

Adventure (Sequence)

If you intend to play a character and suspect that your Game Master will use this material then stop reading now. You will take out half the fun of playing the game by knowing what is about to happen or by knowing what you are expected to do next.

What follows is an Adventure sequence. It is a list of modules and adventures that a group of characters can work their way through. Although not yet finished, it should one day allow a group of characters to start at first level, and provide enough action to allow them to work their way right through to retirement.

One of the things I have always tried to maintain as a Legend Weaver is continuity. The ability for a group to feel that their lives are not merely a series of tacked on adventure modules. With an adventure sequence below, you should be able to introduce characters (and even opponents) that will not show up or be a concern to the characters until well into their adventuring career. This also allows you to do such things as Astral Readings and 'dreams of the future'. In my experience, most players make note of such things and nothing blows them away more than the description of an opponent they do not meet for four months.

Of course, this all depends on the adventure sequence being complete. It is not, but it is what I will be working on over time. In the meantime, you may be able to make use of the parts, if not the whole. Good adventuring!

The Gate House

Start the Group in Sandpoint. Since they will be looking for something to do they will hear that a caravan was attacked on a trail heading out the south end of town. They can go out and meet a set of goblins that have holed up in a small gatehouse about 12 miles outside of Sandpoint. This is an introductory fight only. If the group is tough enough thrown in an Orc or two. The group will find a small amount of treasure that will attract the attention of a caravan owner that will ask them to become part of his escort since he is about to leave for Shanley's keep.

Getting To the Keep

As the group makes its way to Shanley's Keep they will go north of Sandpoint to Chafe's Inn. From there they will go to Highmore tower and Meet the tower's owner. From there they come back to Chafe's Inn,

then down to Ghound's Inn and finally travel south of there to Shanley's Keep.

On their journey they will be attacked by goblins and Orcs and possible a pack of wolves and an ogre or two (whatever they can handle). Most of these encounters will be introductory skirmishes, designed to give the group some time to build up their basic magic use and fighting skills.

Once the caravan reaches Shanley's keep, it will spend a week in the keep. The caravan owner will have talked to Shanley several times during his stay at the keep. Shanley will offer the group employment as a scouting party and the merchant will agree saying they would do well working for Shanley. He pays them off and leaves, heading east towards the Berk's Inn and Sandpoint.

The Mosque

The group will be sent out to 'scout' for a potential Orc and Goblin Outposts to the NW of Shanley's keep, near the mountains. It will be explained to them that as a scouting party they may stay out for up to two weeks or until they find information that they deem useful to Shanley. They are instructed to kill any Orc or monsters they are able to.

After coming across 2 or 3 Orc patrols they will come upon an Orc explorer party that is heading for the Mosque. Taking these Orcs out they will find that these Orcs are following a crude map. The map will lead them to the Mosque (they should be almost on top of the Mosque by the time they find these Orcs). The map will show the Mosque, as well as the location of the Burial Mounds. This map should be given over the Shanley but it is not essential that this is done; just stress that it should be given to Shanley. The group should be encouraged to find the Mosque and see just what the Orcs may have been up to.

A thief in the Night

Once the group returns to the keep, they will find that they have a few days down time.

Most of the townsfolk in the keep, keep their valuables in Shanley's tower. One family is fairly new to the area and has still does not trust the magic user. This family hid their money in the surrounding countryside. One day, going out to check on it, they found a monkey like creature running off with their stash. They gave pursuit but lost it in the woods as night fell. The family returned to the keep and with

trepidation, they will approach the group at the inn and beg for their help.

For this adventure, at least one group member should be good at tracking. The 'monkey' lair is within a few hundred feet of Shanley's Keep. The group will track the creature to a small burrow hole. Going inside, the hole will wind into the earth for about 30 feet before dumping the character into an underground vault. The adventure now begins with the group having to explore an area of the ancient ruins the keep is built upon.

The group will find a lot of weird monsters and traps now inhabit the underground areas of this place. They will also find a number of ancient books that Shanley will learn about and demand as payment, if the group has not already offered them to him.

The Rock

Shanley calls the group in for a meeting. He has just received reports from several trappers that the Orcs have taken up residence in The Rock. Shanley will provide a trapper that is willing to show the group where The Rock is. The trapper will not fight. His job is done once the group reaches The Rock.

