

SOMETHING IN THE WATER

A One-Round Living City Tournament

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The animals of Dark Hollow have started to undergo strange transformations. Can you discover the source of the problem before the citizens are affected too? An adventure for tiers 1-5.

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

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

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

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

Tier Structure

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

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

GM Background

The region around the village of Dark Hollow is a favorite location for magic users to practice magical experiments. Telemon, a high-level cleric/mage, has set up a residence upriver of Dark Hollow for just this reason. A responsible fellow, Telemon has installed a safe dumping site to contain his experimental failures and wastes. Unbeknownst to him, however, his lazy apprentice Nardo prefers to dump the wastes in the

river, which is closer at hand. This has resulted in bizarre transformations of animals and people around Dark Hollow.

The villagers of Dark Hollow realize that their problems are somehow coming from the river. They have sent a village elder, Feldon Greeneaves, to Ravens Bluff to hire a party of adventurers to handle the problem.

In the meantime, roaming brigands who set up camp nearby have drunk contaminated river water. As a result, they have each grown a pair of horns. Seeking a cure, the brigands kidnapped a local healer, Anelda, to treat them.

Also upriver of Dark Hollow lies the abandoned residence of a recently deceased necromancer who made an unsuccessful attempt to transform himself into a lich, and a group of Llira-worshippers who have started a celebration in honor of their goddess.

Player Introduction

It's a balmy early autumn day in Ravens Bluff, a perfect day for shopping and sightseeing. After a pleasant day of aimless wandering, you have worked up a healthy appetite. You make your way to the Wyvern Inn, a place that is well known for the excellence of its food and drink. As you finish a delicious lunch with a large flagon of your favorite brew, you look around the establishment, and see a number of other people enjoying their meals. Many of the faces are unknown to you, but the nagging familiarity of some prompts you to make introductions...

Allow the players to introduce their characters.

As you talk among yourselves, you notice the bartender talking to a middle-aged man whose homespun, yet well-made, dress suggests that he is a prosperous farmer or villager. The bartender gestures toward your group. After an appraising look, the man approaches your table.

"Greetings. I am told that you are adventurers of some renown. I am Feldon Greeneaves, chief elder of the village of Dark Hollow. Strange things have been happening in my village. Could I buy you another round, and tell you about it?"

Allow the PCs to introduce themselves to Feldon. When drinks have been ordered or declined, Feldon will continue with his tale.

After the introductions have been made, Feldon continues, "As I said before, strange things have been

happening in Dark Hollow. At first, it wasn't so bad: Shepherd Jeremy's sheep turned all different shades of purple, and there was that flock of giant glowing butterflies -- so pretty, they were. But then, there were darker changes: dirk-toothed bears, and iron-clawed roosters what nearly scratched a child to death. My own flock of geese started to lay golden eggs -- fool's gold, nearly all of it. Whenever a goose lays one of these eggs, the poor thing drops over dead, and I don't even dare to eat them after they've died like that. My flock is nearly gone! And to make things worse, the news has attracted brigands, too!

"It's the water, you see. Shepherd Jeremy saw his sheep change color as they drank from the river. He got them away as fast as he could, but it was too late. The ones that drank the most river water turned the darkest shades of purple. It's probably another one of those hedge wizards with delusions that he'll rule the world. You know, they never come up with anything useful, not even for themselves. They only end up making trouble for those of us who work for a living. Will you find out who's causing these unnatural changes, and put a stop to them?"

Feldon will offer a reward of 500 gp each, financed from the few true golden eggs laid by his geese. He'll pay half in advance, with the other half held by the Ravens Bluff Farmer's Guild. He is returning to Dark Hollow the following morning. He has brought a wagon and is willing to transport the adventurers to Dark Hollow.

If the players question Feldon, they can learn the following:

- The first transformations seen were beneficial or neutral, but have recently become cause for concern.
- The local healer, the midwife Anelda, has detected no poisons in the water of the nearby river. These changes appear to happen at random times and locations near the river. The villagers believe that the source of the contamination must lie upstream of the village.
- The villagers now rely on well water for their water supply, which is inadequate as a long-term solution. Also, this won't prevent the unpredictable changes from affecting wild creatures.
- Armed men have been sighted in the area. The locals fear they've been attracted by reports of the gold-laying geese. Their exact numbers are not known.
- For some reason, Dark Hollow seems to be a favorite area for wizards to perform magical research experiments. The citizens of Dark Hollow try to avoid them. The spellcasters rarely set up long-term residences, so their exact numbers and

locations are not known.

Encounter 1: Yes, Jimmy Fell Down The Well

The journey to Dark Hollow is uneventful. On the fourth morning of your journey, you arrive at the village. Any doubts you had about the accuracy of Feldon's claims are banished by the sight of pigs -- flying pigs, to be exact. In addition to thick coats of dried mud, the large pigs also sport delicate gossamer wings, which beat furiously as they hover aloft. Fortunately for the villagers, the pastel-tinted wings are too delicate to allow the hogs to rise above chest level. Maddened squeals from the terrified pigs pierce the air. Their inadequate control of speed and steering allow the villagers to recapture the flying pigs. As the villagers secure the last of the airborne swine, a grizzled oldster addresses Feldon:

"Ah, Feldon, thank Chauntea you're back! We have to take care of these unnatural changes, and right away. If we lose any more livestock, we'll have a lean winter indeed.

"There's worse news, too. Anelda has gone missing these last two days. Her cottage was torn apart, and she's gone. Your adventurers are timely come indeed."

The following information can be obtained by questioning the villagers:

- Anelda is the village midwife. She is a middle-aged woman with a reputation as a skillful midwife and healer.
- Anelda's home was ransacked. The mess was not the result of wild animals, but was clearly manmade. Her healing supplies were missing, as well as anything of value.
- Over the past ten days, several villagers have seen humanoid tracks in the forests around Dark Hollow. The villagers disagree about how many strangers are in the area, but do agree that there are several of them.
- Armed men wearing horned helmets have been sighted from afar by shepherds. Again, there is disagreement as to their actual number.
- The villagers have no extra money to offer the players for the return of Anelda. If asked, they will appeal to the better natures of the players for her return.

After the villagers relate their terrible news, a young lass races into the village, crying for help. Between gasps for air, she cries, "Jimmy and me were going to fetch water for the chickens, from the well at Big

Stann's new barn. When Jimmy leaned over to pull up the bucket, the wall just crumbled from under him. I heard a splash, and then the well roof fell down after him. I called and called, but he won't answer. I think he's dead!"

The villagers will ask the adventurers to aid in the rescue of the boy, and will lead the party to the collapsed well.

As you reach Big Stann's farm, you see a whitewashed house with a small animal shelter attached to it. A wooden barn is under construction about 50 feet from the house. Piles of lumber and a rope with a hoist rest beside the unfinished barn. Midway between the house and the new barn, you see the remains of a well.

