

Stoneheart

A One Round Living City Tournament

by Sean Duff

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

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

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

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

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56

DM Background

The adventure takes place outside of Ravens Bluff in a remote hilly location. The trip is a day and a half outside the city south to the base of the earth fast mountains. It takes place at the remains of an earth elemental barrow at the foothills of the mountain. Two months ago the Earth wizard Redstone Slag captured a medusa, he had wanted to study the ecology and the way in which a medusa was capable of turning a living creature into stone. He had a personal interest in this as he was working on several stone effect gaze

spells.

For two months all went well, his studies progressed nicely and the medusa was safely secured in his magical prison for him to study at his leisure. Then a major problem in his plan happened as the medusa's mate a mighty maedar name Gloxini showed up.

Bonded for life in there Love the maedar went on a rampage and for two months organized a force to take back his beloved. In a battle that placed the minions of the Maedar against the magical constructions of the Wizard against one another, the maedar's forces prevailed. In a final desperate moment after having his stone skin rendered null by the power of the maedar it quickly pounded the wizard to within inches of his life. Using his spells to escape he has managed to move north during the day. As his strength wavers he runs into the party of adventurers. The problem is the wizard is willing to do anything to keep the medusa in his clutches. The maedar offered a peaceful settlement if he would have freed his mate. The wizard would not do such a thing, instead he tried to slay the creature. When the party finally does run into Gloxini he is willing to talk first, and will even go as far as to capture a PC to get the party to help him free his mate from the magical prison that the wizard constructed. Any lawful PC should see the wizard stands at fault here. Although the maedar is not evil it is lawful, and wants nothing more than its mate back, and will do anything to make sure he gets her back. Open minded PCs should be able to figure this out without the kidnapping. But, if the PCs won't negotiate the Maedar will kidnap the weakest party member to use as leverage.

The real villain in the adventure is the CN wizard that has no cares in life other than his own. While he doesn't actively do anything to harm others his experiments and magical studies are more important to him than anything INCLUDING the PCs. In the end if the PCs side with the maedar he won't let anyone or anything stand in the way of his studies, this includes the PCs.

Possible Outcomes

1. The PCs decide that they don't want to help out the wizard and just gather up the Earthfast pepper and head back to Ravens Bluff. If this is the PCs course of action they will still fight the humanoid attack but little else will happen. They will gather the pepper for Toby

and return to Ravens Bluff receiving his reward at the docks but missing most of the adventure.

2. The PCs decide to help the wizard out and kill the maedar. If this is the way the PCs go then they are in for a battle with the maedar fighter Gloxini. The PCs will miss out on the clues of the wizard's true nature and defeat the maedar for Redstone.

3. The PCs decide upon hearing Gloxini's story to help out the maedar, if this is the course of action the PCs take they will come down to a battle with the wizard and his minions. As the PCs are about to free the medusa from her chamber the wizard will appear to try and defeat the PCs and the maedar in a last attempt to keep his prized possession.

Encounter One: The Hook

The PCs are sent south of the city to obtain some herbs for a merchant in Ravens Bluff.

As you sit in the tavern you wonder when your boredom will end. With out much action around the city recently your up for about any job. The taverns have all been quiet with no little boys running in with scrolls in hand have seemed to find you recently. Sitting two tables over however is a spice merchant talking excitedly to a couple of men. As there negotiations seem to break down, he drops his head into his hands. The men get up to leave with a snicker, and head off towards the bar for a round of drinks. After a minute the man finally raises up his head and scans the bar, seeing your table his mood changes and he walks over to the assembled group. "Hello my name is Toby Wartwarden, I am a in the city visiting from Hillsfar. I came down looking to obtain a spice that grows in the region. The two men over there wanted a outrageous price for such a easily gotten spice. If you would be willing to go gather this spice for me I would be willing to pay you each a sum of 200 gold pieces for your troubles."

Toby is a ruthless negotiator and will only go up to 250 gold pieces for each PC . He knows the spice grows at the base of the Earthfast mountains in the foothills. He will volunteer this information if none of the PCs ask where it can be found. If asked for a name of the spice it is called Earthfast pepper, and grows wild. A druid or ranger will have a chance of having heard of the spice based on there skill check (WIS).

Toby is a young man in his late twenties with brown hair and brown eyes, he has a earring in each ear and has the look of a sailor to him.

Toby Wartwarden, hm T3: Int High; AL NG; AC 6 (Dex); MV 12; hp 15; THAC0 19; #AT 2; Dmg 1d4 (daggers); SA Backstab x2 damage; SD Tumbling (18); MR None; STR:12; DEX:18; CON:10; WIS:12; INT:17 CHA:12; SZ S (3ft); ML 3 (runs if anything goes wrong).

Of course this whole encounter is pointless as it is just a way to get the players to head south wards to meet with the running Earth wizard. If the PCs don't take that as bait then have Toby appeal to those noble at the table. He tells a tale of a sick grandmother and the cure that is made is using the pepper in the potion to cure her.

Once the PCs accept the mission read the following text to them.

"Excellent I shall provide the wagon, you see I need at least a wagon full, It should only take you a day to make the trip gather up the peppers and return. Why IM willing to pay so much is because increased humanoid activity in the area in which they grow. Oh, did I forget to mention that, well no doubt that doesn't bother such brave souls as your selves. I shall see you in three days the next day after at the latest. Meet me at the docks I will be looking for you after the mission is accomplished." with a flourish the strange man leaves the inn leaving you to consider your next course of action."

Once the PCs leave the inn there is a large wagon waiting for them. A lackey of Toby's waits until they come out. He will give the wagon to the PCs and be on his way. This is also a pointless part of the encounter, it is meant to keep flying PCs grounded so they can run into the real hook of the adventure. If PCs have multiple items that may cause them to try to make a quick flight to gather the item make it apparent that to gather such a large amount of peppers they will need the wagon for holding them all.

