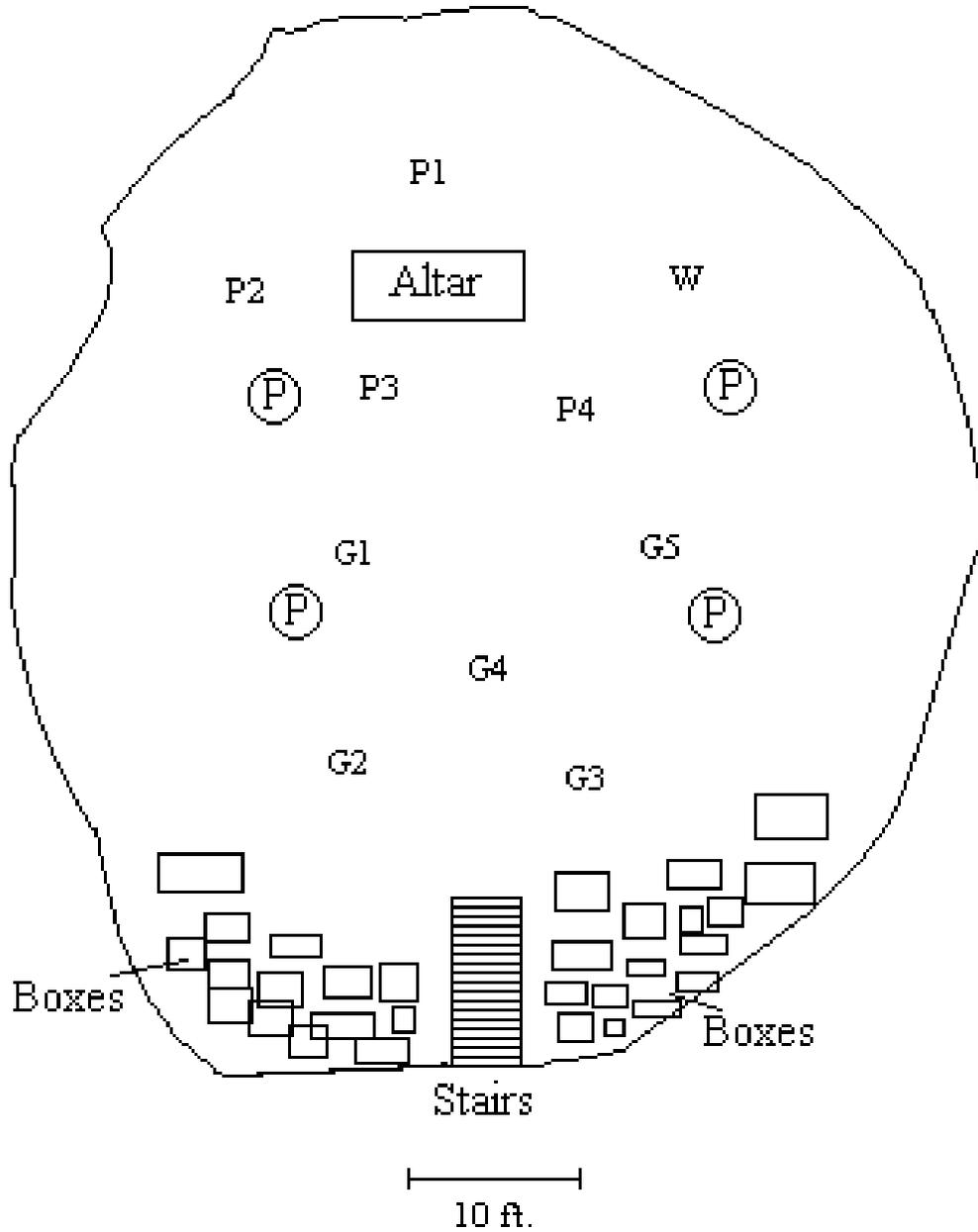
Drinks

Ale	3 cp per tankard / 2 sp per pitcher
Mead	3 cp per tankard / 2 sp per pitcher
Tea	5 cp per pot

Misc.

Bread:	5 cp extra per loaf
Room	5 sp a night or 3 gp a week; does not include meals
Stabling and grain of horses	5 sp a day.

Player Handout #3: Map of Warehouse Basement



P1 – Priest 1 (all tiers)
P2 – Priest 2 (tiers 3-5)
P3 – Priest 3 (tiers 4 & 5)
G1-3 – Guards 1-4 (all tiers)
G4 – Guard 5 (tiers 3-5)
G5 – Guard 5 (tiers 4 & 5)
P – Stone pillar

P2 – Priest 2 (tiers 3-5)
P4 – Priest 4 (tier 5)
G4 – Guard 5 (tiers 3-5)
W – Wizard (tiers 2-5)

Player Handout 4A: Letter to the PCs after Contacting the City Watch

Greetings adventurers!

You have done well for yourselves. I personally would have liked it better if you had done in there and destroyed that shrine yourselves. Where was that “I can take everything in my path” adventurer attitude that we’re come to expect in Ravens Bluff?

No matter! Those horrible priests of Iyachtu Xvim had no business building within this fine city anyway. You have done your city (and the village of Dark Hollow) a great service. I am sure that those nasty, no-good priests would soon have been up to some mischief.

As you probably figured out, they were not the ones responsible for the removal of the tablet from the tower. I am afraid that I did that. Who knew that it would free that creature and it would cause such problems in that little village? No matter, you set things right. I must commend you on your work. I was right in choosing you. You certainly did much better than the my last group who couldn’t resist a bunch of cute Sunites. (I must admit to never meeting a Sunite that I didn’t hate!)

Don’t worry now. You didn’t help an evil deity become more powerful or anything like that. You just helped an old friend repay an old grudge against those bad people. THEY (or was it their deity?) was responsible for the destruction of a perfectly good (actually evil) temple to Cyric a few years ago. I really wanted a group of adventurers to take them out, NOT a band of pastry-addicted guardsmen. If you want, I can write a note to your supervisors explaining what happened...I’m good at that.

Remember, there is always tomorrow as those sickly sweet Lathanderites are fond of saying. Do not worry your pretty little heads about any of this.

We will meet again. I promise to have another matter for you to participate in shortly. For once, would you adventurer types just do your job as it is assigned and not improvise?

Thanks again,

D. T. of Cyric

Player Handout 4B: Letter to the PCs After Clearing the Warehouse

Greetings adventurers!

You have done well for yourselves. Destroying that shrine is an accomplishment that you should be proud of. Those horrible priests of Iyachtu Xvim had no business building within this fine city.

Unfortunately, they were not the ones responsible for the removal of the tablet from the tower. I am afraid that I did that. Who knew that it would free that creature and it would cause such problems in that little village? No matter, you set things right. I must commend you on your work. I was right in choosing you. You certainly did much better than the my last group who couldn't resist a bunch of cute Sunites. (I must admit to never meeting a Sunite that I didn't hate!)

Do not feel badly. You have done your city (and the village of Dark Hollow) a great service. I am sure that those nasty, no-good priests would soon have been up to some mischief.

Don't worry now. You didn't help an evil deity become more powerful or anything like that. You just helped an old friend repay an old grudge against those bad people. THEY (or was it their deity?) was responsible for the destruction of a perfectly good (actually evil) temple to Cyric a few years ago. If you want, I can write a note to your supervisors explaining what happened...I'm good at that.

Remember, there is always tomorrow, as those sickly sweet Lathanderites are fond of saying. Do not worry your pretty little heads. We will meet again. I promise to have another matter for you to participate in shortly.

Thanks again,

D. T. of Cyric