Assuming the PCs investigate:

Most of the well's roof and walls have collapsed into the well. About 30 feet down, the wooden eaves of the well's roof have wedged into the sides of the well. In the center of the debris, there is a small opening. The opening appears large enough for a child to pass through, but would be a very tight fit for an adult human. When the villagers call out to Jimmy, faint moans are heard.

The layout of the well is shown in **Judge Handout 1**. Note: Unless the players do something phenomenally stupid or reckless, Jimmy will survive this encounter.

At Tiers 4 and 5, a magical dead zone will cover the mouth of the well. It extends 5 feet around the edge of the hole, and 10 feet above and below ground level. Spells and magical items will not function within this zone. Once moved outside of the magical dead zone, spells and magical items function normally.

- Successful *mining* or *engineering* checks or *mountaineering* skill will reveal that the well walls are extremely unstable.
- Attempts to climb down the well (even by a thief) will cause further collapse. An initial attempt to climb down will cause a small amount of landslide. Make it clear to the players that continued attempts to climb down the sides of the well will result in the burial of Jimmy.
- The opening in the rubble is in the center of the well. Small, unarmored nonhumans (gnomes, halflings, dwarves) will be able to clear the hole if lowered directly over it. An unarmed humanoid of average size can maneuver through the hole if he is careful.
- The debris will not support more than a few pounds

of weight. Additional weight on the debris will result in further collapse.

- Attempts to scale the sides of the well will cause more landslides.
- The adventurers can maneuver the hoist over the mouth of the well, and lower a rope down the opening.
- The bottom of the well is sloped. Jimmy has landed in a position where his head and torso are above the water.
- Jimmy is unconscious and unable to aid in his rescue. However, he has no broken limbs, and can be safely moved.
- Any spells that require sight of Jimmy will not work; he cannot be seen, although his faint moans can be heard.
- If an adventurer goes to Jimmy, he will see a bright glint in the darkness near Jimmy's head. It is a metal belt buckle that can easily be removed from a small rock ledge in the side of the well. (This is a magical *buckle of protection +1*.)
- Successful use of the *healing* nonweapon proficiency on Jimmy reveals that he'll be fine after a day or two of rest.

If the adventurers succeed in rescuing Jimmy, read the following:

The dripping little boy is removed from the dank recesses of the well. As you bring Jimmy into the light, his eyes flutter open, and he rasps "Wha-- what happened?"

Jimmy's tearful parents arrive on the scene. After thanking you and the gods profusely, Jimmy's parents carry him home. Feldon Greeneaves adds, "We will cover the well safely while you search out what is wrong at the river. On the other side of the barn, past the blackberry bushes, there is an old deer trail that leads from here to the river, about an hour's march. Then you can follow the river upstream to find the source of our problems. Again, our thanks, and Chauntea grant you luck."

Go to Encounter 2.

If the adventurers cannot rescue Jimmy in a timely fashion, the villagers will send for an old halfling who lives nearby. He will direct the others to use the hoist to lower him down the well, tie a rope around Jimmy, and pull them up. The villagers will thank the adventurers for their help, but their failure to rescue the boy shakes the villagers' faith in them.

Jimmy's eyes flutter open, and he rasps "Wha-- what happened?" as his tearful parents arrive on the scene.

Jimmy's parents thank the old halfling and the gods for their son's deliverance while Feldon Greeneaves, whose confidence in you appears shaken, addresses you:

"We will cover the well safely while you search out what is wrong at the river. On the other side of the barn, past the blackberry bushes, there is an old deer trail that leads from here to the river, about an hour's march. Then you can follow the river upstream to search for the source of our problems. Our thanks for your help in Jimmy's rescue, and Tymora grant you luck."

Encounter 2: Ambush

Give the party an opportunity to prepare for their trek, and to determine the marching order.

As you follow the old deer path to the river, you note that Dark Hollow is surrounded by thick forests. The brush is full, the foliage is thick, and numerous animal tracks reveal that the forest is full of game.

A band of brigands has prepared an ambush along the deer trail, near the river. If the adventurers are not watching for traps, they will walk into it. The brigands have carefully covered their tracks, which can only be detected with a successful *tracking* check. The brigands are lying in wait in the trees. When two or more adventurers step upon the net (as opportunity allows), the leader of the brigands will activate the trap. The rope net will enclose the adventurers and lift them 10 feet above the ground.

Suddenly, the forest floor erupts in a shower of dirt and leaves. A huge net snaps up into the air. Wild ululating battle cries ring from the treetops as bandits wearing horned helmets slide down thick ropes to attack!

At Tiers 1 and 2, the brigands will slide down ropes to surround and fight the party, while their leader will stay in the treetops, shooting arrows at spellcasters for 2 rounds. After that, he will slide down his rope to join the melee. At Tiers 3, 4, and 5, all of the brigands will shoot arrows for 2 rounds before engaging in melee. If the brigands realize they have been detected or the party simply avoids the net, they will attack the party as described above.

Adventurers caught in the net are immobilized, and must pass a dexterity check at one-half to keep hold of whatever was in their hands when the trap was activated. Spellcasters will not be able to use any spells with somatic components. Adventurers can see their

way through the net in 1d4+1 rounds, whereupon they will take 1d6 points of damage when they fall from the net. Adventurers can avoid falling damage by holding onto the net as it breaks apart, lowering themselves down, and jumping the final few feet. Alternately, they can attempt to climb the rope to the trees with a successful dexterity check.

Tier 1

Horned brigands (5): hm F2; AL CN; AC 6 (studded leather, shield); MV 9; hp 8; THAC0 19; #AT 1 (short sword); Dmg 1d6/1d8 (sword); SA nil; SD nil; MR nil; SZ M; ML 10; save vs. spell 17.

Horned brigand chieftain (1): hm F3; AL CN; AC 4 (chain mail, shield); MV 9; hp 17; THAC0 18 (bow) or 17 (short sword, strength); #AT 2 (bow), 1 (sword); Dmg 1d6/1d6 (bow), 1d6+1/1d8+1 (sword); SA nil; SD nil; MR nil; SZ M; ML 11; save vs. spell 16.

Tier 2

Big horned brigands (5): hm F3; AL CN; AC 5 (scale mail, shield); MV 9; hp 16; THAC0 17; #AT 1 (sword); Dmg 1d6/1d8 (sword); SA nil; SD nil; MR nil; SZ M; ML 11; save vs. spell 16.

Big horned brigand chieftain (1): hm F5; AL CN; AC 2 (chain mail, shield, dexterity); MV 9; hp 36; THAC0 15 (bow) or 14 (short sword, strength, specialization); #AT 2 (bow) or 3/2 (sword); Dmg 1d6/1d6 (bow), 1d6+3/1d8+3 (sword); SA nil; SD nil; MR nil; SZ M; ML 12; save vs. spell 14.

Tier 3

Big, tough horned brigands (5): hm F5; AL CN; AC 2 (chain mail, shield, dexterity); MV 9; hp 38; THAC0 15 (bow) or 15 (sword, strength); #AT 2 (bow), 1 (sword); Dmg 1d6/1d6 (bow), 1d6+1/1d8+1 (sword); SA nil; SD nil; MR nil; SZ M; ML 12; save vs. spell 14.