At this point the PCs will have the rest of the day remaining to research, precast spells, gather equipment, or what ever the PCs generally do. They can also take a early start and head out this encounter takes place at around 4 PM so if they leave now the next encounter will take place at night.

Encounter 2: The Meeting

Once the PCs decide to leave no matter which direction they take they will run into the running Earth Elemental. He will be totally exhausted and out of spells when the PCs meet him. Once the PCs do run into him read the following.

“As you walk towards the mountains in what just seems to be a way to pay the rent, a man running out of the brush is suddenly running towards your group. He looks frantic constantly looking over his shoulder at some unseen foe chasing him down. He wears gray robes, tied at the waist with a rope, his gray hair and beard are matted with sweat, his blue eyes appear to show a great deal of fear. As he looks in front of him again he sees your group and a flash of hope crosses his features he immediately begins to run towards you. In a panting voice he begins to speak “Please , you must help me they’re just behind me, ughhhhh.” he gurgles as something slams into his shoulder. Out of the same brush that the man just charged out from comes a band of humanoids obviously being what the man was stating was following him.”

Tier 1

Orc spearmen (3): Int Average; AL LE; AC 4 (chain mail Shield); MV 12; HD 1 Hp 8 each; THAC0 20; #AT 1 Dmg (1-6 spears Round one x2 damage from charge+2 to hit); SA charge in round one of combat; SD nil; MR nil; SZ M; ML 12.

Orc archers (3): Int Average; AL LE; AC5 (chain mail); MV 12; HD 1 Hp 8 each; #AT 2; Dmg (1-6 flight arrows); SA nil; SD nil; MR nil; SZ M; ML 12.

Orc shaman (1): Int Above Average; AL LE; AC 3 (splint mail and shield); MV 9; HD 3; Hp 18; THAC0 18; #of 1; Dmg (1-6 Mace); SA Spells; SD nil; MR nil; SZ M; ML 13

1st Level Spells - *command, entangle*

1 Orc Sub Chief: Int Average; AL LE; AC 3 (Splint Mail, 1 dex); MV 9; HD 3; hp 22; THAC0 15 (STR and +2 weapon); #AT 1; Dmg 1d6+3 (spear +2); SA Enlarges after first round of combat; SD nil; MR nil, SZ M or L (when *enlarged*); ML 14

Magic Items: *giant maker spear* +2(enlarge once per day as 10th level mages spell)

Tactics:

? Round One - The orc spearmen charge, the archers open volley, the shaman casts *hold person* on any obvious spell casters, and the subchief *enlarges*.

- ? Round Two - Spearmen engage in melee, archers shoot any targets not in melee combat, subchief charges, and shaman casts *command*.
- ? Round Three - Combat goes on in till the orcs lose 3/4 of their numbers then the shaman tries to cast *entangle* to get away.

Tier 2

3 Orog Archers: Int Average; AL LE; AC 5 (chain mail); MV 12, HD 3, hp 19; THAC0 17; #AT 2; Dmg (1-8 Sheaf arrows); SA nil; SD nil; MR nil; SZ M; ML 14.

3 Orog Spearmen: Int Average; AL LE; AC 4 (chain mail + shield); MV 12; HD 3; hp 19; THAC0 17; #AT 1; Dmg (1-6+1str); SA Charge; SD nil; MR nil; SZ M; ML 14.

1 orc chief: Int Average; AL LE; AC 3 (Splint Mail, +1 Dex); MV 9; HD 5; hp 32; THAC0 11 (+1str, +2 weapon); #AT 1; Dmg (1-6+5, spear +2, str+3); SA *Enlarges* after round one; SD nil; MR nil; SZ M; or L (when *enlarged*); Morale 14

Magic Items: *giant maker spear* +2(enlarge once per day as 10th level mages spell)

1 orc shaman: Int Above avg; AL LE; AC 3(Splint mail shield); MV 9; HD 5; hp 24; THAC0 16; #AT 1 or spells; Dmg (1-6, mace); SA Spells; SD nil; MR nil; SZ M; ML 13.

1st level spells - *command cause light wounds, entangle*; 2nd level spells - *hold person, heat metal*; 3rd level spells - *hold animal*

Tactics

- ? Round One - the orog spearmen charge, the archers open volley, the shaman casts *hold person* on any obvious spell casters, and the chief *enlarges*.
- ? Round Two - Spearmen engage in melee, archers shoot any targets not in melee combat, chief charges, shaman casts *heat metal* on most deadly fighter.
- ? Round Three - End. Combat goes on until the orcs lose 3/4 of their numbers then the shaman tries to cast *entangle* to get away. Note any PC animals are *held* in round three by shaman.

Tier 3

3 Ogre spearmen Int Average; AL LE; , AC 3(Hidearmor+ Shield), MV 9, HD: 4+1, hp 25 each, THAC0 14 (str bonus),#AT:1, Dmg(1-6+6 str, spears Round one x2 Dmg from charge,+2 to hit),SA charge

round one, SD nil, MR nil; Size: L, Morale:14.

3 Ogre Javiliners Int Average; AL LE; AC 4 (Hide Armor); MV 9, HD: 4+1, hp 22 each, THACO 15; #AT 1; Dmg (1-6+4str, javelin); SA nil; SD nil; MR nil; SZ L; ML 12.

1 Orc shaman: Int Above Average; AL LE; AC 1 (Plate mail shield + Dex 15); MV 9; HD 5; hp 24, THACO 16; #AT 1 or spells; Dmg (1-6, mace); SA Spells; SD nil; MR nil; SZ M; Morale 13.

Spells: 1st Level Spells – *command, cause light wounds, entangle*; 2nd Level Spells - *hold person, heat metal*; 3rd Level Spells - *hold animal*

1 Ogre chief: Int Average AL LE; AC 1 (Plate (huge) Mail, Shield); MV 9; HD 6+2; hp 39; THACO 9 (+3str, +2 weapon); #AT 1; Dmg (1-6+8, spear +2, str+6); SA *Enlarges* after round one; SD nil; MR nil; SZ L; ML 14

Magic Items: *giant maker spear* +2(enlarge once per day as 10th level mages spell)

Tactic: Same as tier two only have ogres instead of orog.

