

When Ao Comes to Town

A one-round Living City Tournament

By Matthew Capstraw

Blurb: A plague, their Druid ran away, a Minister of Ao, and now adventurers?
Can this village's luck get any worse? An adventure for tiers 1-6.

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

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

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

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

Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

Premise

This module is based on the problems of a small village to the east of Ravens Bluff. The village, called Hill and Hallow, has recently been affected by a plague that, unknown to the villagers, was brought on by a Priest of Mask. That same priest then entered the town disguised as a Minister of Ao and cured the villagers. In the process of curing them, the priest used a drug in

conjunction with a charm spell to take control the villagers. This method has a longer duration than a normal charm spell, however a controlled person, while under the effects, loses some of their memories. A controlled person may not remember an old acquaintance or even a conversation from earlier in the day. Prior to the parties' arrival, the priest has affected the vast majority of the village and is in the processes of finishing the job. Once the priest has taken over the village completely, it will be used as a post to monitor the activities of Ravens Bluff and as a staging point for future missions.

Outline

The module begins with the party members each receiving a note asking for help. They meet a young merchant named Michael at a tavern, and he wants to hire the party to serve as an escort while he goes to visit his parents. He hasn't heard from them in months and fears the worst. The party then travels to the town.

During the trip they have the opportunity to speak with a farmer. The farmer and his family have already come under the influence of the Priest and will send him news of the party's approach.

Upon entering the village, they see a boy playing with his dog. The boy is friendly to the party now, but he will not remember them when he is encountered later.

Once in the village, the party has the opportunity to speak with Michael's father: Taberious. Michael becomes concerned with his mother's death and his father's bizarre behavior. The party also has the opportunity to speak with other villagers and wander around. The villagers are not hostile, but they are also not overly helpful. They refer all inquires to the town Priest. If the party investigates the cottage of the village druid they find a note on her door stating that she left for Procamper. Inside the cottage they will find an unsent letter that implicates Jeric. The handwriting on the note and letter do not match.

The priest, still masquerading as a priest of Ao, will tell the party that Taberious has not been "well" since the death of his wife. He will try to convince the party that nothing is wrong in the village, and will even ask for their help in dispatching a small group of bandits that have taken refuge in the nearby hills. The PCs can defeat the bandits in the hill, however if they converse with them, they will learn that a man in dark robes tried to recruit them a few nights ago. When they refused to join him the figure swore revenge, and they found one of their companions dead this morning. They will be in the process of breaking their camp as the PCs arrive. The bandits are convinced that the party is there to exact revenge for their refusal to serve.

During the time the party is in the hills the priest “converts” Michael. Before reentering the village the party sees the same young boy playing with his dog, but the dog is now hostile to them. The boy has been brought under the priest’s influence and does not remember meeting the party.

Upon the party’s victorious return the village holds a great celebration for their success. Michael thanks them for all their help and asks them to go back to Ravens Bluff. If the party doesn’t leave the next morning, the town folk will become increasingly belligerent. They will attempt to run them out of town that evening. Once the party subdues the village, they have a final showdown against the priest in the temple of Mask.

Encounter 1 - A Call for Help

This encounter begins with each party member receiving a note asking them to serve as an armed - escort for a merchant. The group will gather together at the Dancing Dryad Inn. Michael has already reserved a meeting room. This will give the PCs an opportunity to interact with each other before Michael appears.

When the players are ready to begin:

It’s another rainy morning in Ravens Bluff as you are awakened by a knock at your door. A young messenger boy is at the door with a note.

The message reads:

Greetings Adventurer, I am in need of a small service for which I am willing to handsomely compensate you. If you are interested, please meet me at the Dancing Dryad Inn at nine bells, and I will give you more information. Sincerely Michael Abeland.

The messenger boy, Billie, will wait at the door for a tip. All he knows is that he was given a silver piece to deliver the note to the party by a well-dressed human man. If pressed he will make something up to pacify the PC. The PCs have about an hour before they need to be at the Inn for the meeting if they want to do any last minute shopping. Once they go to the inn, present them with the following information:

The Dancing Dryad is a rather fine Inn located in the Merchant district. Once you go inside, you see a roaring fire in the hearth, and a serving girl comes to you and says: “are you with Mr. Abeland’s party?”

If the PCs answer affirmatively, the serving girl will lead them to a back room.

The serving girl bids you to follow her as she leads you into a back room. Inside are gathered some other individuals.

At this point, allow the party to introduce themselves and give character descriptions. The serving girl, Andrea, will take their orders and bring them breakfast. After some time, Michael will come to the room and join them.

A man dressed in a fine pair of black slacks and white shirt comes into the room. “Greetings, and well met. My name is Michael Abeland, and I am a merchant here in Ravens Bluff. I’m glad that all of you could make it. Please, continue eating; don’t stop on my account. I asked all of you to come here this dreary morning to see if you would assist me in a simple task. You see, I have not heard from my parents in months. I would like to hire the group of you to escort me to their village, and then back to Ravens Bluff. Your service to me will not last longer than seven days. I am prepared to compensate you handsomely for your efforts.

Michael will also give the party the following additional information:

1. His parents live in Hill and Hallow. It is a small town located to the east of Ravens Bluff.
2. He hired the PCs instead of guards from the merchant’s guild because he doesn’t want his competitors to know he is out of town.
3. He is concerned about any meetings being called in the merchant’s guild by someone seeking to take advantage of his absence.
4. He is a gem merchant is willing to give the party members 200 gold pieces each in gems as payment.
5. He is worried about his parents. He hasn’t heard from them in months.
6. There have been stories of humanoid raiding parties and bandits in the area of the town over the past few months and he fears the worst.
7. The last messenger he sent out to see his parents never returned, despite the large reward he was to receive upon his return.
8. The PCs will be gone for a week and they may keep any additional treasure they pick up along the way.
9. Michael wants to leave within the hour.
10. His father is the town blacksmith.
11. The PCs will only be in the village for a week. He is adamant about not staying longer due to the risks to his business.

Encounter 2 - On the Road Again

Hill and Hallow is only a day and a half ride from Ravens Bluff. The road is poorly marked and there are no encounters during the first day of travels. Give the party various options for campsites and ask if they wish to set watches for the evening. The night passes uneventfully. During the next day's travel the PCs will start to see cultivated land and the occasional farmhouse. Here they have the opportunity to speak with one of the locals, Wilford, a farmer and unwitting servant of Mask. On the Second day of travel present the players with the following:

You have traveled for hours through the planes. About midday you can start to make out cultivated fields in the distance. After an hour more of travel you come upon a farmer working in the fields. Michael looks at him, and then begins to smile. "Wilford, it's me, Michael. Taberious' boy. Remember me?"

Wilford looks at him strangely for a moment, and then responds, "nope, I can't say that I do, but welcome home, I guess."

"Well it has been quite a few years, and I have grown a bit." Michael says while patting his rather rotund belly.

Wilford is uncomfortable around strangers and will seem somewhat distant during the conversation. He does not recognize Michael and will give him the news of his mother's death in a matter of fact way, devoid of any sympathy. If the party questions him, he will tell them the following:

1. Taberious is the town blacksmith. If you follow the smoke you'll find his shop.
2. Taberious hasn't been all right since his wife died from the plague a few months ago.
3. The plague almost wiped out the entire village. If it hadn't been for Minister Jeric everyone would have died.
4. Minister Jeric is a Minister of Ao. He delivered the town from the plague and has remained in the town ever since. The village converted their town hall to a temple of Ao out of gratitude.

Wilford's wife will call him in for lunch before the PCs can grill him too much.

Note: These are ideas that have been put into Wilford's mind while he was in the temple of Mask. He believes they are the truth, thus the party will not detect any lies. Also, he does not radiate magic. ESP will

detect distrust and nervousness. After speaking with the party, Wilford and his wife will dispatch a message to the Temple via a carrier pigeon to warn the priest that the party is coming.

Encounter 3 - Old Friends

The party will now enter Hill and Hallow. They will see various farmhouses, a small tavern, various homes, a blacksmith shop, and a large stone building that is the temple to Ao.

You leave Wilford to have lunch with his wife and come to the village of Hill and Hallow. After you travel down the road a little farther you see a small boy playing with a dog.

The little boy is Bobby and he is playing fetch with his dog Growler. Growler is an older mutt, but is obviously well trained and very loyal. Bobby will be very kind to the party, asking them if they are adventurers, what it's like to battle dragons, if he can try their wielding their weapons, ad nausea. If the PCs don't ignore Bobby, his curiosity will make them wish they did. If asked, he will tell the party that the adults have been acting strangely, but they are adults after all. In his opinion adults always act strangely. He knows who Taberious is, but his mother doesn't let him go near the blacksmith shop because it is dangerous. (At this point Bobby is a typical little boy. He has not been brought under the influence of the temple, but he will be by encounter 8.)