Big, tough horned brigand chieftain (1): hm F7; AL CN; AC 1 (chain mail, shield, dexterity); MV 9; hp 50; THAC0 12 (bow) or 11 (short sword, specialization, strength); #AT 2; Dmg 1d6/1d6 (bow), 1d6+5/1d8+5 (sword); SA nil; SD nil; MR nil; SZ M; ML 13; save vs. spell 13.

Tier 4

Big, tough horned brigands (9): hm F5; AL CN; AC 2 (chain mail, shield, dexterity); MV 9; hp 43; THAC0 15 (bow) or 13 (sword, specialization, strength); #AT 2 (bow), 3/2 (sword); Dmg 1d6/1d6 (bow), 1d6+5/1d8+5 (sword); SA nil; SD nil; MR nil; SZ M; ML 13; save vs.

spell 14.

Big tough horned brigand chieftain (1): hm F8; AL CN; AC 0 (chain mail, shield, dexterity); MV 9; hp 65; THAC0 11 (bow) or 10 (short sword, strength, specialization); #AT 2; Dmg 1d6/1d6 (bow), 1d6+6/1d8+6 (sword); SA nil; SD nil; MR nil; SZ M; ML 14; save vs. spell 13.

Tier 5

Really big tough horned brigands (12): hm F6; AL CN; AC 1 (chain mail, shield, dexterity); MV 9; hp 54; THAC0 13 (bow) or 12 (sword, specialization, strength); #AT 2 (bow), 3/2 (sword); Dmg 1d6/1d6 (bow), 1d6+5/1d8+5 (sword); SA nil; SD nil; MR nil; SZ M; ML 14; save vs. spell 14.

Really big tough horned brigand chieftain (1): hm F10; AL CN; AC 0 (chain mail, shield, dexterity); MV 9; hp 84; THAC0 9 (bow) or 8 (short sword, strength, specialization); #AT 2; Dmg 1d6/1d6 (bow), 1d6+7/1d8+7 (sword); SA nil; SD nil; MR nil; SZ M; ML 15; save vs. spell 10.

A search of the brigands' bodies will uncover the following:

- The leader carries a small pouch containing 12 sp and a vial containing oil of fiery burning (2 applications).
- The other brigands carry no treasure.
- The brigands are not wearing any headgear. Bull's horns have grown from both sides of their heads.

If prisoners are questioned, the players can learn the following:

- The brigands were lured to the area by the rumors of gold-laying geese. Their original plan was to reconnoiter the village of Dark Hollow, then steal the geese and golden eggs.
- Four days ago, after drinking water from the river, the brigands each grew a pair of bull's horns. The process was excruciatingly painful and took several hours.
- The brigands have been desperate to remove the horns. They cut the horns from one of their fellows, but he did not survive the process.
- The brigands kidnapped a local healer to treat them. She is at their camp.
- If questioned about treasure, the brigands will claim to have none, except for what their leader carried. They will lie creatively about the treasure hidden at their camp, if pressed.
- The leader of the brigands will not reveal the location of their camp, but the other brigands will.

If the adventurers fail to find the brigands' camp, go to Encounter 4B. If the adventurers track the brigands to their camp (successful *tracking* or *observation* checks, or interrogation of prisoners), go to Encounter 3.

Encounter 3: The Midwife's Tale

Finding the horned brigands' camp, nestled in the hollow of a giant oak tree approximately a quarter mile away, is no difficult feat. As you enter the huge hollow tree, you see a middle-aged woman tied to a large dead root. She is bound and gagged, and a small sack sits near her feet.

Upon being freed of her gag, she cries, "You must help me to the village! Brigands and thieves captured me, and the village must be warned! Help me!"

If assured that the brigands are dead or captured, the woman can give the following information:

- The woman is the midwife of Dark Hollow, named Anelda. She was gathering herbs in her garden two days ago when she was captured by the brigands.
- When the brigands realized she was a healer, they demanded that she restore them to their hornless state. She was unable to do so, but they kept her with them for information about Dark Hollow and for her healing abilities.
- The brigands tried to fix the problem by cutting the horns from one of their fellows, who died from the resulting blood loss.
- Anelda is concerned about the brigands' condition, since it reveals that the local pollution problems can affect humanoids as well as animals.
- The small sack at Anelda's feet contains her healing supplies.
- Anelda will offer to use her healing abilities to restore 1d3+1 hit points to each adventurer.
- Anelda will gladly point out that the brigands buried their loot under a pile of firewood. Buried a few inches beneath the ground lies a small backpack that contains the following: 56 pp, 21 gp, 32 sp, and 64 cp; 2 carnelians (50 gp each), 1 citrine (100 gp); ivory dice set (80 gp); and a *flail +1*.
- If there are any surviving brigands, Anelda will inform the party that the villagers will gladly incarcerate and try them.
- The local forest folk (brownies, faeries, etc.) have told Anelda of a necromancer who has taken moved into an abandoned halfling home upriver. The brownies have also seen undead creatures, although they did not know what types they were.

If the adventurers follow Anelda's directions, go to Encounter 4A; otherwise, go to Encounter 4B.

Encounter 4: Lair Of The Would-Be Lich

A necromancer came to this area to attempt to transform himself into a lich. The experiment failed, leaving him merely dead. Upon his death, his living servants ransacked his quarters and fled, leaving the doors open in their haste. His undead minions are still bound to protect his crypt. **Judge Handout 2** shows the layout of the house.

Encounter 4A

Anelda's directions take you away from the river, although you can still hear it gurgling in the distance. After a long march that ends with a detour around an enormous patch of thorny blackberry thickets, you see a small sod house built into the side of a hill. The river flows behind the hillock. The house has two small windows facing your group, and a round wooden door, about four feet in diameter, which is flung wide open.

Go to Encounter 4C.

Encounter 4B

You follow the deer path the rest of the way to the river. The pleasant stroll you envisioned along the river's edge is instead a nightmare trek through slippery marshy ground and huge patches of blackberry brambles. You are forced to slowly, carefully pick your way through the tough thorny branches, which seem to attack you with vicious glee. Smarting from numerous scratches, you eventually see a well-trodden path that leads away from the river to circle around a small hill.

A successful *tracking* or *observation* check will find humanoid footprints. The most recent tracks lead away from the hill, and are at least several days old. If PCs follow the trail, continue to Encounter 4C. If they choose to ignore it, skip to Encounter 5.

The path leads around the small hillock, which has a small sod house built into its side. The house has two small windows and a stout wooden door, about four feet in diameter, which is flung wide open.

Go to Encounter 4C.

Encounter 4C

The sod house has been constructed with its rear half set into the hill. The top floor was built for halflings, and is scaled accordingly. There are two small shuttered windows and a round wooden door, about four feet in diameter, in the front. There are no other doors or windows.

Workroom: This unlit room has earthen walls and a wooden floor. It contains a rough-hewn wooden table and two stools, one of which is knocked over.