Tier 4

3 Ogre spearmen: Int Average; AL LE; AC 3 (Hide armor + Shield); MV 9; HD 4+1; hp 25 each; THACO 14 (STR bonus); #AT 1; Dmg (1-6+6 STR, spears - Round one x2 Dmg from charge,+2 to hit); SA charge round one; SD nil; MR nil; SZ L; ML 14

Hill Giants (4): Int Average; AL LE; AC 3; MV 12; HD 12; hp 52 each; THACO9; #AT 1; Dmg 2-12+7 (STR), 2-16 (thrown boulders); SA Boulder Tossing; SD nil; MR nil; SZ H; ML 12.

Orc Shaman (1): Int Above Average; AL LE; AC 1 (Plate mail, Shield, DEX 15); MV 9; HD 7; hp 34; THACO 16; #AT 1 or spells; Dmg 1d6 (mace); SA Spells; SD Spells; MR nil; SZ M; ML 13.

Spells: 1st level spells - *command cause light wounds x2, entangle, bless*; 2nd level spells - *hold person x2, heat metal*; 3rd level spells - *hold animal, prayer*; 4th level spells: *sticks to snakes*

Ogre Chief (1): Int Average; AL LE; AC 1 (Plate Mail and Shield); MV 9 HD 6+2; hp 39; THACO 9 (+3 STR, +2 weapon); #AT 1; Dmg 1d6+8 (spear +2, STR +6); SA *Enlarges* after round one; SD *Enlarges* after round one; MR nil; SZ L; ML 14.

Magic Items: *giant maker spear* +2(enlarge once

per day as 10th level mages spell)

Tactics:

- ? Round One - Hill giants throw boulders for one round before entering melee, Ogres charge with spears, the chief *enlarges*, the shaman casts *sticks to snakes* near any spell casters trying to blow concentration.
- ? Round Two - Giants take a round to maneuver behind enemy, ogres fight, enlarged chief enters combat, and Shaman directs *heat metal* at 2 best enemy fighters.
- ? Round Three - Melee giants arrive, ogres fight, and shaman casts *hold person* on one most effective spell caster.
- ? Round Four - Melee and the Shaman casts *entangle* knowing the giants and ogres won't be effected by it due to STR. Fight continues till the end after round 4 the priest enters melee combat.

The PCs after the battle find 312 gold pieces, 200 silver, 29 platinum, and the spear Giant Maker, a +2 spear that can *enlarge* the wielder as 10th level mage spell once an adventure.

Read the following immediately after last foe falls or runs away.

“Thank you, Thank you.” says the wounded man in robes. “They have been chasing me, and I for sure thought I was doomed as my strength was fading. The ladies luck I run into such a hardy bunch as yourselves.” he gathers himself wincing in pain at various wounds on his person.

At this point the PCs should have a abundance of questions for are Earth Elementalist. Here is a list of some standard answers he gives.

- ? Why where they chasing you?
They where trying to catch me and bring me back to their leader who has taken over my home.
- ? Who is their leader?
I don't know he came in and defeated my forces and myself easily, a formidable foe he was.
- ? Who are you?
I am Redstone Slag, a earth wizard. I live at the base of the Earthfast Mountains. Well I did in till he took it over.
- ? Why was he after you?
I have a powerful evil under control at my barrow I believe he wishes to free it.
- ? Powerful evil?
It would not be good to allowed to be free is all I

can say.

? Where is your Tower/barrow/home?

He gives them directions to the hovel.

He will do anything to get the players to go and defeat the forces of the maedar. If the PCs don't seem interested he offers them 500 gp each to defeat this threat. If the players bring up that they are on another mission, he will ask what. If the PCs say anything about the peppers he will say he has an abundance of them growing around the barrow.

Once the PCs are done questioning the mage and agree on the mission he states the following box text.

If the PCs use any ESP or mind reading spells they receive a jumbled message and overall paranoia from the wizard. He has been insane for years secluded in his work, and the best the PCs can get out of him is that he is very frightened of the maedar.

“Once again the lady of luck shines on me. Please do not let it free the evil, it would be of grave risk to all those in the area and may reach up into Ravens Bluff. An evil creature like the leader should be destroyed and killed, as to not worry about another attempt such as this. He is a cunning foe, he may seem he wants to talk but it will be a trap. He will try to gain your confidence with a smooth tongue, but if you listen you will end up like me defeated. I will be by the barrow as soon as I can I must now however get to Ravens Bluff to warn them incase you fail, good luck and I hope to see you all again soon.”

With that he leaves headed north towards Ravens Bluff. At this point the PCs may be a little suspicious about how admit he was that the creature be destroyed. If they are not try to make the wizard seem nervous and edgy as he speaks to the PCs.

This now leaves the PCs with several options, one they can investigate what the wizard asks. Two they can just complete Toby's quest and should have no problem finding enough peppers once they reach the foothills of the Earthfast Mountains. Three they can turn back to Ravens Bluff and hope to investigate the Wizard they have just meet. If the PCs do this there is a record of Redstone Slag at the Wizards Guild. He is a wizard that works with the earth and over the past 10 years he has been doing research on various forms of creatures that turn flesh to stone. Once at the wizards guild the PCs will also be given the information that Redstone has been so driven in recent years he has been accused of turning men to stone just to study them. While

unfounded if the PCs find evidence of this(the fingers on Redstones Geological table) the wizards guild will reward the PCs and pay for them to bring back Redstone to them for trial of the violations of the rules of magic.

Encounter3:The Earthen Barrow

About an hour after the PCs encounter Redstone they will find his barrow following his directions. Once the PCs arrive at the barrow read the following box text description.