You enter Hill and Hallow. There are a few small cottages, a blacksmith shop, and a large stone building that seems to have been converted into a temple. Numerous people are walking about the village.

There is no symbol outside of the temple since Ao does not have a holy symbol. A successful religion roll will reveal that there is no agreed upon symbol for Ao. If the party speaks to any of the villagers they will give the following information:

1. Where Taberious shop is located.
2. That he hasn't been the same since his wife died. A shame since Landa was such a kind woman.
3. She died in the first few days of the plague, before Minister Jeric came.
4. Minister Jeric healed the rest of the villagers.

Like Wilford, the villagers are leery of the adventurers. A few of them will vaguely remember Michael, but they will also be cold to him. He will remark that this is

strange because he grew up in this town and, while he hasn't been here in years, he would have thought that they would remember him more fondly.

If the party asks any questions about the plague, the villagers will refer them to the temple of Ao to speak with Minister Jeric. All of the villagers will speak highly of Jeric. The villagers are not lying, no magic will be detected on them, and their alignments do not detect as evil. If ESP is used the PC will learn that the villagers are uncomfortable with their presence and they seem to feel better every time Jeric's name is mentioned. At this point, Jeric has 'converted' the vast majority of the villagers.

When the PCs travel to Taberious shop, present them with the following:

A large column of black smoke raises from the shop of Taberious the blacksmith. Inside you see a giant of a man working at a forge. Michael runs forward. "Father, you're alright. I've been so worried, especially with mother's death." Michael throws his arms around his bewildered father.

Have Taberious greet all of the PCs, and invite them into his home.

"You must be tired from your journey, please come in. We have much to talk about, and it would be best to do so inside."

Taberious will tell the PCs the following:

1. About two months ago, a plague hit the town. His wife Landa was one of the first victims.
2. The Village's priest, Derva, a Druid of Chauntea was unable to cure the plague. She tried to cure Landa but things only seemed to get worse.
3. Minister Jeric came shortly after the outbreak of the plague, but Landa had died before his arrival. She was the only one who died from the plague.
4. Jeric was able to cure the plague and Derva simply left the village. Without Jeric we all might have died.
5. Jeric has been here ever since. The villagers were so thankful that they allowed him to convert the town hall into a temple of Ao.
6. Taberious acknowledges that he hasn't been the same since Landa died.

Taberious, will offer the party food and lodging in his small cottage. Ask the party if they are setting watches. The night will pass uneventfully, but the party will notice that there are patrols in the village at night. If asked about it in the morning, Taberious will tell them that there are bandits in the area.

The next morning, Michael will approach one of the PCs and present the following:

I'm a little worried about my father. He is acting strangely. Last night when we were talking about my dog Yipper... well, I never had a dog called Yipper. He was called Duke. Something doesn't seem right. And he just seems so distant. It may just be that my mother's death has really affected him. I'm going to stay here and talk to him for a while. Why don't you and your companions take a look around town? I'd really appreciate some time alone with him.

Michael will insist that the party wanders around town and leaves him alone with his father. If they press the issue, he will tell them that he is worried, not paranoid. Also, his mother just died, and he would like some time alone with his father to mourn.

Encounter 4 - The Druid's Cottage

Derva's cottage is located a short distance outside of town in a small wooded area. As the PCs approach, present the following:

The cottage is a small stone and earth building with a thatched roof. You notice numerous animal tracks around the cottage. When you approach the door, there is a note tacked to it.

If they read the note, give the PCs **Player's Handout 2**.

*Dear Friends,
I fear that I am not able to cure this plague without help. Therefore, I am traveling to Procamper to see if they can give me any insight as to the cause or a way to cure this infernal malady that has affected so many of you. I will return as soon as I have a way to cure this malady.*

Derva

The note is very old, and water damaged from being left on the door so long. If the PCs go inside, tell them the following:

The interior of the cottage is rather damp and musty. It does not look as if it has been recently inhabited. There is a small table, a bed, an open chest containing women's clothing, and a small cot.

If the PCs search the chest, they will find an unsent letter. Give them **Players Handout 3**. A copy follows:

My Dearest Jaress,

I fear you should delay your visit. While I miss you terribly, I fear it is not safe here for you at the moment. Many of the villagers have become ill with some form of the plague that so recently infected Procamper. The worst thing is that the cures that worked so well in Procamper seem to have no effect here. I've tried cure disease spells, but they only seem to make matters worse. I'm at my wit's end trying to find some way of curing it before it besets the entire village. This will probably be the last message I'm able to send for a while. Unless something is done soon we are going to have to close off the village to prevent this from spreading any farther.

The only ray of hope so far has been the arrival of a Minister of Ao. His name is Jeric, and he is a very strange man. I thought he was a charlatan at first, but it seems that he is able to cure some of the plague's symptoms if not the disease itself. I'm going to help him heal one of the villagers tonight and, while I'm still uncomfortable around him, maybe seeing him actually heal someone will put my concerns to rest. I guess I'm just being paranoid. The villagers all seem to love him. I have to leave, but I'll finish this after the healing.

If they compare the handwriting of the letter with the note on the door, have them make an observation or forgery check. If successful, the PC will be able to determine that different people wrote the note and the letter.

Jeric and his assistant have killed Derva. The note was left on the door to help cover their tracks, and to explain Derva's disappearance. They did not find the letter while searching her cottage.

Encounter 5 - The Temple of "Ao"

After Jeric "saved" the town from the plague, the villagers decided to convert the town hall to a temple out of respect for the power that saved them.

The temple is a large one-story stone building located in the center of the village. As you walk up the steps, a pale man comes out of the temple. He is wearing a pair of black trousers and a white shirt over which is a long, flowing, black robe. The man says "Greetings travelers, I am Minister Jeric of Ao. How may I be of service?"

Jeric greets the party with a warm smile on his face. He will welcome the party into the temple of Ao, and take them to a small sitting room right off the front entrance.

It is rare that we have visitors in this humble village. What brings you seasoned warriors to this place?

Jeric knows that the party escorted Michael to the town, but will tell them he knows. Work the following information into the conversation:

1. He is a minister of Ao and is granted spells. Doesn't your god grant assistance to the faithful?
2. He is originally from Waterdeep, but he has traveled extensively throughout the realms to spread the word of Ao the Over God.
3. Ao charges his Ministers to take action when the followers of the minor gods fail to do so.
4. He came upon the village at the height of the plague and Ao gave him the power to heal the villagers because the child gods were unable, unwilling, or uncaring enough to answer the prayers of these good people.
5. Jeric will recall hearing about Derva, but that she left shortly after he arrived. If confronted with her letter, he will tell the party that he always felt she was jealous of the power Ao granted him. He guesses she just used that as an excuse for her departure. If the party presses for information about Derva and the letter, have the villager come in.

Jeric enjoys taunting any priest present with the underlying statement that their god either doesn't care or was too weak to help. The party will not detect a lie on Jeric since he drank a potion of Glibness before the party met with him. His alignment, through the blessings of his master, radiates Lawful Good. ESP will reveal thoughts of superiority and amusement. He is not surprised when the door is thrown open. After a few minutes of conversation, present the party with the following:

The door to the study is thrown open and one of the villagers rushes in. He seems frightened and out of breath: "Minister, I'm sorry, but it's Marcus, he's been hurt badly. Please hurry!!!"

"Take me to him my child." He looks at the party "I'm sorry, maybe we can speak later" and hurries out of the room.

This attack was orchestrated by Jeric to mislead the party. Jeric had one of the charmed town folk close their eyes and then shot with a bow. If the PCs follow Jeric, go to the next encounter.

If they decide to stay in the temple and look around for a few rounds: There are no holy symbols anywhere in the temple, and the altar has not yet been consecrated to any god. See the Appendix for a map of the temple.

Room 1: This is a sitting room with a large wooden table and numerous chairs. It is used for small meetings. This is the room Jeric will bring the PCs to for the meeting.

Room 2: Minister Jeric's sleeping quarters. The room contains a dresser, washbasin, bed, desk, and a cot. On the desk is a book entitled "The Teaching of Ao," and a letter from the Temple of Ao in Waterdeep praising Minister Jeric for his work. The letter reads as follows:

Minister Jeric,

Greetings friend, and may the blessings of Ao the Over God be with you. The news of the happenings in Hill and Hallow has been displeasing to the members of our order. It is a shame that once again the child Gods have turned away from their followers and allowed this catastrophe of a plague to happen. Thank the kindness and greatness of Ao that you were in the area to do what the priests of the lesser gods were either unwilling, or unable to do. The plague should have never affected these people. Your efforts are to be commended. Please continue your research into the cause of this plague and please report to us if you discover who or what caused it.

