

The village of Calve Fort is in danger. A band of armed thugs and bandits is coming to steal all that is inside and kill anyone who resists. The citizens will beg strangers for salvation – they have enough gold and goods to offer, and they cannot find anyone else to help. The PCs might be passing by, or maybe some of them have been born in this village themselves (but shouldn't be currently living in it). In any case the PCs are the villagers' only hope. When the PCs arrive in the city, the attack is only a few days away (roll 1d4+2). They would better take a side soon or get the hell out of there.

### Calve Fort

The village has a **wooden wall** that will resist most attacks for at least a couple of days. Attackers will try to enter through the main gate (1), but the wall can be climbed if needed.

The **river (2)** is currently 20 feet wide and 4 feet deep (speed is divided by four while crossing it; attacking from it is nearly impossible). The **bridge** is 40 feet long and 15 feet wide. It can be destroyed or made unstable in a days' work.

The **church (3)** is locked and abandoned (villagers will tell the clergymen ran away when they heard about the attack, and no one dares to enter now), but the attackers will hesitate to harm anyone that hides inside it unless they have suffered great losses (they will pillage the town instead). The holy symbols of the church were vandalized and thrown into the ground. **There is a holy sword** hidden somewhere in the catacombs, although it looks rusty and is only useful against demons and aliens.

The **manor (4)** is the richest house in town, and where city leaders make their meetings. Not too defensible, but better than most buildings. There is a **small hidden dungeon** underneath it, with an altar of sacrifice in front of a black pool of goo (see The Demon, below), a cage with a couple of young prisoners, and a room with robes, daggers and forbidden books.

The **thugs** are people from nearby villages who have heard rumors about Calve Fort being full of gold and demon worshipers, and mobbed up for some justice

and robbery. There are about fifty of them, most carrying a single weapon (usually spears and swords; one third carries bows) and little or no armor. They have a few leaders and very simple tactics (they might wait a day or two in the gates before attacking), but they can overwhelm smaller forces if they are able to surround them. They can be reasoned with, but it will take significant amounts of blood and gold to turn them back.

The **villagers** are nice and welcoming to anyone who can help, but they are also weak, miserable and coward, with little chance to defend themselves. A good leader can convince about twenty of them to fight (with clubs and spears), but they need training for a couple of days. All villagers are secretive about what is really going on and will paint themselves as the victims of bloodthirsty robbers. There are about 100 people still in the village, including elders and children.

The **mayor** just wants the village to survive and will do anything to preserve save himself and his goods. He doesn't want to hear about cults, demons or gods.

The **crazy prophet** will spend its days preaching against "wicked ways" and "unnatural fornication" over this world. Although his visions are true, he is obviously mad and has little clue of what is really happening. Others begrudgingly tolerate him for some reason.

**Brad Homes**, the aristocrat, is the head of the Order of Ydahgranod. He is charismatic, if somewhat slimy, but will welcome others into the cult if they are sincere and eager to learn the dark arts. If all is lost, he will run to the manor to seek help from the Ydahgranod, or urge others to do it.

**Auras Wok**, the smith, is the bravest and more competent person on the village. She can organize villagers for one single task per day (repairing the wall, setting up traps, etc.) and is a decent fighter. She has done terrible things under the cultists order, but is ready to repent.

# THE MAGNIFICENT SHADOW

*A defensive dungeon scenario*

The **lawful gods** have turned away from Calve Fort in disgust. An act of piety (putting holy symbols back in their places, praying inside the church, showing genuine interest in the prophet or refusing to condone the evil cult in the most desperate circumstances) might attract their attention, although their boons will be limited (visions, weather, etc.; true believers might get holy powers for a while).

**Ydahgranod, the Magnificent Shadow**, is an alien thing of ancient times. It has brought gold and safety to the city in exchange of human sacrifice and worse – it mixed its blood with those of the villagers. Only a handful of the villagers are actual cultists, but almost everyone condones the arrangement.

Although the demon is nothing but black goo in its current form, significant bloodshed in the village (more than two dozen deaths in a day) will make it sprout into a solid mass of tentacles and mouths – a fearsome foe. Even in this form, it cannot leave its pool until directly fed with the blood of the innocent. It might accept a deal in exchange for its freedom.

**The end?** Even if the village is saved, it's hard to tell which of the children are tainted by shadow. The adults are probably all damned. If Ydahgranod leaves its pool, an entrance to the great caves underneath is revealed.

