

THE WORLD OF FARLAND

Strange Shelter

A mini-adventure for four 4th to 6th-level player characters.

CREDITS

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PREPARATION

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the Monster Manual to run this adventure. This scenario utilizes the D&D v.3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Text that appears in italics is player information that you can read aloud or paraphrase for the players at the proper times.

ADVENTURE BACKGROUND

The heroes are in the middle of a long journey, passing through a semi-wilderness area.

The area was controlled by goblinoids until recently, and some are said still to prowl the area.

ADVENTURE HOOKS

The PCs are traveling and are some distance from the nearest settlement. The only signs of civilization are the occasional frontier-style farmstead; moreover, even one of those hasn't been sighted for some hours. As the overcast, dark day is drawing to a close, suddenly a loud peal of thunder booms overhead and drops begin to sprinkle the characters. It is apparent that the sky is preparing to unleash a deluge; the cold wind will make it considerably unpleasant for the heroes to be out in it. But there seems to be no place to find shelter. Then, up ahead, the group sights what seem to be the remains of a medium-sized farmstead, made from logs. Apparently deserted, it shows the marks of a fire because only half the roof remains. All the walls are standing, though, and the place will afford surprisingly good shelter from the brewing storm.

BEGINNING THE ADVENTURE

The heroes have a decision to make: seek shelter in the house or face the storm.

If they seek Shelter, go to **Staying in the FarmHouse**.

If they stay in the storm, go to **Facing the Storm**.

STAYING IN THE FARM HOUSE

If they do take the shelter, the fun really begins. They are able to find enough dry wood to light a pleasant fire, and can make themselves comfortable enough to get a good night's sleep. If they set a watch, have the watchman make a DC 25 will save or fall asleep. Have him continue to make it until he fails. Elves are immune to this effect and may miss out on the encounter (DM's decision). Alternately, the DM may decide that they can take part because of some peculiar quality of their trance.

Read this to the PC's who are asleep:

After falling into a fitful sleep, you find yourself being shaken awake by a comely young maiden. She is clutching a baby in swaddling clothes to her breast and is dressed in a rustic costume. "Please help, me, travelers," she pleads. "Another attack! My husband Alexander and brother are away to the south and little Agatha and I are in grave danger. I gave you shelter from the storm. Please defend us--they are approaching the farm, the cursed foul raiding creatures!" A look around indicates that something is strange: the house is fully restored, as it must have looked when it was lived in. The roof is whole, there is no fire damage, and the wood floor is neat and swept. Before you can get your bearings, however, you see through the window torches approaching from out of the woods. Guttural shouts and howls reveal that the torches are born by large orcs. Even more disturbing, however, is the shape that stalks behind them--a massive troll. "Please help us!" the woman wails, tears streaming from her attractive eyes.

They have a decision to make.

If they help the woman, go to **Defending the Homestead**.

If they flee or otherwise do not help the woman, go to **Not Defending the Homestead**.

DEFENDING THE HOMESTEAD (EL 6.5)

If they stay they must face the monsters. The fight will be difficult.

Orcs (5): CR 0.5; Size M; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13, touch 10, FF 13; BAB +1;

Atk: +4 melee (2d4 + 4/crit 18-20, Falchion), +1 ranged (1d6 + 3, or javelin); SA -; SQ Darkvision

60 ft., light sensitivity; SV Fort +3, Ref +0, Will -2; AL CE; Str 17, Dex II, Con 12, Int 8, Wis 7,

Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Orc, oluk leader: CR 1; Size M; HD 2d8+2; hp 10; Init +0; Spd 20 ft (base 30 ft); AC 17, touch

10, FF 17; BAB +2; Atk: +6 melee (1d10 + 4, Bastard), +2 ranged (1d6/crit x3, or shortbow); SA -;

SQ Darkvision 60 ft.; SV Fort +3, Ref +0, Will -2; AL CE; Str 18, Dex II, Con 12, Int 10, Wis 7,

Cha 8.

Skills and Feats: Listen +1, Spot +1; Alertness.

Troll: CR 5; Size L; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16, touch II, FF 14; BAB +4; Atk:

+9/+9 melee (1d6 + 6, claws), +4 melee (1d6 + 3, bite); SA Rend 2d6+9; SQ

Darkvision 90 ft.,

low-light vision, regeneration 5, scent; SV Fort +II, Ref +4, Will +3; AL CE; Str 23, Dex 14, Con

23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6;

Alertness, Iron Will, Track.

The dark folk attack with ferocity and employ tactics on an individual level, but they generally do not employ group tactics.

If the PCs die, they must make a Fort save DC 15 or die in real life; even if they succeed they suffer a -2 morale penalty to attacks and skill checks for two days because the horrific memory of death has shaken their confidence.

If they succeed, go to **Resolution**

NOT DEFENDING THE HOMESTEAD

Read this:

You turn tale, and, like cowards, flee the place, back into the raging storm.

The obvious death of the young goodwife and her baby should weigh on their conscious; if they are good their gods will not be pleased. Paladins and clerics may have to atone. Good aligned characters will be haunted by bad dreams for some time to come: every night for two weeks, they will have to make a DC 15 will save or suffer a -1 penalty to all skill checks, saves, and attack roles because of tiredness and guilt from their bad dreams. Plus, they will have to face the storm.