"As you crest yet another hill, the site of the earth wizards mound is obvious. A man made hill with a smoking chimney at the top. The hill is perfectly round with one entryway that the eyes can see. The entryway appears to be a large stone double door with brass handles, there are words on the front of the door. The hill its self fits in with the other hills in the area in color and in vegetation growth. If you didn't come at it like the wizard said you could walk over top of it an d miss it completely if the chimney weren't lit."

Now the players probably will do several things, one they will look for secret doors or entrances. There are no other entrances except the chimney, the only way a PC could enter it would be to shrink to less than a 12 inch diameter creature. If a PC does do that they will enter area 2the kitchen. Unless they have fire protection they will take 1d6 points of fire damage from the fire pit at the bottom of it. Second the PCs will probably scout around and look for tracks or signs of a ambush on the other side of the hill. There are no ambushes but there will be plenty of tracks leading to the door of the Barrow. The tracks are of humanoids who were fighting the wizard. If the PCs state they look for the pepper that the wizard said would be growing here, it is here in abundance. Finally the PCs may go to the door, once they do read the following box text.

"As you approach the stone double doors you see that they are about ten foot high and are covered in writing. The brass handles are about a foot long and appear to be covered in dirt and grime. As you get with in ten feet of the door a voice comes from a magic mouth to the side of the door. Hello welcome to the home of Redstone Slag, if you wish entrance please pull on the lever to the side of the mouth. With

that the magic mouth stops and the PCs notice a lever made of brass to the side.

The PCs have several options here, one they can pull the lever. The lever is like a doorbell and will cause a bell to ring in area 7. Two the PCs can try to push the door open, the door is open and easily swings in. Three the paranoid PCs will check for traps, there are none. The PCs may cast a knock spell, the door is open so it does swing open again. A fighter may try to bash down the door. If he does it opens easily and the PC falls on there face (Dex check at half to stay on feet.) If the PCs do anything else be creative. Its to make them a little paranoid, then it makes fun of there paranoia as the door is wide open to enter. Once inside the barrow the PCs can investigate in any manor they see fit to discover the maedar. but once inside he appears quickly. If the PCs through various magics get into the barrow another way they can surprise the maedar in the laboratory area staring at his mate through the glass. If the PCs do this with out the maedar having a chance to speak he will do all he can to make his plea to the PCs. If they do alot of damage to him he will try his best to defeat the PCs. If this happens go to the Maedar combat section. If he manages to escape have him appear later and try to speak to the PCs. Once he manages to do this read boxtext3.4.

Area 1: The Entry Way

As you walk through the doors you come into a long hallway. There is a coat rack to the right and a set of doors up to the right and left. The whole structure seems to be carved out of the hillside. It appears to be all natural but perfect in its dimensions. Glowing spheres of light spaced every twenty feet illuminate the brown and grays of the interior.

PCs that use any of the following NWP can determine several things about the hallway.

- ? Spell Craft: A dig spell was used to create the hallways. And the lights are a continual light spell placed on torches.
- ? Engineering: there doesn't seem to be any structural support for the roof.
- ? Stonemasonry: It doesn't appear as thou the rock was cut, more like it was shaped.

Gloxini

Once the PCs are in the hallway and begin to move down a figure appears out of no where in front of him. It's the maedar Gloxini using his stonewalk powers to talk with the PCs. Once the PCs are all done there

checks or any spells they may cast in the Hallway read the following.

"As you begin your journey down the hallway towards the doors a figure steps out before you with palms raised. The figure stands six foot six and is very muscular, he has a bald head and tattoos covering the majority of his body. All he wears is a kilt and a longsword at his hip. If you didn't know better you would swear he just walked out of the stone. "Hello, my name is Gloxini, I am here to get my beloved back she was stolen from me by the wizard that lives in this structure. You see he kidnapped her and I was simply doing anything I could to get her back. I ask for your help, once I find her I promise to leave. The wizard has so many magical barriers I cant seem to find her. If you do not wish to help me then could you please leave the building and allow me to search for her in peace.

If the PCs attack with out listening he immediately heads back into the wall from where he came. If the PCs wish to parlay further with the creature he is more than happy to oblige. Any PCs that cast or have the power to detect evil find that there is no evil intent and the creature is not evil.

What answers the maedar will give.

- The maedar will not say his beloved is a medusa unless asked directly, he will simply say she is the sun and the stars or something along those lines .If PCs directly ask if his mate is a medusa he will tell them the strange tale of his past. A pair of Druids who served the Earthfast Mountains raised this maedar. They taught him of the good things in life not just death and destruction. Once his calling came to find a mate he came upon a Medusa that was much like him in his ideals. The gods work in strange ways but this medusa longed for acceptance. She knows her gaze turns any who witness her to stone. And she has a bloodlust that is common among her race. But, with Gloxini they found a home deep in the mountain peaks where they would disturb little and ate the flesh that he hunted, and not that she gazed. They have been together for five years and in that time he had never seen her turn a single humanoid to stone. Once a man did invade there home and she kept her face turned away from him. That man was Redstone that captured her and has been experimenting on her ever since.
- If the maedar is asked why he attacked the wizard, he says

“I came to the place to get her back not using force on three separate occasions, the last time he tried to kill me. So I hired mercenary humanoids to help me defeat him so I may gain her back.”

- If the maedar is asked about the wards. *“I know little of magic only that I can not get passed them to free my beloved.”*
- Why did he kidnap her? *“She has magical powers and he wants to study them so he may have them. I believe he is working on a way to rob her of her powers and grant them to himself.”*
- Why did you try and kill him? *“I didn’t I sent the humanoids out to bring him back so that he may bring down the wards and she will be with me once again.”*

Any other questions the PCs may ask he will give vague answers to with no real meaning towards the adventure. Feel free to role-play the encounter and give the maedar a personality. He is like a love struck teen who swoons over the woman he loves. He is single minded in his goal to get her back. He will not let the PCs stop him. If the PCs do figure it is a medusa than he promises that they will not harm anyone and they just want to return to there home in the mountains.