Kitchen: This room also has a wooden table and two stools. On a counter are stacked a few wooden plates, utensils, and pots. Common kitchen provisions are stored beneath the counter. There is a fireplace that contains ashes that are many days old. There is a closed trapdoor in one corner.

Trapdoor: The trapdoor opens onto a narrow wooden staircase that leads to an empty underground room. This room is six feet high, with wooden panels and a wooden floor, and is empty.

A successful search for traps or secret doors (at +20%), or an *observation* check, reveals that one of the wooden panels opposite the narrow stairway bulges outward slightly. When the panel is pressed, the stairway slowly rises up to the ceiling, cutting off the light. The stairway can be raised by pressing the same panel twice in succession. If anyone is standing on the staircase, they will be lifted or lowered accordingly. As the stairway lifts up, it reveals another staircase, made of stone, leading down. The stairs can easily be wedged in place, but the stairs must be allowed to close fully to allow adult-sized humans access to the lower staircase. The lower staircase is wide enough to accommodate only one person at a time.

At the bottom of the stairs, the short hallway branches at a T-intersection. To the left lies the crypt, to the right the necromancer's study. This level was dug out from the earth, and built on a scale to accommodate humans, rather than halflings.

As you descend the lower staircase, the smell of decay rises to greet you. The stairs empty into the center of a hallway that extends to both the left and right. Unlike the upper levels, which were wooden, the walls of this level are made of rough-hewn stone, and the floors are earth.

Necromancer's crypt: This room is lined with black tapestries, which hide the necromancer's undead minions. They won't attack unless the party crosses the

threshold of the room. They'll pursue trespassers anywhere on this level, but not up the stairs. No sounds will be heard from this room, as the undead minions will not move until the crypt is entered.

One round after the threshold is crossed, the first group of less deadly undead minions will attack. On the following round, the second (and more dangerous) group of undead join the fray.

At Tiers 1, 2, and 3, only undead minions will attack intruders. At Tiers 4 and 5, earth elementals will be summoned to help deal with intruders, and will appear one round after the undead attack. At the higher tiers, the elementals are summoned by single-use devices that the hiding undead will crush to activate before they join melee.

The only item in this room is a raised glass coffin set in an elaborate circular symbol drawn on the floor. Two ornate silver candlesticks flank the sides of the coffin. The stench of decay becomes overwhelming as several dark figures close in on you.

Tier 1

Skeletons (4): Int (non); AL N; AC 7; MV 12; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1d6/1d6 (broadsword); SA nil; SD: edged weapons do half-damage; holy water inflicts 2d4 points of damage; MR: immune to sleep, charm, hold, cold-based, fear spells; SZ M; ML: never fails.

Zombies (4): Int (non) AL N; AC 8; MV 6; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1d8 (punch); SA always attacks last; SD: holy water inflicts 2d4 points of damage; MR: immune to sleep charm, hold, death magic, poison, and cold-based spells; SZ M; ML: never fails.

Tier 2

Ghouls (6): Int (low); AL CE; AC 6; MV 12; HD 2; hp 11; THAC0 19; #AT 3 (claw/claw/bite); Dmg 1d3/1d3/1d6; SA paralyzation for 1d6+2 rounds (elves are immune); SD: protection vs. evil will keep at bay; MR: immune to sleep and charm spells; SZ M; ML:11.

Shadows (2): Int (low) AL CE; AC 7; MV 9; HD 3+3; hp 19; THAC0 17; #AT 1 (touch); Dmg 1d4+1 plus strength drain; SA: strength drain (1 point for 2d4 rounds); SD: +1 or better weapon to hit; 90% undetectable in low light; MR: immune to sleep, charm, hold, cold-based, spells; SZ M; ML special.

Tier 3

Shadows (6): Int (low) AL CE; AC 7; MV 9; HD 3+3;

hp 19; THAC0 21; #AT 1 (touch); Dmg 1d4+1 plus strength drain; SA strength drain (1 point for 2d4 rounds); SD: +1 or better weapon to hit; 90% undetectable in low light; MR: immune to sleep, charm, hold, cold-based spells; SZ M; ML special.

Ghasts (2): Int (very) AL CE; AC 4; MV 15; HD 4; hp 23; THAC0 17; #AT 3 (claw/claw/bite); Dmg 1d4/1d4/1d8; SA 10' radius stench, save. vs. poison or attack at -2; upon touch, save vs. paralyzation for 1d6+4 rounds; SD: immune to sleep, charm spells; cold iron inflicts double normal damage; protection vs. evil keeps at bay only if used in conjunction with cold iron; MR nil; SZ M; ML 13.

Tier 4

Ghasts (6): Int (very) AL CE; AC 4; MV 15; HD 4; hp 28; THAC0 17; #AT 3 (claw/claw/bite); Dmg 1d4/1d4/1d8; SA 10' radius stench, save. vs. poison or attack at -2; upon touch, save vs. paralyzation for 1d6+4 rounds; SD: cold iron inflicts double normal damage; protection vs. evil keeps at bay only if used in conjunction with cold iron; MR: immune to sleep, charm spells; SZ M; ML 13.

Wights (2): Int (average) AL LE; AC 5; MV 12; HD 4+3; hp 29; THAC0 15; #AT 1 (touch); Dmg 1d4 plus drain 1 level; SA: energy drain; SD: unaffected by poison or paralyzation attacks; silver or +1 or better weapon to hit; holy water inflicts 2d4 points of damage; raise dead will destroy; can't stand bright light, but is unharmed by it; MR: immune to sleep, charm, hold, cold-based spells; SZ M; ML 14.

Earth elemental (1): Int (low) AL N; AC 2; MV 6; HD 12; hp 70; THAC0 9; #AT 1; Dmg 4d8; SA special; SD: can only be harmed by +2 weapon or better; MR nil; SZ L; ML 15.

Note: The earth elemental will manifest at the foot of the basement stairs, blocking the escape route.

Tier 5

Wights (4): Int (average) AL LE; AC 5; MV 12; HD 4+3; hp 31; THAC0 15; #AT 1 (touch); Dmg 1d4 plus drain 1 level; SA: energy drain; SD: unaffected by poison or paralyzation attacks; silver or +1 or better weapon to hit; holy water inflicts 2d4 points of damage; raise dead will destroy; can't stand bright light, but is unharmed by it; MR: immune to sleep, charm, hold, cold-based spells; SZ M; ML 14.

Mummies (4) Int (low) AL LE; AC 3; MV 6; HD 6+3; hp 36; THAC0 15; #AT 1 (touch); Dmg 1d12 plus mummy rot; SA: upon sight of mummy, save vs.

paralyzation for 1d4 rounds. If party numbers six or more, save at +1; if human, save at additional +2; SD: unaffected by poison or paralyzation attacks; can only be harmed by magical weapons; holy water inflicts 2d4 points of damage; *resurrection* or *wish* returns mummy to hm F7; vulnerable to fire: torch does 1d3 points of damage; burning oil does 1d8 points of damage on first round, 2d8 points of damage on second round; magical fires are +1 damage/die; MR: immune to sleep, charm, hold, cold-based spells; SZ M: ML 13.