As for your request to remain in Hill and Hallow: it is granted. You are granted leave to establish a temple, and may the blessings of the Great Ao be upon you and your work.

Sincerely,

*Grand Minister Caldin
Temple of Ao the Over God Waterdeep*

If the PCs take the letter, give them Players Handout 3. Minister Jeric will notice if the letter or the book is missing. The letter is a complete fake made by Minister Jeric. The book is real and is Jeric's source of knowledge about Ao. There are no other letters or correspondence in the desk or the room. In fact, beyond clothing, there are very few personal effects here.

Room 3 - the Sanctuary: This is a large room with wooden benches. There is a raised dais with a rough stone altar. There are no holy symbols in the room, nor has the temple been dedicated. There are four small windows in the room to provide light. (During the final encounter, they will be covered with continual darkness spells and thick curtains so that the shade has areas to blink into.)

Before the PCs get a chance to look around too much, one of the villagers will come in looking for

Minister Jeric and ask them what they are doing. This person knows the PCs are still in the Temple and has been sent in to prevent snooping. The Villager will politely ask the party member to leave or they will have to report this to the constable.

Encounter 6 - And He is HEALED

If the PCs follow Jeric:

You hurry to catch up with Jeric as he runs through the village and enters a small hut. You follow him in and see a man is clutching a large arrow that is his abdomen. Minister Jeric knees before the man and, after removing a crystal sphere from his tunic, begins muttering the words of a spell. He slowly withdraws the arrow from the wound and it miraculously begins to heal, until all that remains is dried blood and a small pink circle where the arrow impacted.

If the PCs make a successful religion roll they will realize that, while there is no accepted holy symbol to Ao, the way he used the crystal sphere in the spell indicates that it may be a holy symbol. Also, a successful clerical spell craft roll, or an intelligence check at one-half, will determine that Jeric did seem to cast *cure light wounds*.

Jeric seems to be a little tired after the spell casting. "Marcus my friend, what happened?"

"Minister, I was in the hills south of the town trying to find some of my sheep that escaped the pen. The next thing I know I heard some creature yell and the arrow hit me in the chest. I was able to stumble most of the way back to the village and Debbie was able to get me into the cottage. Thank Ao, Jeremy was able to find you. Thank you Minister, I would be a goner for sure if you weren't here."

"Ao provides for his children my son. Now rest, we need you to get better." Jeric turns toward the party. "It was as I feared. We've been having sightings of bandits in the area lately. I had hoped that they would not bother us, but I see now that we can no longer ignore them. We were able to save Marcus this time, but what would happen if the fiends were to attack the village? Can you help us?"

Jeric knows that some bandits have set up camp in the hills to the south of the village. He tried to recruit them but was unsuccessful. He will give the party a rough

location of bandit's camp and ask them to take care of this menace.

After the party has agreed to help:

"Please, take this ring. My mentor gave it to me when I left to begin my journey." He takes a gold ring with a star sapphire from his right hand. "This will help protect you in your battles. I fear you may need it. It is rumored that these fiends have a mage assisting them."

To assist them in the quest, he will give them his ring of protection +2. Note: For added believability, he will take the ring off his own hand and give it to a party member. The idea being that it couldn't be cursed if he could take it off his hand. It functions as a ring of protection, but it forces the wearer to roll a twenty to save versus any spell cast by a Priest of Mask. This save cannot be modified in any way. During the first five hours the PC possess the ring, they may put it on and take it off normally. After five hours, the ring may only be removed by a Priest of Mask acting voluntarily, through the use of a limited wish spell, or a remove curse of at least 18th level.

Marcus doesn't know who shot him and will explain that he didn't get a good look. Actually, his eyes were closed because he didn't want to watch the arrow hit him in the chest.

While the PCs are out taking care of the bandits, Jeric will 'convert' Michael. If any of the party stays in town while the rest battle the bandits, Jeric and his associates will attack the party member (use the stats from encounter 11) and 'convert' them using a charm spell and a drug that reduces their saves vs. charm and mind affecting spells.

If the PCs refuse to help, a 'bandit' kills one of the villagers. Skip to encounter 10. Modify the encounter to have the villagers blame the PCs for the villager's death and suggest that they are in league with the bandits.

Encounter 7 - The Poor Little Bandits

This encounter pits the PCs against a small band of bandits that have taken up residence in a local cave. A successful tracking roll, or a half an hour of searching, will cause the party to discover the cave holding the bandits.

You see a group of humans loading gear onto horses. They seem to be breaking camp.

If the PCs sneak up on the bandits allow them a free round of attacks. If they attempt to talk present the following:

"So it has sent some one to do his dirty work. We may be scum, but we'll never serve the likes of you. Get them, boys!"

Tier 1: (Character levels 1 and 2)

Bandits, hm, F1 (4): AL NE; AC 5 (studded leather); MV 12; hp 5; THAC0 20; AT 1 or 2; Dmg 1d8+1 or 1d6; SA nil; Str 16, Int Average; SD nil; MR nil; SZ M; ML 10.

Saves: PPD 13, RSW 14, PP 12, BW 16, SP 15

Studded leather, long sword, dagger, and a short bow with 20 flight arrows.

Leader, hm, F2: AL NE; AC 5 (studded leather); MV 12; hp 18; THAC0 18; #AT 3/2 or 2; Dmg 1d8+3 or 1d6; SA nil; Str 18/01, Int Average; SD nil; MR nil; SZ M; ML 10.

Saves: PPD 14, RSW 16, PP 15, BW 17, SP 17

Studded leather, long sword, and a short bow with 20 flight arrows.

Mage, hm, W(IN)2: AL NE; AC 6 (Dex Bonus); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML10.

Saves: PPD 14, RSW 11, PP 13, BW 15, SP 12

Spells: 1st level – magic missile X2, burning hands Staff, and dagger

Tier 2: (Character levels 3 and 4)

Bandits, hm, F2 (4): AL NE; AC 5 (studded leather); MV 12; hp 18; THAC0 19; #AT 3/2 or 2; Dmg 1d8+1 or 1d6; SA nil; Str 16, Int Average; SD nil; MR nil; SZ M; ML 10.

Saves: PPD 14, RSW 16, PP 15, BW 17, SP 17

Studded leather, long sword, and a short bow with 20 flight arrows.

Leader, hm, F6: AL NE; AC 5 (studded leather); MV 12; hp 30; THAC0 14; #AT 2; Dmg 1d8 +3 or 1d6; SA nil; SD nil; Str 18/01, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, long sword, and a short bow with 20 flight arrows.

Mage, hm, W(IN)4: AL NE; AC 6 (Dex Bonus); MV 12; hp 8; THAC0 19; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 10.

Saves: PPD 14, RSW 11, PP 13, BW 15, SP 12

Spells: 1st level: magic missile X3, burning hands; 2nd level: stinking cloud X2, web

Staff and dagger.

Tier 3: (Character levels 5 and 6)

Bandits, hm, F6 (3): AL NE; AC 5 (studded leather); MV 12; hp 30; THACO 14; #AT 2; Dmg 1d8+3 or 1d6; SA nil; SD nil; Str 18/01, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, long sword, and a short bow with 20 flight arrows.

Leader, hm, F8: AL NE; AC 4 (studded leather+dex); MV 12; hp 40; THACO 12; #AT 2; Dmg 1d8+3 or 1d6; SA nil; SD nil; Str 18/01, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, long sword, and a short bow with 20 flight arrows.

The leader is carrying a missile from a necklace of missiles. He will throw it during the first round doing 5d6 points to every creature in a radius of ten feet.

Mage, hm, W(IN)6: AL NE; AC 6 (Dex Bonus); MV 12; hp 20; THACO 19; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 10.

Saves: PPD 13, RSW 9, PP 11, BW 13, SP 10

Spells: 1st level – magic missile X3, burning hands, shield; 2nd Level – stinking cloud X2, web, irritation; 3rd Fireball, haste, hold person

Staff, and dagger

Tier 4: (Character levels 7 and 8)

Bandits, hm, F6 (5): AL NE; AC 5 (studded leather); MV 12; hp 30; THACO 14; #AT 2; Dmg 1d8+3 or 1d6; SA nil; SD nil; Str 18/01, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, long sword, and a short bow with 20 flight arrows.