PC Reactions

1. Any worshipper or follower of SUNE immediately should offer to help the maedar find its mate. If a specialty priest of Sune is involved in the attack they will receive 1 infamy point in there church.
2. Any worshippers of TYR will see that indeed injustice has been done, and that a kidnapping is a crime. If a PC of TYR is involved in the attack of the creature they will receive one infamy point in there church.
3. Any Lawful PCs should also see the problem in attacking the creature, although there are no penalties if they do so.

If the PCs attack

If the PCs are unreasonable and do attack then they are in for a fight. The first thing the maedar does is step into the wall. He is already concentrating his power to walk through stone and will go through the wall no matter what the PCs do. From here in he does everything in his power to drive the PCs from tower short of killing them. Gloxini is a Lawful Neutral creature and does not wish to kill the PCs. His first tactic will be to abduct the weakest PC, he will have a good idea of who this is as he evaluated the PCs while talking to them.

Gloxini, Male Maedar F9: Int Exceptional; AL LN; AC -1 (DEX, natural armor and Kilt of Protection +2); MV 12; HD 9; hp 90 (CON bonus); THAC0 7 (Specialized, + STR bonus); #AT 1 (grapple attempt) / 4/1 with fists; Dmg 2-8+6 (unarmed combat spec, STR 18(76); SA Meld Into Stone; SD Immune to Paralysis; MR nil; SZ M; ML 20.

Combat - Gloxini will attack with powerful fists that each cause 2d4 points of damage. One every three turns, the maedar can turn stone to flesh by touch. Maedar can pass through stone at their normal movement rate. They require one round of concentration before this; no other activity can be undertaken that round. Maedar struck by a *phase door* spell while passing through stone are killed instantly.

Maedar are immune to petrification and Paralyzation (including related spells, such as hold and slow). They are immune to the poisonous bite of a medusa's serpentine hair. In addition, maedar can see into and extend their stone into flesh power into the Astral and Ethereal planes.

Tactics: The maedar will use its power to its full advantage it will wait 5 minutes from the first attack then attack the PCs from behind. He will gain automatic surprise unless the PCs state they are looking directly behind them. He will attempt to grab a PC and bring him into the stone with him. The maedar will use this tactic until he has either captured a PC or has been defeated. He will meld into stone after the first round of every combat whether he captured a PC or not. Then he will attack again ever 1d10 minutes. When the maedar has a PC captured he takes them to a closest he discovered while searching for his mate. He will throw the captured PC in this closest and leave them there doing no harm to the captured PC. After that he will return to the PCs and ask for there help once again this time using there comrade against them. Once he has captured a PC read the following. The captured PC is not out of the adventure either thou, but any actions made by that PC should be in private and not heard by the rest of the table. If the PCs insist on fighting the maedar he will grapple the PCs and pull them into a wall, he will then release them in the hard stone causing them instant death. PCs will have only one round to break the maedar's grapple before there taken into the walls.

“From out of nowhere a voice echoes from what seems the stones them selves. I have your friend, I did not want it to come to this. But, if you wish to see

them again please find a way past the magical wards, all I want is my beloved back.” says a voice in desperation. Don’t worry no harm will come of your companion.” and then all goes silent.

When the PCs finally agree to help, whether forced or not the investigation is on into the barrier. There is no magical barrier, it is simply that the area the medusa is entrapped is made of wood and iron walls so the maedar can't walk through that part of the barrow. But, the PCs won't know that, and play up the magical barrier, in till the PCs actually find the Laboratory.

If the PCs defeat the maedar.

This may happen, if the PCs do manage to kill Gloxini the adventure is over and read the following text.

“As the final blow lands and the strange humanoid in the kilt crumples to the ground he lets out some words with his dying breath “I am sorry my beloved.” The silence after the battle is numbing considering its words. Then a sudden pop is heard. “Very good.” says the wizard Redstone. “You have defeated the creature and given me my home back, I shall now need to return to my studies. So, if you will allow me to get your reward, ill be back in a second.” he walks away and returns shortly after with a chest full of gold. “Once again thank you for your services, now if you will allow me I need to return to my studies.” he walks you out to the front door and closes it behind you.

You all some how don’t seem as if what you did was right a feeling of guilt seems to settle into your stomachs, and you wonder if what you just did was a heroic rescue or an assassination. And you wonder who has a stone heart.

Area 2: The Kitchen.

“You enter a small well kept kitchen a large fire is in the pit as a large pig roasts over a fire. It seems as if something is basting the pig, although it can’t be seen. The rest of the kitchen has many shelves and cabinets, each is lined with exotic ingredients and spices. It would appear as if the wizard has some exotic tastes.

This is just a standard kitchen with a unseen servant performing its normal tasks of meal preparations. Nothing of note is in the kitchen unless the PCs are hungry, in which case there is plenty to eat.

Area 3: Dining Room

“As you open the door you notice a large round table made of stone, with twelve chairs surrounding it. There is a chandler over the table giving enough light for the whole room to be seen. The walls are the same earthen color as the hall although there are several painting on the wall giving the room a more homey feel.

Once again a standard dining room, there is nothing overly valuable in the room. If PCs do a appraisal check on the paintings they are each worth 50 GP.

Area 4:Redstones Room

“As the door swings open to the room a well appointed bedroom can be seen. With a lavish bed and furnishing in the room it does not seem to fit in with the rest of the barrow. The walls appear to be covered in a wood paneling, and the floor is carpeted. A large book case stands on the right of the bed with over two dozen books here.

This is Redstone's bedroom the books on the shelves are all of mundane reading that range from the properties of stone, and crystals, to a journal of a bard in Sembia. Under the bed in a secret compartment the wizard hides a emergency stash of cash in the form of gems.(10 gems 100 GP value)The compartment is locked. None of the books or items in the room radiate magic of any kind.