Earth elementals (2): Int (low) AL N; AC 2; MV 6; HD 12; hp 90; THAC0 9; #AT 1; Dmg 4d8; SA special; SD: can only be harmed by +2 weapon or better; MR nil; SZ L; ML 16.

Note: One earth elemental will manifest at the foot of the basement stairs, blocking the escape route. The other earth elemental will manifest in the threshold of the necromancer's study.

If the adventurers examine the coffin, read the following:

Inside lies the remains of a short human male who has obviously been dead for many days. The corpse wears rich gray robes stained with decay, and a silver and onyx ring can be seen upon the rotting hands folded upon his breast. Several emptied vials lay beside the body in the coffin.

Successful nonweapon proficiency checks will reveal the following:

- *Spellcraft*: The circular symbol that surrounds the coffin was a protective device of the school of necromancy.
- *Healing*: The man died by poison.
- *Herbalism*: The vials surrounding the body contained a variety of potent poisons.
- *Spellcraft* plus *herbalism*, or *ancient lore*: The dead man performed a ritual used to transform a high-level priest or mage into a lich.

Necromancer's study: This room contains an elaborately carved 8' × 4' mahogany desk with matching massive throne-like chair. Both pieces are covered with carvings of skulls of numerous sizes and species. Each piece weighs 120 pounds, and a successful *appraisal* check reveals each piece is worth 500 gp. However, neither piece will fit through the narrow staircases leading to the surface. If damaged, the value of each piece drops to 50 gp.

The necromancer's servants rifled the room before they fled. The drawers of the desk have been pulled out, and lie in an untidy stack on the floor. The interior of

one of the drawers is charred and blackened. A successful *spellcraft* or *detect traps* check will reveal that the interior of the drawer contained a magical trap that has been set off.

The scorched remains of a large spellbook book sit atop the desk. It appears to have been bound in human (or humanoid) skin, with arcane symbols embossed upon the cover. A successful *spellcraft* check reveals the symbols represent death and destruction. A successful *spellcraft* or *detect traps* check will reveal that a trap was set off when the book was improperly opened. The contents are irretrievably destroyed.

A successful *detect secret doors* check on the desk will reveal a hidden drawer on the lower right side of the desk front. When a particular demon's face is pressed, the drawer will slide out. Inside lies a small velvet gray pouch that contains two small crystal vials: *oil of impact* and *oil of sharpness* (2 applications each).

Encounter 5: Sing A Joyful Song

Indifferent to the magical activities in the area, a group of Llira-worshippers have begun a ceremony in honor of their patron goddess. These celebrants have taken a vow to sing and dance in praise of Llira until exhausted. In honor of the goddess, they have erected a magical shield that will bar the entrance of weapons. Would-be celebrants are welcome to join the celebration, if they first disarm. If the players wish to communicate with the Llirans, they must join the celebration, and sing and dance while they make inquiries.

Your continued march along the river is dull, except for the quiet grandeur of the old-growth forest. The countryside is quiet for the next few hours, save for the splashing of the river. However, as the trees start to thin around your group, you hear the sound of voices raised in song.

In the distance, a large circle of white stones, placed end-to-end, has been carefully laid out. Inside the circle, a dozen figures are engaged in a free-form dance. The dancers, of both sexes and a variety of races and ages, are clad in flowing draperies of red, orange, and yellow. Their voices are raised in a medley of languages; however, together, they combine to create a strangely harmonious effect. Despite their external differences, the dancers are united in their joyous celebration.

A successful *religion* check will reveal that the dancers are worshippers of Llira. Players who worship Llira will automatically recognize the affiliation of the dancers. Players who focus on individual songs will hear thanks and praises given to Llira.

The PCs may choose to do the following:

- If the PCs approach the circle of worship, one of the Llirans, Tiriél, will sing an invitation to them to put down their arms and join the celebration in honor of Llira. The other dancers will ignore the party, as they're focused on their rites.
- If the PCs attack or tries to enter the circle while bearing arms, they will be repelled. They will not be harmed, simply barred from entrance. *Dispel magic* spells will not remove the mystical barrier, as it has been blessed by Llira herself.
- If the PCs examine the circle, they will notice a few bundles and packs immediately outside it. These contain belongings of the dancers. If the players disturb them, they will receive a magical shock for damage equal to their level number. For example, a 2nd level character receives 2 points of damage, and a 5th level character receives 5 points of damage. The goddess Llira is watching over her devotees.
- PCs are free to enter and leave the ceremonial circle at will, as long as they do not bear any weapons, and as long as they participate in the celebration. Weapons and items left outside the circle are safe from theft and tampering.
- If the PCs attack any of the celebrants, all of the Llirans will engage in hand-to-hand combat to subdue attackers, who will be ejected from the dance circle. Bloodshed is unwelcome at this celebration.
- As this is a serious celebration, the worshippers cannot be induced to stop, leave, or pursue any other activity without divine intervention from Llira herself.
- If the PCs choose to ignore the circle of dancers, then continue to Encounter 6.
- The celebrants will only communicate when addressed by a person who is dancing. The players must sing their questions, and use arm movements to show that they are dancing, or they will be ignored. The Llirans are not critical of talent (or lack thereof), but because this is a solemn rite in worship of their patron goddess, they do expect a sincere effort.

If the PCs address Tiriél by singing and dancing, they can learn the following from her:

- Tiriél is a Joydancer, a specialty priest of Llira. The other dancers are also devotees of Llira, but not all are priests or clergy.
- The Llirans are unaware of the strange problems that have afflicted the residents of Dark Hollow.
- The Llirans are aware of two wizards in the area: a necromancer named Mordreth, and a wizard named

Telemon. The necromancer's exact whereabouts are not known. Telemon is known to reside somewhere in the vicinity, near a waterfall.

- The party will be urged to put aside their worries, and join the celebration to Llira. However, no offense will be taken if they choose not to stay.

Tiriél, he P3: AL NG; AC 6 (dexterity); MV 12; hp 18; THAC0 18; #AT 1 (fist); Dmg 0-2/0; SA nil; SD nil; MR nil; SZ M; ML 18; save vs. spell 14.

Encounter 6: Tower Entrance

To discourage casual visitors but allow the entry of items he's ordered, Telemon has set a puzzle on his door. Whenever anyone approaches within 5 feet of the gate, a *magic mouth* will be activated.

For a backwater community, the area around Dark Hollow seems to have attracted a pretty colorful array of visitors. As you continue trudging upriver, you see a small waterfall, perhaps three feet high. Just past it stands a two-story stone tower surrounded by a ten-foot stone wall. There is a large double door, also of stone, at the entrance.

A magic mouth appears on the door, about 4 feet above the ground. A melodious baritone voice issues from it: "I am busy at the moment. If you have a delivery to drop off, please supply the entry code and leave the package inside the gate. Otherwise, please leave your name and a short message, and I will get back to you as soon as possible." The magic mouth disappears, and is replaced with a small grid.