Shanley's instructions is for the group to find out all it can in regards to the size and composition of the Orc force that is within The Rock. He will instruct the group not to take too many risks, although ambushing and taking out the occasional Orc scouting party will keep them in weapons practice. He will imply that it would be very good if the group would simply deal with the Orcs in The Rock in a very permanent way.

The Mosque

If the group has given Shanley the map showing the Mosque, then he will instruct them to explore the structure if they have not already done so.

Burial Mound

Shanley will now send the group out to explore the first Burial Mound shown on the map taken from the Orc explorer party. If Shanley has the map that the Orcs had, showing the location of the mound, then he will have found some secret script showing the Orcs the way into the burial mound. He will say that a high level Orc Shaman made the script and literally signed his name as Gorgak. This fact alone implies that there is another, far larger group of Orcs nearby. These Orcs are in fact located in the Banff City Ruins, although Shanley will not know this (the magic user in Sword Point Lookout Inn knows it though).

He will instruct the group to explore the first burial mound and to try and learn why the Orcs were interested in it.

The Rock

If the group has not already done so, Shanley will instruct the group to go back to The Rock and not to return until the colony has been destroyed. If the colony has already been destroyed then Shanley will offer the group a raise in pay.

Downtime

The group will have some downtime. Shanley's keep will be attacked and the group will be called on to help defend it. Once the attackers have left, the group will be instructed to follow them far enough to have a good idea of where they come from; but do not stay out for more than a week.

The group returns from the Marksman pass to report that the monsters are holed up in the North Tower of the pass (the group should not at this point realize that there are two towers).

Trip to Sandpoint

Shanley will now ask the group to deliver an item to someone in Sandpoint. It will be the item retrieved from the first Burial Mound. The name of the person to get the item is sealed in an envelope that is not to be opened until the group enters Sandpoint. On the way to Sandpoint the item and envelope will be stolen. It will then turn into a chase as the group comes to realize that whoever took the item is also making their way to Sandpoint. The group enters Sandpoint and must figure out who took the item, why and who gets it.

Temple of Fire

The group gets back from Sandpoint to find that Shanley has found more work for them (no time to rest). It has come to his attention that an ancient temple lies to the south east of his tower. He believes that powerful magic items may still exist in the temple. He sends the group out to explore the temple. This temple is built in the side of a mountain and is huge.

Trip to the Sword Point Lookout Inn

Shanley wants the group to deliver a very important message to Deep Knife (the magic user that runs the Sword Point Lookout Inn. The group must take the

message to the magic user, wait for, and return with his reply.

Return to the Rock.

Shanley has been studying the material found in the “A Thief in the Night” adventure. He is convinced that the group has only seen a small portion of the cavern complex that exists in “The Rock”. His impression is that there may once have been a small city built within its length. He sends the group out to see what they can find. They find a much larger monster community than the first time, complex with Giants, Trolls, Ogres Orcs and Goblins.

The group will also find a reference to the second Burial Mound while clearing out this colony.

The Second Burial Mound.

The group returns to the Burial Mounds. The second mound now lies open before them. It is perhaps triple the size of the first mound.

Shanley’s Tower Adventure

The group returns to Shanley’s keep. Shanley meets with the group and offers them a better deal for what they are doing.

The group now finds out that when Shanley was having his dungeon dug out, the workers connected to an ancient underground area. Disaster befell the group of workers who were promptly killed by something that came up out of the opening. Shanley fought and killed the creature and had the tunnel sealed, thinking to himself that one day he would get around to exploring the area. Shanley has decided that he can offer the group the chance to explore the area. The adventures are now getting a little tougher.

Highmore

Highmore Tower was founded and run by Bryle Highmore. Highmore is the most remote of the human settlements along this section of the mountains. It is currently under siege by monsterkind. Monsterkind is coming through the Grimlock Caves. It would be very bad for Highmore to fall but it will unless the siege against it is broken. Word of the siege will not reach the character’s until now. Highmore continues to survive since it is built by the lake and actual connects to the lake via underground tunnels and caves. It is this supply of fresh water and fish that allow it to keep going. The small outpost / town built around the tower has been completely overrun by monsterkind.