The maedar is unable to get into this room using his stonewalk ability as the walls are made of wood and he cannot pass through it.

Area 5: Spare Bedroom

“A spartan bedroom is seen as the door is opened, it is lit by a single lamp and has a simple bed and furnishings.

This was a spare bedroom used by the wizard on the rare occasion he would receive guests.

Area 6: Stairwell

“As you come to the end of the hallway a spiral stair case leads up into the darkness.

Behind the staircase is a hidden and locked door, this is where Gloxini carries the captured PC if events turned that way. The stairs going up are carved out of the stone using the wizards dig spell followed by stone shape. If a PC was captured and is making any noise read the text below to the PCs.

"A sound can be heard from behind the stair way, as you get closer for inspection you notice a door form fitted into the wall of the staircase. A handle can barely be made out as it forms in perfectly with the surrounding stone of the stairwell.

Located inside the closet are normal cleaning supplies such as a mop, broom and things of that nature. Nothing radiates magic and there is truly nothing of value here unless one of the PCs is considering taking up the janitorial trade.

Area 7: Upstairs Laboratory.

"Walking up the spiral staircase you come to a large open area with a circular shape. Its 100 feet by 100 feet, you would guess that it is a perfect half sphere shape as the ceiling extends up in the same dimensions. Books line the walls of the room as it appears he has collected books on almost every subject. Such a vast library as this must have taken years of collecting to gather so many books. To the right of entry way is a table and chair loaded with different rock samples and tools for there study. To the left of the entry way is a table with chemicals and vials on it, several of the vials appear to be full. In the center of this massive room is a strange site indeed, what appears to be a small structure like a house only inside. You can see a door and two windows looking into the house, as well as a stand with some notes next to the one window.

This is the laboratory of the earth elemental Redstone, here is where he has spent all of his time for the past two months studying the nature of the medusa. She is locked in the center structure and the windows are one way mirrors. On the stand next to the mirrors are all of Redstone's notes on the medusa he has captured. If the PCs walk around the structure they notice similar windows on every side of the structure. This has made Gloxini very mad as he can see her but she cant see him. The windows are magically warded against the gaze of the medusa so she doesn't turn her self to stone or the viewer behind the mirror. If PCs look in the windows they can see a medusa moving about, from place to place then sitting. In the chamber there are also several stone statues. These are not victims of the medusa they are magical constructions of the wizard, depending on the PCs tier as to what type of construct.

The door to the medusa is locked but not trapped, if PCs detect magic the whole structure will give a slight radiation. The lock is of very high quality and is -35%

for a thieves chance to open it. The door is immune to bashing as it is 5 inches of iron and steel. There are several other ways the door may be opened. The acid at the laboratory will boil the lock right off, a knock spell or a chime of opening will also open the lock. Another way in is to break down one of the mirrored windows to gain access to the room. The PCs would need a combined strength of 34 to get it done using a chair or desk as a battering ram. Once the door is opened immediately go to the encounter four confrontation.

The library holds volumes of books on every subject that can be imagined, most cover topics about rocks and natural geological sites. Some are books on crystals, some are just stories about the way the earth was formed. Another range is about planar travel. PC mages and bards would be very interested to spend some time in this library.

The table with the rocks is where Redstone was comparing the types of natural stones to the stone that the medusas gaze turns a creature into. He has some very interesting findings as to what type of stone the victims turn into after viewing the gaze of the medusa. On the table are broken up victims of the medusa, most are animals but if the PCs look close enough they can discern that one of the rocks looks a lot like a human finger.

The chemical table was where Redstone was working on his *oil of stone to flesh*. He has just recently completed his study, and two finished vials of the oil sit in vials on the rack. Both of the oils radiate a strong alteration magic. At the table is also a vial of acid, this can be used to get the lock off the door trapping the medusa inside. A PC can make an observation check at half to determine it is acid.

Now the whole chamber radiates strong magics both protective and divination. The Wizard Redstone had a fellow wizard place a *contingency* on the chamber, that if ever breached a *powerword* stun would be released on the medusa and a *teleportation* spell would be cast on Redstone to appear in the chamber the second the breach was detected. Once he comes back he immediately gives the command words to activate the guardians he has inside the chamber to protect his most prized possession

Encounter 4 The Confrontation.

As soon as the PCs open the door read the text below:

"As the chamber is broken open and you believe you have reunited the odd couple a strange humming can be heard. With a flash of bright light and a loud bang, the wizard Redstone has appeared in the chamber.

The medusa within has some how been knocked unconscious and the two statues inside the chamber appear to be moving.

"So you have convinced these people to your side I see. I have told you repeatedly that she is now mine and nothing you can do will change that. So says the wizard staring at all of you and Gloxini. "So your love is so strong that you can't live with out her, then you won't live."

"I wanted her back, you wouldn't listen to reason so I had to use force. Don't make me use it again." hisses the maedar at the wizard.

"Oh but you are sadly mistaken my friend, your minions have been taken care of by these new friends of yours, and now I'm ready for your tricks. So it is you who shall die knowing that you have failed the one you love." his words echo through the massive laboratory. With that the two statues start to come towards the party and he begins encanting.

Tier 1:

At tier one Redstone has very few spells available to him as he used them all in the previous battle with the maedar and his minions. In the first round he turns his attention to the maedar, using his spells to try and defeat the maedar while the stone guardians deal with the PCs. Use the wizard as effectively as possible but he will attack both the PCs and the maedar. Wait until the PCs directly attack the wizard before he turns on them. If the PCs just fight the stone guardians the maedar will defeat the wizard.

Redstone Slag hm M9 (Earth Elementalist): AL CN; AC 4 (Bracers AC 8 + DEX); MV 12; hp 44; THAC0 18; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *stoneskin* (8); MR nil; STR: 11; DEX: 18; CON: 16; INT: 18; WIS: 12; CHA: 7; SZ M; ML 13.