If the players examine the door or the grid, give them **Player Handout 1**. Solutions to the puzzle are listed in **Judge Handout 3**.

If the adventurers solve the puzzle, the gates will open. Telemon will arrive in two rounds to pick up his delivery. He will be impatient to return to his studies, but since he respects intelligence, he is willing to listen to the adventurers. Go to Encounter 7.

If the adventurers enter an incorrect answer, the following will happen:

A second magic mouth appears above the grid. The same smooth baritone voice states, "I'm sorry, but you have entered an invalid code. If you do not know the entry code, please leave your name and a short message, and I will get back to you as soon as possible." The magic mouth disappears.

If the adventurers fail to solve the puzzles after three tries, an alarm will inform Telemon of his visitors.

Telemon will arrive at the gate in two rounds to deal with the intruders. He will be irate about being dragged away from his experiments. Go to Encounter 7.

If the adventurers attempt to force the gate open, climb over the walls, or break through the walls, they will encounter a trap that inflicts 1d4 points per tier of electrical damage. This will also alert Telemon, who will confront the intruders in 3 rounds. He will be very angry about the attempted trespass. Go to Encounter 7.

Encounter 7: Good Help Is So Hard To Find

Telemon is a high-level mage/priest of Azuth who, like many other magic users, has come to Dark Hollow to conduct magical experiments. Telemon has a great respect for nature and a strong sense of personal responsibility.

Aware of the potential environmental impact of his experimental failures, Telemon has installed a safely contained black pudding to dispose of his less successful magical concoctions. He has built a stone cistern to contain the black pudding well away from the river, just to avoid contamination of the area.

Telemon is a busy man who wishes to return to experiments as soon as possible. However, he is willing to listen to news about any current events that may directly affect him. He will not believe that he is the cause of the bizarre events afflicting Dark Hollow, and will take offense at any such accusations. He knows nothing about the nearby necromancer, and cares even less.

Telemon's apprentice, Nardo, is not nearly as conscientious. Rather than lug heavy buckets on a mile-long hike, Nardo prefers to dump the wastes into the nearby river, as long as seem they seem harmless. Today is no exception. Nardo has yet again dumped the waste-bucket into the river, and is playing in the nearby woods when the adventurers approach.

Telemon, he P12/W12: AL LN; AC -2 (bracers AC 4; dexterity, +2 ring of protection, ring of free action); MV 12; hp 82; THAC0 14; #AT 1 (staff); Dmg 1d6/1d6; SA nil; SD nil; MR nil; SZ M; ML 18; save vs. spell: 8. Spells: *command x2, cure light wounds, detect magic, detect poison, entangle; dust devil, flame blade, heat metal, hold person, silence 15' radius; cure blindness, cure disease, dispel magic, hold animal, protect. vs. fire**; *cure serious wounds, free action, neutralize poison; control winds, cure critical wounds; aerial servant, conjure fire elemental; affect normal fires, color spray, grease, magic missile; hypnotic pattern, levitate, locate object, web; dispel magic, fireball, hold person, slow; dig, minor globe of invulnerability,*

stoneskin (8 attacks), wizard eye; cone of cold, conjure elemental, dismissal, hold monster; contingency**

Telemon has pre-cast a *contingency* spell. If he loses more than half of his hit points, he will be *teleported* to his study. *Walls of force* will immediately spring up around his house, making it impenetrable to the party. This *contingency* was primarily designed with the idea of containing any experiments that get out of hand.

If the adventurers speak to the wizard, they may obtain the following information:

- Telemon is a cleric (but not a specialty priest) of Azuth.
- Recently, Telemon has been attempting to create new transformation potions. He hopes that they can be used to magically alter the physical attributes of livestock and/or monsters in a variety of ways.
- Telemon is unaware of any strange things in the area.
- If the adventurers describe the strange trail that led to Telemon's home or the peppermint slime zombies they fought, Telemon will recognize them as remnants of recent experiments.
- Telemon's apprentice, Nardo, is responsible for carrying magical wastes to the cistern for disposal.
- Telemon is willing allow the adventurers a brief amount of time to ask Nardo if he's seen anything suspicious, but not too much time, as Nardo has his studies and duties to attend to.
- Suggestions that his cistern may have been tampered with or damaged will elicit concern from Telemon.
- Accusations aimed at Telemon will anger him.
- Telemon will not allow the adventurers to enter his home under any circumstances, as he has very delicate magical experiments in progress.

If the adventurers attack Telemon, he will retaliate. After all, they are uninvited intruders. However, he is not interested in killing intruders, only chasing them away. If the adventurers cry truce during an attack, he will stand down. He will demand that the adventurers leave immediately, and will not listen to them any further. If he loses more than half of his hit points, a pre-cast *contingency* spell will *teleport* Telemon to his inner sanctum. *Walls of force* will immediately spring around his house, making it impenetrable to the party. Telemon will have nothing more to do with the party. Go to **Wrapping Up the Adventure**.

If the adventurers converse with Telemon, read the following text:

Telemon considers your words and states, “I will summon my apprentice, Nardo, to see if he can shed any light on this matter, but I just sent him to the cistern to dispose of a bucket of wastes. I expect it will be at least another half-hour before we see him. When he returns, you can alert me through the magic mouth.”

However, just as Telemon finishes sending off his crow familiar, a teenage boy emerges from the nearby woods. Clearly surprised to see visitors, Nardo glances curiously at your group, then addresses Telemon: “Master, is your experiment done already? My, how time flies.”

Telemon levels a piercing stare at his apprentice and says thoughtfully, “Nardo, these people have some questions for you. Maybe you can shed some light on their problems.”

Give the party a few minutes to question Nardo. Telemon will not allow anyone to threaten or abuse his apprentice, as he feels that’s his prerogative.

Nardo was supposed to have been dumping magical wastes into the cistern. Instead, he dumped them into the river and skipped off into the forest to play.

A successful intelligence check will reveal that Nardo has been gone for far less time than Telemon expected. A successful *observation* check will reveal that Nardo is not carrying any waste buckets.

If asked about the black pudding, the cistern, or his dumping habits, Nardo will lie to avoid discovery and blame. If the adventurers point out that he’s not carrying a bucket or came back in far less time than expected, or catch Nardo in a lie, go to the text below. Otherwise, allow the players to question Nardo for about ten minutes, then go to the text below.

As you question Nardo, Telemon watches dispassionately. A large black crow flies from the forest, alights on Telemon’s shoulder, and caws excitedly at the magic user. Telemon’s face grows darker and darker, until he finally bursts forth with a shout.

“Nardo, you stupid, lazy boy!” Telemon roars. “It’s dead! You let my black pudding STARVE to death! Do you have any idea how EXPENSIVE they are? Do you think I went through all the trouble of getting one, just so you could kill it with your carelessness? It seems these adventurers were right about the odd transformations occurring downstream of here. Do you have any idea what kind of trouble you’ve caused?”

Telemon turns toward your group. “It seems an apology is in order -- ISN’T IT, NARDO?” He glares at the cringing boy.