Go to **Facing the Storm**.

FACING THE STORM

If the heroes do not take the shelter, pelt them with all the fury of the storm; use the rules for hypothermia if the season is cold. If it is not, make them make fortitude saves DC 17 or catch a cold (-1 on all skill checks and attacks for 3 days). All of the following apply.

Hail: -4 to Listen checks, 5% chance of 1 hp of damage.

Thunderstorm: 1 lighting bolt/hour, base 10% chance to target a character in metal armor, 1% chance to target a character not wearing metal. Adjust upwards or downwards if characters are in the open or on high ground, or if they take cover. 1d10 x 1d8 hp damage if it hits, REF save DC 20 for half.

Severe Wind: -4 to ranged attacks and Listen checks. 50% of protected flames extinguished, all unprotected. T: blown away, S: knocked down, M: checked.

Heavy Rain: -6 to Spot, Search, Listen and ranged attacks. Extinguishes 100% of flames, 75% if protected.

Hypothermia: Characters must make a DC 15 (+1 per previous attempt) FORT save per hour or take 1d6 nonlethal cold damage. Damage cannot be recovered until characters get warm. The survival skill may add a bonus to this attempt. See the skill description.

RESOLUTION

The woman leads the PC's into the bedroom. Shifting aside a trunk, she removes a loose floorboard and takes out a box. Inside the box is four large gems (100 sp each [or 100 gp in most D&D campaigns) as well as a potion of cure moderate wounds. The woman gives the treasure to the heroes with obvious gratitude, but inexplicably with tears of sadness still streaming down her face.

As they reach for the treasure, suddenly, the heroes awaken. The storm has passed and dawn is beaming through the dilapidated walls of the burnt farmhouse. It was all a dream... or was it? A search check DC 10 (DC 25 if the heroes were not led to it in the dream) will reveal a box beneath a loose floorboard in what was once the bedroom. The box contains 4 large gems and an old, but still full vial. As they take the items, the wind whistling

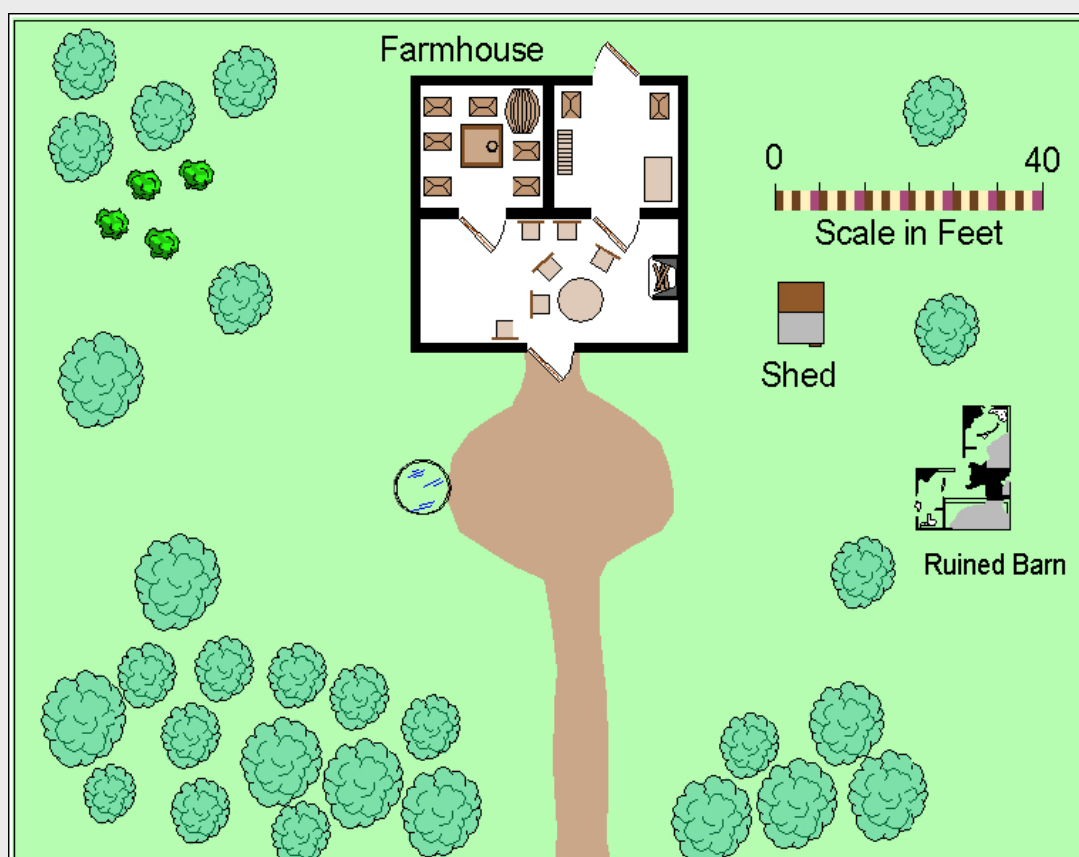
through the holes in the wall seems to say
"thank youuuuuu."

Treasure

Gems (4): 100 sps (gold in non-Farland campaigns) each

Potion of Cure moderate wounds

APPENDIX ONE: MAP



APPENDIX TWO: OGL

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