Leader, hm, F10: AL NE; AC 4 (studded leather+Dex); MV 12; hp 75; THACO 9; #AT 2; Dmg 1d8 + 4 or 1d6; SA nil; SD nil; Str. 18/76, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, long sword, and a short bow with 20 flight arrows.

The leader is carrying a missile from a necklace of missiles. He will throw it during the first round doing 8d6 points to every creature in a radius of ten feet.

Mage, hm, W(IN)8: AL NE; AC 6 (Dex Bonus); MV 12; hp 28; THACO 18; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 10.

Saves: PPD 13, RSW 9, PP 11, BW 13, SP 10

Spells: 1st level: *magic missile* X3, *burning hands, shield*; 2nd level: *stinking cloud* X2, *web, irritation*; 3rd level: *fireball, lightning bolt, haste, hold person*; 4th level: *stoneskin* (7 pre-cast), *ice storm, phantasmal killer*

Staff and dagger.

Tier 5: (Character levels 9 and 10)

Bandits, hm, F6 (7): AL NE; AC 3 (studded leather+dex); MV 12; hp 30; THACO 13; #AT 2; Dmg 1d8+3 or 1d6; SA nil; SD nil; Str 18/30, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, long sword, and a short bow with 20 flight arrows.

Leader, hm, F10: AL NE; AC 2 (studded leather+shield+dex); MV 12; hp 75; THACO 8; #AT 2; Dmg 1d8 + 6 or 1d6; SA nil; SD nil; Str. 18/80, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, shield, long sword (specialized), and a short bow with 20 flight arrows.

The leader is carrying a missile from a necklace of missiles. He will throw it during the first round doing 8d6 points to every creature in a radius of ten feet.

Mage, hm, W(IN)8: AL NE; AC 6 (Dex Bonus); MV 12; hp 28; THACO 18; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 10.

Saves: PPD 13, RSW 9, PP 11, BW 13, SP 10

Spells: 1st level: *magic missile* X3, *burning hands, shield*; 2nd level: *stinking cloud* X2, *web, irritation*; 3rd level: *fireball, lightning bolt, haste, hold person*; 4th level: *stoneskin* (7 pre-cast), *ice storm, phantasmal killer*

Staff and dagger.

Tier 6: (Character levels 11+)

Bandits, hm, F6 (9): AL NE; AC 3 (studded leather+dex); MV 12; hp 30; THACO 13; #AT 2; Dmg 1d8+3 or 1d6; SA nil; SD nil; Str 18/55, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, long sword, and a short bow with 20 flight arrows.

Leader, hm, F12: AL NE; AC 2 (studded leather+shield+dex); MV 12; hp 75; THACO 5; #AT 2;

Dmg 1d8 + 8 or 1d6; SA nil; SD nil; Str. 18/00, Int Average; MR nil; SZ M; ML 10.

Saves: PPD 12, RSW 12, PP 11, BW 15, SP 13

Studded leather, shield, long sword (specialized), and a short bow with 20 flight arrows.

The leader is carrying a missile from a necklace of missiles. He will throw it during the first round doing 8d6 points to every creature in a radius of ten feet.

Mage, hm, W(IN)8: AL NE; AC 6 (Dex Bonus); MV 12; hp 28; THACO 18; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ M; ML 10.

Saves: PPD 13, RSW 9, PP 11, BW 13, SP 10

Spells: 1st level: *magic missile* X3, *burning hands*, *shield*; 2nd level: *stinking cloud* X2, *web*, *irritation*; 3rd level: *fireball*, *lightning bolt*, *haste*, *hold person*; 4th level: *stoneskin* (7 pre-cast), *ice storm*, *phantasmal killer*

Staff and dagger.

The bandits believe that the party has been sent by the priest to kill them. The bandits will fight to the death. If any of them are captured they will tell the party the following:

1. They are a band of mercenaries, and they have been preying on merchant traffic going to, or coming from, Ravens Bluff. They are laying low for a while to wait until there are fewer patrols.
2. A few days ago a man appeared in the middle of their camp during the night. No one saw him enter. It was if he stepped out of the shadows. He sought to enlist our band, but we told him to forget it. He told us that either we agree to serve him or he would kill us. We didn't believe him until the next morning when we found Lorick dead. We've lost Liven last night. We were about to get out of this accursed place when you attacked.
3. The man was about average height and wearing black robes, but he had dark skin. He was very haughty and condescending.
4. Our lookouts never saw what attacked our companions, but it spooked the horses. We haven't been able to round up all of them.

The man who appeared to the bandits was the Shade mage from encounter 11. If the PCs give the Bandit Jeric's description, he will say it can't be him because Jeric has pale skin while this man had dark skin. The bandits have 7 low-quality riding horses and a total of 300 gold pieces in their camp.

Encounter 8 - A Feast for the Conquering Heroes

As you reenter the village, you see Bobby playing with Growler, or trying to. Instead of playing, the dog is growling at him. Suddenly it takes a snip at him. "Bad dog! Do as I say."

Growler is growling at Bobby. If speak with animals is used, Growler will tell the party this looks like master, but not master. More like cat (the dog's idea of an evil, duplicitous creature.) Bobby will not remember ever talking to the party members before.

You reenter the town, and are greeted by the villagers as conquering heroes. Jeric motions for you to come into the square. When you enter the square Jeric begins to speak: "My friends, once again, Hill and Hallow has been blessed by Ao with visitors. These brave adventurers have delivered us from these fiends in our very mist. Their strength and courage are unsurpassed in the realms. Their nobility and sacrifice will never be forgotten and their deeds will find their place among the tales heroes of legend. We are eternally in your debt. Please take these humble gifts as a sign of our gratitude."

Minister Jeric takes six gems from the table, saying: "While these gems cannot begin to repay you for you what you have done for us, may their beauty always remind you of the shining smiles of the people your heroics have saved."

The villagers begin to applaud.

"Please friends, let the celebration begin."

There is a celebration in the party's honor with food and dancing. This continues into the night. The party will see Jeric circulating during the party, but he will not speak to the party for long.

Encounter 9 - People Change

During the celebration, Michael finds the party and speaks with them:

"My friends, words cannot express the gratitude that I'm feeling towards you right now. You've given these people something they haven't had in a long time - a reason for jubilation. The memories of that accursed plague are still fresh in these poor people's minds. Bandit raids would have destroyed them. Your heroics, along with the work of the Minister, have given them hope again. I know the Minister has already given you a reward, but allow me to add to it. Take this letter to my assistant in Ravens Bluff and he will see that each of you receives 600 gold pieces

worth of gems each as payment for all of your assistance in these past few days. That is double the 300 gold pieces worth each I had originally promised you.

I'm afraid I will not be traveling back with you. I'm going to stay in the village for a little while longer. My father needs me right now and I want to be here for him. I will see that you have provisions for the return journey. Thank you again, my friends. I will see that your horses are ready in the morning."

Since Michael is now under Jeric's control, he will try to convince the PCs to return to Ravens Bluff. He doesn't know how long he is going to be in the village, and he does not wish to become a bother. The PCs may realize that they were only going to be paid 200 gold pieces each for the journey, not 300. If they do notice the change in fee it should indicate to them that it is very strange for such a successful merchant to forget the terms of his own contracts.

In the morning, if the PCs choose to return to Ravens Bluff, end the adventure. Otherwise go to the next encounter.

Encounter 10 - The Attack of the Friends and Neighbors

If the party does not leave that morning, the villagers start to become more belligerent. Jeric believes that the PCs are on to him and wants them gone. Initially he will have the villagers start being rude to the party. By afternoon, they will start insulting the party. Feel free to take cheap shots at the characters. Call half-elves half breads, inquire about their mothers, and call them murderers. The villagers want them gone.

In the early evening most of the men in the village will gather in the temple. After a short meeting the men will storm out of the temple and attack the PCs in an effort to run them out of town.

This should be an incredibly easy encounter for the PCs. The villagers are hopelessly overmatched. Keep track of how many of the villagers are actually killed and how many are knocked out. Also, please note that every attack, even if unsuccessful, will knock off a stone skin.

You see a large group of male villagers leaving the Temple of Ao. They are all armed with clubs and other improvised weapons. You see Michael in the angry mob. He sees your group and yells out "there they are." The mob starts moving toward you.

"You have a choice," Michael says, "you can leave now, or we can make you leave." They continue to move towards you.

Unless the party starts to head out of town the villagers will attack. It will take the Villagers a round to reach the party and engage in melee. Some will stop and throw rocks at the party before charging.

Tier 1: (Character levels 1 and 2)

Villagers, hm, F0 (6): AL LG; AC 10; MV 12; hp 3; THAC0 20, #AT 1; Dmg 1d6 (club) or 1-2 (thrown rock); SA nil; SD nil; Int Average; MR nil; SZ M; ML they will not retreat.