Telemon continues, “Of course, I will repair any problems caused by the actions of my LAZY, WORTHLESS apprentice, who, I think, needs his own personal demon from the Abyssal Plane to watch him and ensure his obedience. After all, I will be too busy cleaning up Nardo’s mess and replacing my black pudding to watch over him myself.”

It is quite clear that although your problems are solved, Nardo’s are just beginning...

Telemon is genuinely horrified by the problems caused by his lazy apprentice. He and his apprentice will accompany the adventurers to Dark Hollow to offer apologies and reparations. Telemon will do his best to fix the problems caused by Nardo’s actions, including the following:

- Telemon will brew a large batch of *sweetwater* to decontaminate the river. He will give a half-dozen *sweetwater* potions to the villagers in recompense (and in case he missed any contaminated sites). If he is on good terms with the adventurers, Telemon will also offer them a potion of *sweetwater* (3 applications) as a reward. If the party has attacked or insulted him, he will not give them any potions. He will point out that he owes reparations only to those harmed by Nardo’s actions.
- Telemon will return all affected creatures to their normal state and/or compensate the citizens of Dark Hollow for any loss of livestock. Shepherd Jeremy will decline Telemon’s services, as he believes his colored sheep’s wool will fetch a higher price at market.
- Telemon will cure mummy rot if, and only if, the adventurers convince him that it was a result of Nardo’s actions.

Wrapping Up The Adventure

The return trip to Dark Hollow is blessedly uneventful. After the bizarre sights you’ve witnessed today, the simple wooden houses and mundane villagers are a welcome sight. As you enter the village, the citizens of Dark Hollow, led by Feldon Greeneaves, approach you with expressions of hope on their faces.

“Well, then, brave adventurers, have you found the cause of our problems? Can you fix it?” Feldon Greeneaves asks.

If Telemon has returned with the adventurers, the wizard will explain the cause of their recent troubles, and offer apologies and reparations. Any lingering concerns will be banished by Telemon’s gift of *sweetwater* potions for the villagers and his assurances

that he will fix any other problems that have resulted from the magical dumping.

If the adventurers returned without Telemon, they can explain that the source of their problems is Telemon's retreat, but that they were unable to negotiate with him. That task will be left to the villagers.

The villagers will be grateful to discover the source of their problems. They will be even more grateful if the adventurers have brought the cure (in the person of Telemon).

Feldon Greeneaves will give the adventurers a voucher that will allow them to claim the rest of their fee at the Farmer's Guild in Ravens Bluff, and the villagers will thank the adventurers wholeheartedly for their aid.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

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

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

Rescuing Jimmy from well	100 xp
Defeating horned brigands	100 xp
Rescuing Anelda from brigands	75 xp
Finding necromancer's crypt	100 xp
Defeating undead guardians	125 xp
Communicating with the Llirans	100 xp

Solving Telemon's puzzle	75 xp
Discovering Nardo's culpability	125 xp

Total experience for objectives:	800 xp
Role-playing experience:	0-500 xp

Total Possible Experience:	1,300 xp
For Tier 2:	2,600 xp
For Tier 3:	3,900 xp
For Tier 4:	5,200 xp
For Tier 5:	6,500 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

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

- 500 gp per adventurer
- *buckle of protection +1*: This large oval belt buckle

is fashioned of polished copper. The enameled image of interlocking oak branches bearing golden-brown acorns encircles the outer rim of the buckle. In the center of the buckle, the image of a sturdy oak tree is enameled in shades of brown and rust. The workmanship is extremely fine. The enamel is smooth and shiny, and cannot be scratched. The buckle gleams in even the dimmest light and feels warm to the touch, as if it had been lying in the sun. This buckle can be worn with *rings* or *cloaks of protection*, but will not work as a protective item if both a *ring of protection* and a *cloak of protection* are worn with it. It combines with magical armor as a *ring of protection*.

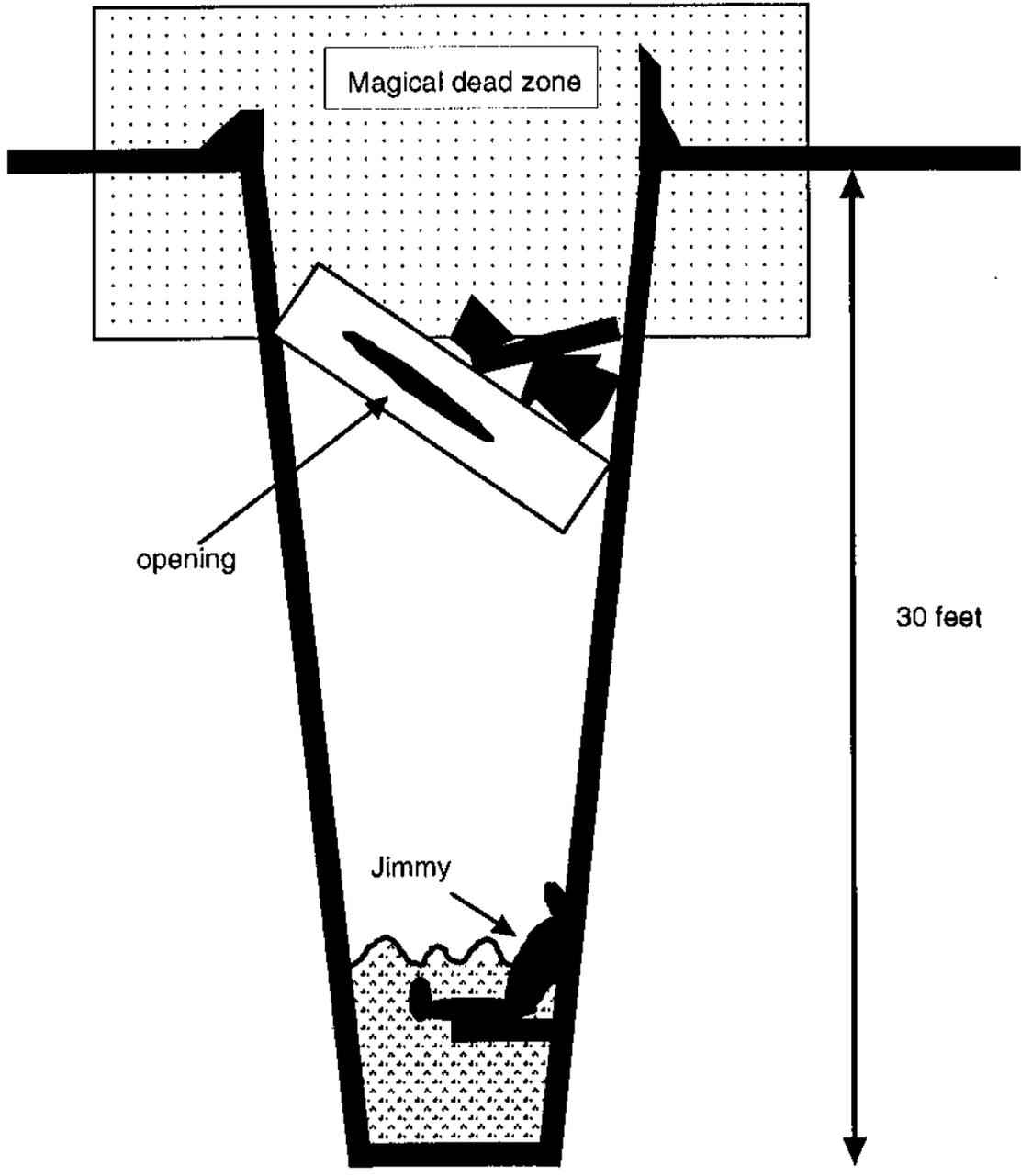
- 56 pp, 21 gp, 32 sp, 64 cp
- 2 carnelians (50 gp each)
- 1 citrine (100 gp)
- Fine ivory dice set (80 gp)
- *Oil of fiery burning* (2 applications)
- *Flail +1*
- Matched pair of silver candlesticks (250 gp each)
- Nonmagical ring (500 gp)
- Mahogany desk and chair set (500 gp each if undamaged; otherwise, 50 gp each)
- *Oil of impact* (2 applications)
- *Oil of sharpness+1* (2 applications)
- *Potion of sweetwater* (3 applications)