A lone individual, Crage, will escape from the besieged tower to take word to Sandpoint. From there, word of the siege is taken up-river to Shanley’s Keep. If the group is good enough (or maybe even if they are not) Shanley will send them to Highmore Tower to offer what aid they can to the tower’s occupants. He will instruct the group to leave immediately, arranging for the group to meet Crage at Ghound’s Inn. When the group reaches Ghound’s Inn, they will find it burnt to the ground mere days before and all within slaughtered. Crage will be there, having arrived a day before. He will escort the group to Highmore and show them the way into the underground passages, only to realize that the passages have been taken over by monsterkind. The tower is very near collapse. To stop this the group must clear the caverns and destroy monsterkind’s ability to enter them. If they do this enough time will pass to allow a force brought up from Alard to converge on the tower. These individuals will all owe Highmore favors.

Even after Highmore has been saved the basic underlining problem will still remain. Monsterkind is coming at Highmore from the west end of the Highlands Valley. The group is asked to investigate. The group will find that there are a series of caverns giving the monsters access to the Highlands valley. This cavern complex is called the Grimlock Caves. Monsterkind can be stopped by going into the caves and destroying certain key tunnels. Again this is a temporary solution since the monsters will eventually dig through the collapses and again threaten the area but it will be years before this happens.

The Monastery

The group is now learns that the original mosque, was the burial location for a monastery found further inland, nearer the mountains. The group is told to go explore the area. The group finds an obvious reference to the third and final burial mound.

The Third Burial Mound

Shanley learns what the group knows of the third burial mound. He believes that the time is right and that they should in fact explore this area. The third mound is the resting place of an ancient Lich. It will not give up its secrets easily.

Expedition To Banff

The group returns triumphant from the third Burial mound. The magic user in Sword Point Lookout Inn sends a message to Shanley. Shanley calls the group

in to tell them that the magic user Deep Knife has requested their assistance. Shanley will ask that they go to Sword Point Lookout Inn and do what Deep Knife asks.

On the way to Sword Point the group will run into a large number of groups of roving monsters. Many of these monsters are very tough. Upon getting to the Inn, the group will find Deep Knife a little more edgy than normal. He will explain to the group that they must go into the pass, beyond the towers that protect and enter the city of the monsters. There they must search out and kill an Orc that calls himself Gorgak. Deep Knife has had a vision that Gorgak will kill him unless the group succeeds in killing Gorgak.

This will be a long adventure. The group will eventually have to go onto the island at the center of Crystal Lake, pitting one monster clan after another until they are in a position to kill Gorgak.

Fangs tower

The group returns the monster problem dealt with for a short time. Shanley has discovered an ancient magic users tower and wants the group to retrieve the library he feels they will find there. Shanley will not realize that the tower belongs to an ancient vampire, literally thousands of years old. With age comes power, and this vampire is about as powerful as they get.

Awaken the Guardian

The group comes back from the tower. Shanley is aghast. He has seen a vision in which an army of monsters pours forth from the Marksman Pass destroying everything before it. There is only one way to stop this from happening.

The tower the group saw in the pass is one of two such towers. When their magic has been activated a barrier is formed between the two towers. The group must enter the tower and activate the magic. Once activated (and manned) the flow of monsters from the mountains will slow, allowing the area to develop to the point where it can withstand a war.

Both towers have been taken over. The northern tower is now controlled by monsterkind. The southern tower has been taken over by interdimentional creatures. It will not be an easy task to re-activate either tower but once done the lands will be safe (for awhile only). Shanley will bring in a force to protect the guard towers.

Aftermath

Once the group has activated the Pass Guard Towers they will be given land (or at least told that they can carve out their own chunk of real estate). By this point in time the group should be fairly powerful and rich. They may build their own towers and dungeons if they wish, or you may want to move the group deeper into the Marksman pass to find out what is there (the deeper you go, the more monsters you find).

Additional Adventures

I consider that these represent a bare bones set of adventures. The area is filled with ancient ruins and monsters of every type. If you want to place your own adventures into the mix, feel free to do so. All these adventures listed above comprise about 15 locations on the map. There is lots more to do and to explore!