Saves: PPD 16; RSW 18; PP 17; BW 20; SP 19;
Clubs and rocks

Tier 2: (Character levels 3 and 4)

Villagers, hm, F0 (8): AL LG; AC 10; MV 12; hp 3; THAC0 20, #AT 1; Dmg 1d6 (club) or 1-2 (thrown rock); SA nil; SD nil; Int Average; MR nil; SZ M; ML they will not retreat.

Saves: PPD 16; RSW 18; PP 17; BW 20; SP 19;
Clubs and rocks

Tier 3: (Character levels 5 and 6)

Villagers, hm, (15), F0: AL LG; AC 10; MV 12; hp 3; THAC0 20, #AT 1; Dmg 1d6 (club) or 1-2 (thrown rock); SA nil; SD nil; Int Average; MR nil; SZ M; ML they will not retreat.

Saves: PPD 16; RSW 18; PP 17; BW 20; SP 19;
Clubs and rocks

Tier 4: (Character levels 7 and 8)

Villagers, hm, F0 (20): AL LG; AC 10; MV 12; hp 3; THAC0 20, #AT 1; Dmg 1d6 (club) or 1-2 (thrown rock); SA nil; SD nil; Int Average; MR nil; SZ M; ML they will not retreat.

Saves: PPD 16; RSW 18; PP 17; BW 20; SP 19;
Clubs and rocks

Tier 5: (Character levels 9 and 10)

Villagers, hm, F0 (25): AL LG; AC 10; MV 12; hp 3; THAC0 20, #AT 1; Dmg 1d6 (club) or 1-2 (thrown rock); SA nil; SD nil; Int Average; MR nil; SZ M; ML they will not retreat.

Saves: PPD 16; RSW 18; PP 17; BW 20; SP 19;
Clubs and rocks

Tier 6: (Character levels 11+)

Villagers, hm, F0 (320): AL LG; AC 10; MV 12; hp 3; THAC0 20, #AT 1; Dmg 1d6 (club) or 1-2 (thrown rock); SA nil; SD nil; Int Average; MR nil; SZ M; ML they will not retreat.

Saves: PPD 16; RSW 18; PP 17; BW 20; SP 19;
Clubs and rocks

If the party interrogates one of the villagers after the battle they will learn the following:

1. According to Minister Jeric the party is in league with the bandits.
2. The longer the party stays, the more the Gods will become angry. This may bring about another plague.
3. The Party is a bunch of freeloaders. They invented the terror of the bandits and then conveniently ran them off. It was all a rouse to get our belongings. Sure it's our food today, but tomorrow it will be our gold.
4. Marcus said it was one of you that shot him with the arrow after he saw you with the bandits.

Encounter 11 - Ao? No, The Temple of Mask

During the confrontation with Jeric the true temple is revealed. Jeric has been preparing for this confrontation while the party is outside fighting the villagers. In case the party chooses to throw a fireball or lightning bolt when they enter, Jeric, his illusions, and assistant, will be standing inside a *minor globe of invulnerability*. All of the windows are covered with numerous curtains as to shut out any light from outside. There is a continual darkness spell cast on each of the windowsills. Once the party actually enters the sanctuary and Jeric begins to speak, they will have time to fan out.

Even though it is still light outside, the interior of the temple is in complete darkness. The only light in the room comes from candles on the altar. Minister Jeric stands behind the altar bathed in a globe of bizarre shimmering light.

"You couldn't just leave could you? You had to stay and interfere with my plans. I took away your reason for being here and gave you the opportunity to be a hero. Despite that, you remained. That will be the last decision you ever make. From this point on you will serve ME!"

With that, humanoid figures step out of the shadows and flank the Minister.

If any of the PCs take a round and look at Jeric, give them the chance to make an observation roll. If they succeed tell them the Jeric is surrounded by a globe of shimmering light and is wearing something around his neck. A successful spellcraft roll will reveal that the shimmering light is a *minor globe of invisibility*. A successful religion roll will reveal that the necklace Jeric is wearing is a holy symbol of Mask.

There are darkness spells cast on each of the four windows as well as thick curtains covering them and

the shade will use these as destinations for his blink special defense. He will blink every other round to avoid melee combat. Remember, he can blink and cast spells or attack in the same round. If the party removes one of the continual darkness spells and the corresponding curtain, modify the Shade's abilities as to place him in strong shadows. If all of the continual darkness spells and curtains are removed, modify the Shade's abilities to those of a weak shadow. The party must surround the shade with sources of light to change his stats. to 'no shadows.'

Jeric will cast his *charm person* spell on the PC who has the Ring from encounter 6. (Remember, any PC wearing that ring needs a 20 to save verses any of Jeric's spells.)

Tier 1: (Character levels 1 and 2)

Jeric, hm, P(Sp of Mask)3: AL NE, AC 4 (Studded Leather+Dex); MV 12; hp 18; THAC0 17; #AT 1; Dmg 1d6+2 (mace+*bleess*); SA *darkness*; SD *minor globe of invulnerability, shadow door*; Str 16, Dex 17, Con 16, Int 14, Wis 16, Cha 17; MR nil; SZ M; ML 15.

Saving throws with *bleess*: PPD 9, RSW 13, PP 12, BW 16, SP 14

Magic Items: *sphere of minor globes*

Spells: 1st level: *bleess* (pre-cast); *darkness*; *cause fear*; *protection from good* (pre-cast); 2nd level: *charm person*; *hold person*; *silence 15' radius*.

Shade Wizard, m, W(IN)3: AL NE; AC 6 (very shadowy+dex); MV 18; HD 3; Hp 13; THAC0 16; #AT 1; Dmg 1d6+4 (Very shadowy+*bleess*); SA Quasi-real images; SD Shadow images, blink, regeneration 3/rd, teleport/plane shift 1/day; Str 10, Dex 15, Con 16, Int 17, Wis 12, Cha 7; MR 9% in very shadowy; SZ M; ML 15.

Saving throws with +3 bonus very shadowy and *bleess*: PPD 10; RSW 7; PP 9; BW 11; SP 8

Spells: 1st level – *magic missile* X2, *shocking grasp*; 2nd level – *stinking cloud, web*

Staff, dagger, and Black Robe of Useful Items (see treasure summary for contents).

Skeletons (2): Int Non; AL N; AC 7; MV 12; HD 1; hp 4 each; THAC0 19; #AT 1; Dmg 1-6 (Cutlass); SA nil; SD see below; MR Nil; SZ M; ML special.

Note: Immune to *sleep, charm, fear, hold* spells, and cold based attacks. Edged and piercing weapons do half damage.

Saving Throws with *bleess*: PPDM 13, RSW 15, PP 15, BW 16, SP 16

Tier 2: (Character levels 3 and 4)

Jeric, hm, P(Sp of Mask)5: AL NE; AC 2 (Scale Mail+Dex); MV 12; hp 40; THAC0 16; #AT 1; Dmg

1d6+2 (mace+*bless*); SA Darkness, SD *shadow door*, *minor globe of invulnerability*, *protection from good*; Str 16, Dex 18, Con 16, Int 14, Wis 16, Cha 17; MR nil; SZ M; ML 15.

Magic Item: *sphere of minor globes*.

Saves with *bless*: PPD 8, RSW 12, PP 11, BW 14, SP 13

Spells: 1st level: *bless* (pre-cast), *darkness*, *cause fear*, *protection from good* (pre-cast), *command*; 2nd level: *charm person* X2, *hold person* X2, *silence 15'* radius; 3rd *emotion control*, *continual darkness*.

Shade Wizard, m, W(IN)4; AL NE; AC 4 (Dex Bonus+very shadowy); MV 18; HD 4; hp 30; THACO 15; #AT 1; Dmg 1d6+4 (Very shadowy+*bless*); SA Quasi-real images; SD Shadow images, blink; regeneration 3/rd, teleport/plane shift 1/day; Str 10, Dex 17, Con 16, Int 17, Wis 12, Cha 7; MR 12% in very shadowy; SZ M; ML 15.

Saving throws with +3 bonus very shadowy and *bless*: PPD 10, RSW 7, PP 9, BW 11, SP 8

Spells: 1st level: *magic missile* X2, *shocking grasp*, *darkness*; 2nd level: *stinking cloud*, *web*, *invisibility* (pre-cast on self).

Staff, dagger, and Black Robe of Useful Items (see treasure summary for contents).

Zombies (4): Int Non; AL N; AC 8; MV 6; HD 2; hp 9 each; THACO 19; #AT 1; Dmg 1-8; SA nil; SD See below; MR see below; ML Special.