Spells 1st level spells: *fist of stone, magic missile*

x2; 2nd level spells: *Maximillians earthen grasp, Melf's acid arrow*x2; 3rd level spells: *lightning bolt, Maximillian's stony grasp*; 4th level spells: *stoneskin*; 5th level spells: none

Magic Items: *Bracers of defense* AC 8.

Stone Guardians (2): Int Non; AL N; AC 2; MV 9; HD 4+4; hp 22; THAC0 15; #AT 2; Dmg 1d8+1; SA None; SD See below; MR nil; SZ M; ML 20.

In combat, a guardian slams opponents with its massive arms, each of which inflicts 1d8+1 points of damage. The stone guardian suffers only¼ damage from edged weapons and ½ damage from all cold, fire, or electrical attacks. Normal missiles cause no damage. A stone guardian can be instantly destroyed by a *stone to flesh, transmute rock to mud, stone shape, or dig* spell and is NOT entitled to a saving throw.

Tactics: The wizard tries to kill the maedar while the party does combat with the stone guardians by the time the PCs are done with the guardians the wizard will have been defeated by Gloxini.

Tier 2:

At second tier the wizard has a few more spells available for him to cast and will divide his attention between the party and the maedar.

Redstone Slag hm M9 (Earth Elementalist): AL CN; AC 4 (Bracers AC 8 + DEX); MV 12; hp 44; THAC0 18; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *stoneskin* (8); MR nil; STR: 11; DEX: 18; CON: 16; INT: 18; WIS: 12; CHA: 7; SZ M; ML 13.

Spells: 1st level spells: *fist of stone, magic missile*x2, *color spray*; 2nd level spells: *Maximillian's earthen grasp, Melf's acid arrow*x2; 3rd level spells: *lightning bolt, hold person Maximillian's stony grasp*; 4th level spells: *stoneskin, pebble to boulder*.

Magic Items: *Bracers of defense* AC 8.

Stone Guardians (3): Int Non; AL N; AC 2; MV 9; HD 4+4; hp 22; THAC0 15; #AT 2; Dmg 1d8+1; SA None; SD See below; MR nil; SZ M; ML 20.

In combat, a guardian slams opponents with its massive arms, each of which inflicts 1d8+1 points of damage. The stone guardian suffers only¼ damage from edged weapons and ½ damage from all cold, fire, or electrical attacks. Normal missiles cause no damage. A stone guardian can be instantly destroyed by a *stone to flesh, transmute rock to mud, stone shape, or dig* spell and is NOT entitled to a saving throw.

Tactics: The wizard will send 2 of the stone guardians at the maedar while he will sit back from the room and cast spells at the party and the maedar. PCs will have to defeat the stone guardians in front of them before they are capable of confronting the wizard.

Tier 3

At this tier Redstone has a full contingent of spells to cast at the party and maedar. He attacks the maedar till it is defeated and lets the stone golem attack the party.

Redstone Slag hm M9 (Earth Elementalist): AL CN; AC 4 (Bracers AC 8 + DEX); MV 12; hp 44; THAC0 18; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *StoneSkin* (8); MR nil; STR: 11; DEX: 18; CON: 16; INT: 18; WIS: 12; CHA: 7; SZ M; ML 13.

Spells: 1st level spells: *fist of stone*, *magic missile x3*, *color spray*; 2nd level spells: *Maximillian's earthen grasp*, *Melf's acid arrows x2*, *blur*; 3rd level spells: *lighting bolt*, *hold person*, *Maximillian's stony grasp*; 4th level spells: *stoneskin*, *pebble to boulder*, *minor globe of invulnerability*; 5th level spells: *cone of cold*, *transmute rock to mud*.

Magic Items: *Bracers of defense AC 8*.

Stone Golem (1): Int Non; AL N; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3-24; SA See Below; SD See Below; MR nil; SZ L; ML 20.

Greater golems are mindless in combat, only following the simple tactics of their masters. They are completely emotionless and cannot be swayed in any way from their instructions. They will not pick up and use weapons in combat, even if ordered to, always preferring their fists. Stone golems have strength scores of 22, for purposes of breaking or throwing things.

The stone golem is immune to any weapon, except those of +2 or better enchantment. A rock to mud spell slows a golem for 2-12 (2d6) rounds. Its reverse, mud to rock acts to heal the golem, restoring all lost hit points. A flesh to stone spell does not actually change the golem's structure, but does make it vulnerable to any normal attack for the following round. This does not include spells, except those that will cause direct damage. All other spells are ignored. Once every other round, the stone golem can cast a slow spell upon any opponent with 10 feet of it.

Tactics: The stone golem engages the party and will let

none pass to get at the wizard. The stone guardian attacks the maedar while the wizard casts spells at the maedar. Once the PCs have defeated the golem he casts wall of force on the maedar and concentrates on the PCs.

Tier 4

At 4th tier two stone golems are on the PCs and 1 is on the maedar. The wizard concentrates his attacks on the PCs.

Redstone Slag hm M9 (Earth Elementalist): AL CN; AC 4 (Bracers AC 8 + DEX); MV 12; hp 44; THAC0 18; #AT 1 or by spell; Dmg 1d4 (dagger); SA Spells; SD Spells, *stoneskin* (8) and *blur*; MR nil; STR:11; DEX:18;CON:16; INT:18; WIS:12; CHA:7; SZ M; ML 13.

Spells: 1st Level Spells - *fist of stone*, *magic missile x3*, *color spray*; 2nd Level Spells - *Maximillian's earthen grasp*, *Melf's Acid Arrows x2*, *blur*; 3rd Level Spells - *lighting bolt*, *hold person*, *Maximillian's stony grasp*; 4th Level Spells - *stoneskin*, *pebble to boulder*, *minor globe of invulnerability*; 5th Level Spells - *cone of cold*, *transmute rock to mud*.

Stone Golem (3): Int Non; AL N; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3-24; SA See Below; SD See Below; MR nil; SZ L; ML 20.