Fame Point Award

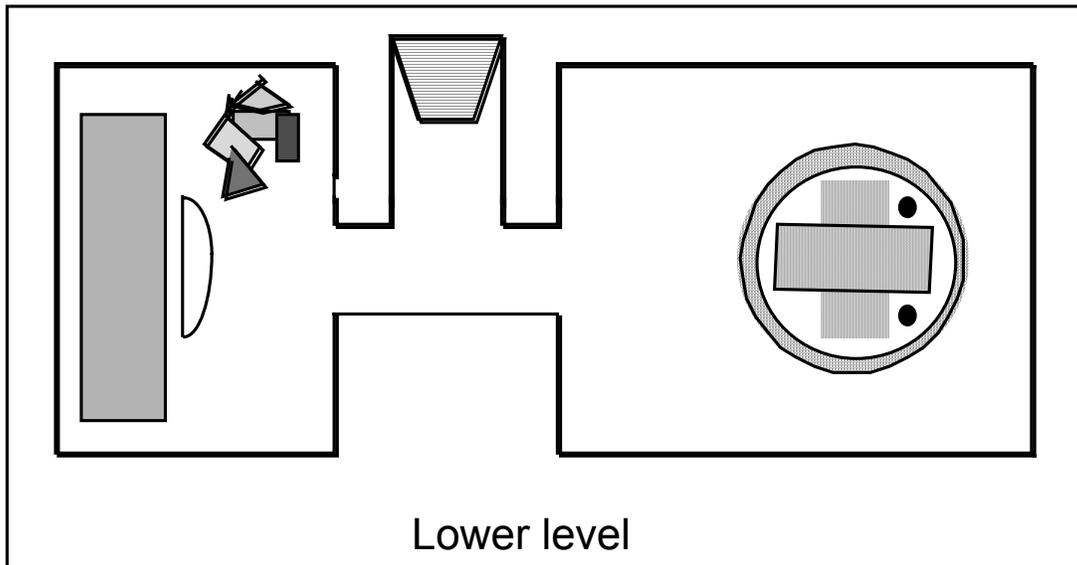
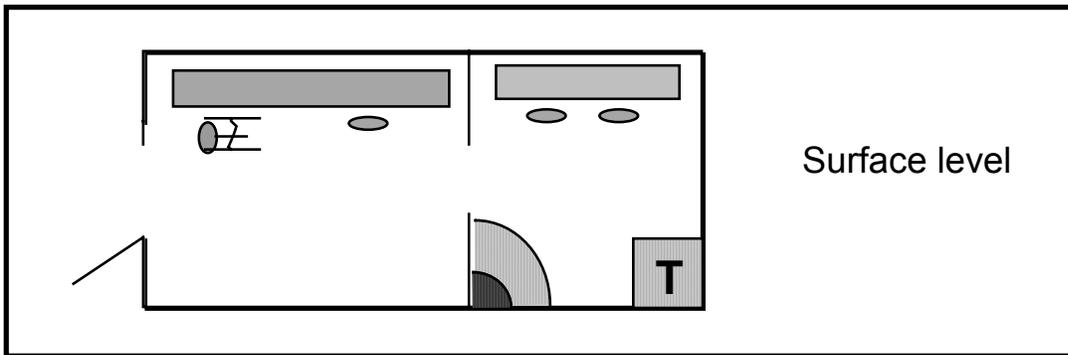
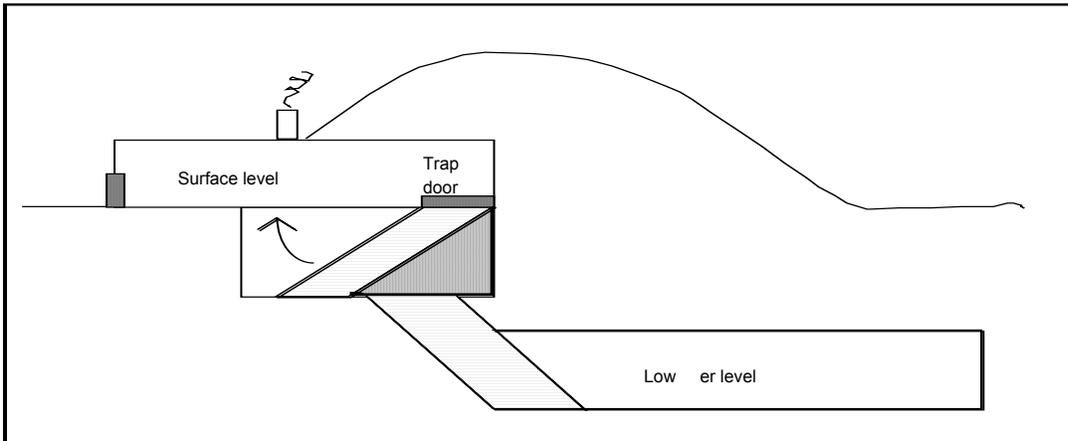
Players who successfully identified Nardo as the cause of Dark Hollow's strange events and persuaded Telemon to repair the situation receive 1 Fame Point in the General category.

Judge Handout 1

The well:



Judge Handout 2



Judge Handout 3

9	3	1		
		8		
		4	7	2
				5
				6

or

6	5	2		
		7		
		4	8	1
				3
				9

Other variations are allowable, as long as the sum of every row and every column is the same.

Player Handout 1

The puzzle consists of a 3x3 grid of numbers. The numbers are arranged in a 3x3 grid as follows:

1	2	3
4	5	6
7	8	9

Below the grid is a 3x3 grid of numbers, each in a square box. The numbers are arranged in a 3x3 grid as follows:

1	2	3
4	5	6
7	8	9

Arrange the tiles in the grid so that the sums of all rows, both vertical and horizontal, are equal.