Notes: The Zombies strike last in the round, are immune to sleep, charm, hold spells, death magic, poisons, and cold-based spells.

Saving Throws with *bless*: PPDM 13, RSW 15, PP 15, BW 16, SP 16

Tier 3: (Character levels 5 and 6)

Jeric, hm, P(Sp of Mask)7: AL NE; AC 2 (Scale Mail+Dex); MV 12; hp 50; THACO 14; #AT 1; Dmg 1d6+2 (mace+*bless*); SA *darkness*, *shadow monsters* used to create Spectre 1, *demi-shadow monsters* used to create Spectre 2; SD *shadow door*, *minor globe of invulnerability*, *protection from good*; Str 16, Dex 18, Con 16, Int 14, Wis 16, Cha 17; MR nil; SZ M; ML 15.

Magic Item: *sphere of minor globes*.

Saves with *bless*: PPD 6, RSW 10, PP 9, BW 12, SP 11

Spells: 1st level: *bless* (pre-cast), *darkness*, *cause fear*, *protection from good* (pre-cast), *command*; 2nd level: *charm person* X2, *hold person* X2, *silence 15'* radius; 3rd level: *continual darkness*, *cause disease*; 4th *cloak of fear* (pre-cast).

Shade Wizard, m, W(IN)7: AL NE; AC 3 (Dex Bonus+very shadowy); MV 18; HD 7; hp 50; THACO

14; #AT 2 (*hasted*); Dmg 1d6+4 (Very shadowy+*bless*); SA Quasi-real images; SD Shadow images, blink, regeneration 3/rd, teleport/plane shift 1/day; Str 10, Dex 18, Con 16, Int 17, Wis 12, Cha 7; MR 21% in very shadowy; SZ M; ML 15.

Saving throws with +3 bonus for very shadowy and *bless*: PPD 9; RSW 5; PP 7; BW 9; SP 6

Spells: 1st level: *magic missile* X2, *shocking grasp*, *darkness*, *grease*; 2nd level: *stinking cloud*, *web*, *ray of enfeeblement*, *shatter*; 3rd level: *fireball*, *lightning bolt*, *haste* (precast); 4th level: *ice storm*, *improved invisibility* (pre-cast on self).

Staff, dagger, and Black Robe of Useful Items (see treasure summary for contents).

Spectre 1 (created by *shadow monsters*): Int 13; AL LE; AC 2 or 9 if successfully disbelieved; MV 15"/30" HD 7+3; hp 14; THACO 12 (*bless*); #AT 1; Dmg 1-8; SA Energy Drain 2 levels with successful attack; SD none; MR none, SZ M; ML n/a.

Saves with *bless*: PPD 9, RSW 11, PP 10, BW 12, SP 12

If disbelieved it will only do 20% of melee damage, and the PC who successfully disbelieved can ignore the energy drain. This is an illusionary creature - it cannot be turned.

Spectre 2 (created by *demi-shadow monsters*): Int 13; AL LE; AC 1 (*bless*) or 7 if successfully disbelieved; MV: 15"/30"; HD 7+3; hp 25; THACO 12 (*bless*); #AT 1; Dmg 1-8; SA Energy Drain 2 levels with successful attack, SD none, MR: none, SZ M; ML not applicable. Saves with *bless*: PPD 9, RSW 11, PP 10, BW 12, SP 12

If disbelieved it will only do 40% of melee damage, and a PC who successfully disbelieved can ignore the energy drain. This is an illusionary creature - it cannot be turned.

Baneguard (2): Int Average; AL NE; AC 6; MV 12; HD 4+4; hp 35; THACO 14 (*bless*); #AT 2 (*haste*); Dmg 1d6 (hand); SA *magic missile* (two missiles that inflict 1d4+1 points of damage each); SD *blink*; MR as per skeleton type; SZ M (5'-6' tall); ML 15.

Saving Throws with *bless*: PPD 10, RSW 12, PP 11, BW 12, SP 13

Tier 4: (Character levels 7 and 8)

Jeric, hm, P(Sp of Mask)10: AL NE; AC 1 (Chain Mail+Dex); MV 12; hp 70; THACO 12 (*prayer*); #AT 1; Dmg 1d6+2 (mace+*prayer*); SA *darkness*, *shadow monsters* (used to create Spectre 1), *demi-shadow monsters* (pre-cast for Skeletal Warrior 1), *shades* (pre-cast for Skeletal Warrior 2); SD *shadow door*, *minor globe of invulnerability*; *protection from good* 10'

radius; Str 16, Dex 18, Con 16, Int 14, Wis 16, Cha 17; MR nil; SZ M; ML 15.

Magic Item: *sphere of minor globes*

Saves with *prayer*: PPD 5, RSW 9, PP 8, BW 11, SP 10

Spells: 1st level: *bless, darkness, cause fear, protection from good* (pre-cast on the Shade), *command*; 2nd level: *charm person X2, hold person X2, silence 15' radius*; 3rd level: *prayer* (pre-cast), *curse, cause disease, continual darkness*; 4th level: *cloak of fear* (pre-cast), *poison, protection from good 10' radius* (pre-cast); 5th level: *flame strike, wall of fire*.

Shade Wizard, m, W(IN)9: AL NE; AC 3 (Dex bonus+very shadowy); MV 36; HD 9; hp 60; THAC0 16 (*prayer*); #AT 1; Dmg 1d6+4 (Very shadowy+*prayer*); SA Quasi-real images; SD Shadow images, blink, regeneration 3/rd, teleport/plane shift 1/day; *protection from good* (pre-cast by Jeric); Str 10, Dex 18, Con 16, Int 17, Wis 12, Cha 7; MR 30% in very shadowy; SZ M; ML 15.

Saving throws with +3 bonus very shadowy and *prayer*: PPD 9, RSW 5, PP 7, BW 9, SP 6

Spells: 1st level: *magic missile X2, shocking grasp, darkness, grease*; 2nd level: *stinking cloud, web, ray of enfeeblement, shatter*; 3rd level: *fireball, lightning bolt, slow, non-detection* (pre-cast on self); 4th level: *ice storm, improved invisibility* (pre-cast on self); 5th level: *cone of cold, wall of force*.

Staff, dagger, and Black Robe of Useful Items (see treasure summary for contents).

Skeletal Warrior 1 (Created by *demi-shadow monsters*): Int 15; AL CE; AC 2 or 7 (if successful disbelieved); MV 12"; HD 10; hp 40; THAC0 7 (Strength+*prayer*); #AT 2; Dmg 1-8+7 (Strength+*prayer*); SA nil; SD nil; Str 18/00; MR nil; SZ M; ML n/a.

Saving throws with +1 due to *prayer*: PPD 7, RSW 9, PP 8, BW 8, SP 10

Appears to wield a jet-black long sword, wearing plate armor and a shield.

If disbelieved it will only do 40% of melee damage.

Skeletal Warrior 2 (Created by *shades*): Int 16; AL CE; AC 2 or 5 (if successful disbelieved); MV 12"; HD 10; hp 60; THAC0 7 (Strength+*prayer*); #AT 2; Dmg 1-8+7 (Strength+*prayer*); SA nil; SD nil; Str 18/00; MR nil; SZ M; ML n/a.

Saving throws with +1 due to *prayer*: PPD 7, RSW 9, PP 8, BW 8, SP 10

Appears to wield a jet-black long sword, wearing plate armor and a shield.

If disbelieved it will only do 60% of melee damage.

Spectre 1 (created by *shadow monsters*): Int 13; AL LE; AC 2 or 9 if successfully disbelieved; MV 15"/30"; HD 7+3; hp 14; THAC0 14 (*prayer*); #AT 2 (*haste*); Dmg 1-8+1 (*prayer*); SA Energy Drain 2 levels with successful attack, SD none; MR none; SZ M; ML n/a.

Saves with *prayer*: PPD 9, RSW 11, PP 10, BW 12, SP 12.

If disbelieved it will only do 20% of melee damage and the PC who successfully disbelieved can ignore the energy drain. This is an illusionary creature - it cannot be turned.

Baneguard (2): Int Average; AL NE; AC 7; MV 12; HD 4+4; hp 36; THAC0 14 (*prayer*); #AT 1; Dmg 1d6+1 (hand+*prayer*); SA *magic missile* (two missiles that inflict 1d4+1 points of damage each); SD *blink*; MR as per skeleton type; SZ M (5'-6' tall); ML 15.