Greater golems are mindless in combat, only following the simple tactics of their masters. They are completely emotionless and cannot be swayed in any way from their instructions. They will not pick up and use weapons in combat, even if ordered to, always preferring their fists. Stone golems have a strength of 22 for purposes of breaking or throwing things.

The stone golem is immune to any weapon, except those of +2 or better enchantment. A rock to mud spell slows a golem for 2-12 (2d6) rounds. Its reverse, mud to rock acts to heal the golem, restoring all lost hit points. A flesh to stone spell does not actually change the golem's structure, but does make it vulnerable to any normal attack for the following round. This does not include spells, except those that will cause direct damage. All other spells are ignored. Once every other round, the stone golem can cast a slow spell upon any opponent with 10 feet of it.

Tactics: Two golems engage the party, slowing the two most dangerous fighters closest to them in round one. The other two golems take care of the maedar in 3 rounds if not helped. Redstone unleashes all his potent

spells at the PCs trying to defeat them quickly so he has time to deal with the maedar.

When the PCs defeat Redstone he has 3000 gold pieces of jewelry on. And they can find his *bracers of defense* AC 8.

Encounter 5: The aftermath

Read the following if the PCs have won and the maedar is still alive.

As the wizards and his minions fall to you, the maedar seems to tear up not knowing whether his beloved, a medusa has been killed. He runs into the chamber to see if she still breathes and with a great sigh of relief it appears she was just unconscious. He returns to your group

“Thank you for listening to me, most humans and their kind would not have given me a chance to talk. You have given me back my love and thus my life. I have nothing with which to reward you, but the house of this pig wizard has many things in it, and perhaps you may find something of reward. With that he goes and picks up his mate and walks into the floor as if he was going down stairs. I promise you will never hear bad of my mate and me we will return home never to return to where man dwells. And we shall be a little smarter as to where we hide our lair in the future.. I'm afraid we were to trusting.” he says as he begins to disappear. “Good bye my new friends until the mountains move and things in the world can be better.” With that the barrow grows ominously silent.

The only items of worth in the house are the two oils in the lab. Give the PCs 5 minutes to search around if they like then read the following.

(5.2) The whole room begins to shake as it appears the wizards barrow is collapsing now that he is no longer alive to maintain its integrity. As you hurry out the corridors you notice the magic lights flickering and the earth shaking. As you reach the exit you turn around just in time to see the whole structure collapse in on itself in a massive cloud of dust.

If the PCs win but the maedar dies read the following

The aftermath of the battle settles in and as you look around you note the noble Gloxini has fallen in an attempt to regain his love. The medusa in the cage

also seems to be dead. In a very weird way you feel bad to see the lovers have passed in a attempt to reunite, as this Wizard kidnapped them and didn't allow them to be together. It some how reminds you of an old tale you heard while you where children.

Once again give the PCs 5 minutes to search then read box text 5.2.

Encounter 6 Toby's Peppers

If the PCs remembered Toby's peppers (the original reason for travelling to the Earthfast Mountains in the first place) read the text below:

Returning to Ravens Bluff after solving two missions in the same day has you feeling proud of yourself. What you thought would be a routine mission was in fact nothing of the sort. As you silently drag the wagon full of peppers to the dock you think of a second reward in one day. As you head to the meeting area Toby comes running out with a broad smile on his face. “Excellent, these should fetch quite the price in the east. OOPS, I mean they will make my grandmother feel much better. Well here is your gold I promised you.” and with a flick of the wrist he tosses a bag of gold at the parties feet. With a smile on his face he heads off towards his boat his dockhands dragging the wagon full of peppers behind. As he leaves you wonder just how much profit he will make of those peppers.

If the PCs forgot about poor Toby's peppers, read the text below as a conclusion:

As you drag your self back to Ravens Bluff tired to the bone after all the battles, a Toby (your original employer at the beginning of the day) comes running up to you shouting excitedly. “Where the heck are my peppers, I send you on a simple job and you cant even gather any stinking peppers. Swell. I hope its on your conscious that poor granny will have to suffer one more day because you didn't get me my peppers. Well with such incompetence I'M sure I can find another group to go get them for me.” with that he storms off to a dockside bar looking for another group to gain him his Earth Fast pepper.

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. Finally, multiply the total by the tier according to this chart:

Levels 4-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Encounter 2

Defeating the monster:	100 xp
Confronting Redstone for good reasons to exterminate the maedar	25 xp

Encounter 3

Listening to Gloxini:	
Asking About the wards	25 xp
Asking About his beloved	25 xp
Figuring out she is a medusa	50 xp
Defeating Gloxini in combat	125 xp
Opening the lock	50 xp
OR	
Opening Lock with the acid	25 xp

Encounter 4:

Defeating Redstone	150 xp
Keeping Gloxini alive during combat	100 xp

Encounter Six:

Remembering the Earth Fast pepper for Toby	50 xp
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Total Experience for Objectives:	600 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience:	1,100 xp
For Tier 2:	2,200 xp
For Tier 3:	3,300 xp
For Tier 4:	4,400 xp
For Tier 5:	5,500 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Gold: The PCs will receive 200-250 for successfully completing the Earthfast pepper task. The PCs will find another 312 gold pieces, 200 silver, 29 platinum, after defeating the humanoids. If the PCs do the bidding of Redstone and kill Gloxini they will receive 500 gold a piece. If the PCs defeat Redstone he wears 3000 gold pieces worth of jewelry.

Giant maker spear +2: This spear has the power to cast *enlarge* as 10th level wizard once per adventure. The user has to use the spear in combat while the spell is in effect (for the whole duration) or the magic turns itself off.

Two oils of stone to flesh: Functions just like the wizard spell of 6th level except anyone can apply the oil to a victim that has been turned to stone. System shocks are required to be turned back to flesh. This item does not work on things that were not at one time flesh, so it will not turn a stone wall to a flesh wall.

Bracers of defense AC 8