Saving Throws with *prayer*: PPD 10, RSW 12, PP 11, BW 12, SP 13

Tier 5: (Character levels 9 and 10)

Jeric, hm, P(Sp of Mask)10: AL NE; AC 0 (Banded Mail+Dex); MV 12; hp 75; THAC0 13; #AT 1; Dmg 1d6+2 (mace+*prayer*); SA *darkness, shadow monsters* (used to create Spectre 1), *demi-shadow monsters* (pre-cast for Skeletal Warrior 1), *shades* (pre-cast for Skeletal Warrior 2); SD *shadow door, minor globe of invulnerability; protection from good 10' radius*; Str 16, Dex 18, Con 16, Int 14, Wis 16, Cha 17; MR nil; SZ M; ML 15.

Magic Item: *sphere of minor globes*

Saves with *prayer*: PPD 5, RSW 9, PP 8, BW 11, SP 10

Spells: 1st level: *bless, darkness, cause fear, protection from good* (pre-cast on the Shade), *command*; 2nd level: *charm person X2, hold person X2, silence 15' radius*; 3rd level: *prayer* (pre-cast), *curse, cause disease, continual darkness*; 4th level: *cloak of fear* (pre-cast), *poison, protection from good 10' radius* (pre-cast); 5th level: *flame strike, wall of fire*.

Shade Wizard, m, W(IN)9: AL NE; AC 3 (Dex bonus+very shadowy); MV 36; HD 9; hp 70; THAC0 16 (*prayer*); #AT 1; Dmg 1d6+4 (Very shadowy+*prayer*); SA Quasi-real images; SD Shadow images, blink, regeneration 3/rd, teleport/plane shift 1/day; *protection from good* (pre-cast by Jeric); Str 10, Dex 18, Con 16, Int 17, Wis 12, Cha 7; MR 30% in very shadowy; SZ M; ML 15.

Saving throws with +3 bonus very shadowy and *prayer*: PPD 9, RSW 5, PP 7, BW 9, SP 6

Spells: 1st level: *magic missile X2, shocking grasp, darkness, grease*; 2nd level: *stinking cloud, web, ray of enfeeblement, shatter*; 3rd level: *fireball, lightning bolt,*

slow, non-detection (pre-cast on self); 4th level: *ice storm, improved invisibility* (pre-cast on self); 5th level: *cone of cold, wall of force*.

Staff, dagger, and Black Robe of Useful Items (see treasure summary for contents).

Skeletal Warrior 1 (Created by *demi-shadow monsters*): Int 15; AL CE; AC 2 or 7 (if successful disbelieved); MV 12"; HD 10; hp 45; THAC0 7 (Strength+*prayer*); #AT 2; Dmg 1-8+7 (Strength+*prayer*); SA nil; SD nil; Str 18/00; MR nil; SZ M; ML n/a.

Saving throws with +1 due to *prayer*: PPD 7, RSW 9, PP 8, BW 8, SP 10

Appears to wield a jet-black long sword, wearing plate armor and a shield.

If disbelieved it will only do 40% of melee damage.

Skeletal Warrior 2 (Created by *shades*): Int 16; AL CE; AC 2 or 5 (if successful disbelieved); MV 12"; HD 10; hp 65; THAC0 7 (Strength+*prayer*); #AT 2; Dmg 1-8+7 (Strength+*prayer*); SA nil; SD nil; Str 18/00; MR: nil; SZ M; ML n/a.

Saving throws with +1 due to *prayer*: PPD 7, RSW 9, PP 8, BW 8, SP 10

Appears to wield a jet-black long sword, wearing plate armor and a shield.

If disbelieved it will only do 60% of melee damage.

Spectre 1 (created by *shadow monsters*): Int 13; AL LE; AC 2 or 9 if successfully disbelieved; MV 15"/30"; HD 7+3; hp 19; #AT 2 (*haste*); Dmg 1-8+1 (*prayer*); SA Energy Drain 2 levels with successful attack, SD none; MR none; SZ M; ML n/a.

Saves with *prayer*: PPD 9, RSW 11, PP 10, BW 12, SP 12.

If disbelieved it will only do 20% of melee damage and the PC who successfully disbelieved can ignore the energy drain. This is an illusionary creature - it cannot be turned.

Baneguard (3): Int Average; AL NE; AC 6; MV 12; HD 4+4; hp 39; THAC0 14 (*prayer*); #AT 1; Dmg 1d6+1 (hand+*prayer*); SA *magic missile* (two missiles that inflict 1d4+1 points of damage each); SD *blink*; MR as per skeleton type; SZ M (5'-6' tall); ML 15.

Saving Throws with *prayer*: PPD 10, RSW 12, PP 11, BW 12, SP 13

Tier 6: (Character levels 11+)

Jeric, hm, P(Sp of Mask)10: AL NE; AC -1 (Plate Mail+Dex); MV 12; hp 80; THAC0 11 (Str+*prayer*); #AT 1; Dmg 1d6+4 (mace+Str+*prayer*); SA *darkness*,

shadow monsters (used to create Spectre 1), *demi-shadow monsters* (pre-cast for Skeletal Warrior 1), *shades* (pre-cast for Skeletal Warrior 2); SD *shadow door, minor globe of invulnerability; protection from good 10' radius*; Str 17, Dex 18, Con 16, Int 14, Wis 16, Cha 17; MR nil; SZ M; ML 15.

Magic Item: *sphere of minor globes*

Saves with *prayer*: PPD 5, RSW 9, PP 8, BW 11, SP 10

Spells: 1st level: *bless, darkness, cause fear, protection from good* (pre-cast on the Shade), *command*; 2nd level: *charm person X2, hold person X2, silence 15' radius*; 3rd level: *prayer* (pre-cast), *curse, cause disease, continual darkness*; 4th level: *cloak of fear* (pre-cast), *poison, protection from good 10' radius* (pre-cast); 5th level: *flame strike, wall of fire*.

Shade Wizard, m, W(IN)9: AL NE; AC 2 (Dex bonus+very shadowy); MV 36; HD 9; hp 70; THAC0 16 (*prayer*); #AT 1; Dmg 1d6+4 (Very shadowy+*prayer*); SA Quasi-real images; SD Shadow images, blink, regeneration 3/rd, teleport/plane shift 1/day; *protection from good* (pre-cast by Jeric); Str 10, Dex 18, Con 16, Int 17, Wis 12, Cha 7; MR 30% in very shadowy; SZ M; ML 15.

Saving throws with +3 bonus very shadowy and *prayer*: PPD 9, RSW 5, PP 7, BW 9, SP 6

Spells: 1st level: *magic missile X2, shocking grasp, darkness, grease*; 2nd level: *stinking cloud, web, ray of enfeeblement, shatter*; 3rd level: *fireball, lightning bolt, slow, non-detection* (pre-cast on self); 4th level: *ice storm, improved invisibility* (pre-cast on self); 5th level: *cone of cold, wall of force*.

Staff, dagger, and Black Robe of Useful Items (see treasure summary for contents).

Skeletal Warrior 1 (Created by *demi-shadow monsters*): Int 15; AL CE; AC 2 or 7 (if successful disbelieved); MV 12"; HD 10; hp 50; THAC0 7 (Strength+*prayer*); #AT 2; Dmg 1-8+7 (Strength+*prayer*); SA nil; SD nil; Str 18/00; MR nil; SZ M; ML n/a.

Saving throws with +1 due to *prayer*: PPD 7, RSW 9, PP 8, BW 8, SP 10

Appears to wield a jet-black long sword, wearing plate armor and a shield.

If disbelieved it will only do 40% of melee damage.

Skeletal Warrior 2 (Created by *shades*): Int 16; AL CE; AC 2 or 5 (if successful disbelieved); MV 12"; HD 10; hp 70; THAC0 7 (Strength+*prayer*); #AT 2; Dmg 1-8+7 (Strength+*prayer*); SA nil; SD nil; Str 18/00; MR: nil; SZ M; ML n/a.

Saving throws with +1 due to *prayer*: PPD 7, RSW 9, PP 8, BW 8, SP 10

Appears to wield a jet-black long sword, wearing plate armor and a shield.

If disbelieved it will only do 60% of melee damage.

Spectre 1 (created by *shadow monsters*): Int 14; AL LE; AC 2 or 9 if successfully disbelieved; MV 15"/30"; HD 7+3; hp 24; THAC0 12 (*prayer*); #AT 2 (*haste*); Dmg 1-8+1 (*prayer*); SA Energy Drain 2 levels with successful attack, SD none; MR none; SZ M; ML n/a.

Saves with *prayer*: PPD 9, RSW 11, PP 10, BW 12, SP 12.

If disbelieved it will only do 20% of melee damage and the PC who successfully disbelieved can ignore the energy drain. This is an illusionary creature - it cannot be turned.

Baneguard (4): Int Average; AL NE; AC 6; MV 12; HD 4+4; hp 43 each; THAC0 14 (*prayer*); #AT 1; Dmg 1d6+1 (hand+ *prayer*); SA *magic missile* (two missiles that inflict 1d4+1 points of damage each); SD *blink*; MR as per skeleton type; SZ M (5'-6' tall); ML 15.

Saving Throws with *prayer*: PPDM 10, RSW 12, PP 11, BW 12, SP 13

Once the Minister Jeric is killed, the villagers will be freed of his influence. They will remember the events of the past few weeks, including the fact that Jeric charmed them.

Encounter 12 - Once again, our Heroes... Really this time

With the death of Jeric, the spell over the villagers is broken.

With the death of Jeric, light begins to pour through the temple windows. From outside you can hear sobs coming from the villagers.

As you go outside, Marcus approaches you. "My friends, I cannot express how grateful I am to all of you. You saved us from slavery under Jeric and his minions. You will forever be welcome here among the people of Hill and Hallow. I think I can speak for everyone in saying that we are ashamed of our actions and hope that you will forgive us for our attack."

The villagers will thank the party for saving them from Jeric, then begin to bury any villagers that the party killed in Encounter 9. If the party was able to complete Encounter 9 without killing any of the villagers give them the Peasant Hero Certificates and add the following:

These are not wealthy people, but they do have pride. While they cannot give you gold, they can offer you the warmth of their homes and food from their tables. You will forever be welcome here among the people of Hill and Hallow. There will always be a room for you here, and a place at their tables.

Here Ends When Ao Comes to Town

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 and 10
Tier 6:	Character levels 11+

Encounter 2: On the Road Again

Learned information from Winford: 25 xp

Encounter 3: Old Friends

Interaction with Michael and Taverious: 25 xp

Encounter 4: the Druid's Cottage

Discovery of the letter and learning it's a forgery 50 xp

Encounter 5: Temple of Ao

Finding out information From Jeric 50 xp

Noticing the Temple has no Holy symbol: 50 xp

Encounter 6: He is Healed

Recognizing the significance of a Priest of Ao actually casting a clerical spell: 50 xp

Encounter 7: Poor Little Bandits

Defeating the Bandits 100 xp
Learning that they were approached the other night: 50 xp

Encounter 8: A Feast for the Conquering Heroes

Noticing the change in Bobby: 50 xp

Encounter 9: People Change

Not leaving the village: 50 xp

Encounter 10: Attack of your Friends and Neighbors

Defeating the villagers: 50 xp
Without killing any of them: 50 xp

Encounter 11: Ao? No, Temple of Mask

Defeating Jeric and his minions: 100 xp
Destroying the Shard: 50 xp

Total Experience for Objectives: 750 xp

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,250 xp

For Tier 2: 2,500 xp

For Tier 3: 4,750 xp

For Tier 4: 5,000 xp

For Tier 5: 6,250 xp

For Tier 6: 7,500 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.

Encounter 6: He is Healed

- *Mask's ring of protection*. It functions as a *ring of protection* +2, but the wearer must roll a twenty to save versus any spell cast by a Priest of Mask. This save cannot be modified in any way. During the first five hours the PC possess the ring he may put it on and take it off normally. After five hours the ring may only be removed by a Priest of Mask acting voluntarily, through the use of a *limited wish* spell, or the use of a *remove curse* of at least 18th level.

Encounter 7: Poor Little Bandits

- 7 low-quality riding horses
- 300 gold pieces

Encounter 8: A Feast for the Conquering Heroes

- six 50 gold piece gems

Encounter 9: People Change

- 600 gold pieces each from Michael ONLY if they leave the town and the adventure ends at this encounter

Encounter 11: Ao? No, Temple of Mask

- *Sphere of minor globes* (2 charges): Use of one charge casts a *minor globe of invulnerability* as per 4th level wizard spell. The globe lasts for 10 rounds.
- Book - The Teachings of Ao: This book details the Time of Troubles and Ao's appearance in Waterdeep. It gives its owner +1 to all religion rolls involving Ao or the Time of Troubles.

- *Black robe of useful items*: This robe of useful items contains the following: two daggers, a filled and lit lantern, a large mirror, two 10' poles, a grappling hook, two candles, a 50' coil of rope, a large sack, a 24' wooden ladder, a mule with saddle bags, a 12' long rowboat, and a pair of mittens. Once any item is removed it may never be replaced.

Encounter 12: Once Again, our Heroes.. Really, This Time

- Peasant Hero status: The PCs are Heroes of Hill and Hallow. They effectively have Peasant Hero status (as per 'Peasant Hero' in *Complete Fighter's Handbook*) in the Village. No matter what they do from this point onward, or what anyone thinks of them, the character always has shelter and often has other help when in Hill and Hallow. Unless it is known that the character has hurt people from the town, they will always find people to put them up, hide the character and their companions from the law, supply them with food and drink and whatever little weaponry they can scrape together.
- 400 gold pieces each from Michael

Fame/Infamy Rewards:

The PCs will receive one Fame point in merchant if they defeat Jeric.

The PCs will receive one point of Infamy if they kill more than 5 villagers.

Appendix

Shade special abilities: Shade abilities can vary depending on the lighting conditions. The abilities for the Shade in Encounter 10 were calculated as if he is in very shadowy conditions. If the lighting changes, please modify the stats according to the following:

In no shadows: AC +3; MV 12; Hp -5 per hit die; MR none; Saving throws -7; THAC0 -3; Dmg -3; no special abilities.

Weak shadows: AC +3; MV 15; Hp -3 per hit die; MR nil; THAC0 -3; Dmg -3; no special abilities.

Strong Shadows: AC +2; MV 15; Hp -2 per hit die; MR change to 2% per hit die; THAC0 -2; Dmg -2; SA Shadow Image, Regeneration 1/turn, invisibility 1 hour; SD none.

Very shadowy: Use stats as per encounter.

Special Attacks and Defenses:

Shadow images: As per the *mirror image* spell except 1d4+3 images.

Blink: Once every two rounds the caster can appear in any very shadowy area within 100 yards and attack, use an ability, or cast a spell the same round it appears. Caster will not appear in a wall.

Quasi-real images: Similar to demi-shadow monsters, except it will create 1d4 duplicates of the Shade. The Shade has mental control over these duplicates.

Teleport/Plane Shift: Once per day the shade may either teleport to any shadowy location in the world or plane shift to the plane of shadow.

Players Handout 1

Greetings Adventurer,

I am in need of a small service for which I am willing to handsomely compensate you. If you are interested, please meet me at the Dancing Dryad Inn at nine bells, and I will give you more information.

Sincerely,

Michael Abeland

Players Handout 2

Dear Friends,

I fear that I am not able to cure this plague without help. Therefore I am traveling to Procamper to see if they can give me any insight as to the cause or a way to cure this infernal plague that has affected so many of you.

I will return as soon as I have a way to cure this malady.

Derva

My Dearest Jaress,

I fear you should delay your visit. While I miss you terribly, I fear it is not safe here for you at the moment. Many of the villagers have become ill with some form of the plague that so recently infected Procamber. The worst thing is that the cures that worked so well in Procamber seem to have no effect here. I've tried cure disease spells, but they only seem to make matters worse. I'm at my wit's end trying to find some way of curing it before it besets the entire village. This will probably be the last message I'm able to send for a while. If something isn't done soon, we are going to have to close the village to prevent it from spreading any farther.

The only ray of hope so far has been the arrival of a Minister of Ao. His name is Jeric and he is a very strange man. I thought he was a charlatan at first, but it seems that he is able to cure some of the plague's symptoms if not the disease itself. I'm going to help him heal one of the villagers tonight, and, while I'm still uncomfortable around him, perhaps seeing him actually heal someone will put my concerns to rest. I guess I'm just being paranoid. The villagers all seem to love him.

I have to go, but I'll finish this after the healing.

Minister Jeric,

Greetings friend, and may the blessings of Ao the Over God be with you. The news of the happenings in Hill and Hallow has been displeasing to the members of our order. It is a shame that, once again, the child Gods have turned away from their followers and allowed this catastrophe of a plague to happen. Thank the kindness and greatness of Ao that you were in the area to do what the priests of the lesser gods were either unwilling or unable to do. The plague should have never affected these people. Your efforts are to be commended.

Please continue your research into the cause of this plague, and report to us if you discover who or what caused it.

As for your request to remain in Hill and Hallow, it is granted. You are given leave to establish a temple.

May the blessings of the Great Ao be upon you and your work.

Sincerely,

*Grand Minister Caldin
Temple of Ao the Over God, Waterdeep*

Temple Map

