














Pommeville



1 square = 10 yards

	Meadow		River		Building
	Gardens		Ford		Ruins
	Fields		Road		Wells
	Orchards		Paved Road		
	Woods		20' Elevation		

- | | |
|------------------------------|----------------------------|
| 1. Lord Tomas's Manor | 10. Andres Silversmith |
| 2. Portos the Cartwright | 11. Pierre the Trader |
| 3. Gwalmai the Smith | 12. Gerard's Wares |
| 4. Theriault the Miller | 13. Mayor Theneuse's House |
| 5. Owen the Shield | 14. Sadie the Baker |
| 6. Darian the Tanner | 15. Shrine of Reflection |
| 7. Sign of the Green Griffon | 16. Tower of Reginard |
| 8. Annelle's Stables | 17. The Graveyard |
| 9. Rene the Cabinetmaker | 18. The Ruins |

OFFICIAL GAME
ADVENTURE

Cleric's Challenge

by L. Richard Baker III

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Cleric's Challenge is a ONE-ON-ONE™ adventure designed for a single player character and a DUNGEON MASTER™. The adventure can be used as part of a small campaign, or to give a character a chance to earn some extra experience outside of the normal party of adventurers. *Cleric's Challenge* can even be used by a large group of player characters, but the DM should not allow the players to find as many NPC allies.

This adventure is suitable for a 2nd- through 4th-level priest PC. Clerics will have the best chance of successfully completing the adventure; if the PC is a specialty priest, make sure that he or she can turn undead. It is also important that the character's spheres of access or selection of kit will still allow him a good choice of armor, weapons, and spells.

Characters of other classes can attempt this adventure. A paladin of sufficient level to turn undead would do well, but PCs of any other class will need to be 4th- to 6th-level to compensate for their lack of turning ability.

Allies and Hirelings

The key to this adventure is the pool of prospective allies and henchmen in Pommeville. A single character acting alone can easily be overwhelmed by trouble. On the other hand, a PC who hires a couple of sturdy men-at-arms and puts together an effective striking force will multiply his firepower exponentially, as well as increase his chances of surviving. The DM should help the player to see that asking for or hiring help is allowed and encouraged. After all, clerics are good at organizing and working with people.

In some respects, the DM is expected to take the place of a well-balanced party. Role-play these NPCs carefully; they each have special motivations and mannerisms to make them unique, and in a small adventure like this the NPCs will be much larger and more important than in a multi-player scenario. Last but not least, remember to let the player remain in charge and call the shots.

DM Overview

Cleric's Challenge begins as the player character arrives in Pommeville after a long day of travel. Pommeville is a sleepy little town in a relatively civilized area. The DM should not hesitate to change the name to match his own campaign. The town and its residents are described in detail in the next few pages.

Things seem pretty routine, until night falls. As the moon rises, a terrifying catastrophe befalls the town—the dead rise and walk through the village, slaying anyone they can catch! This first scene is covered in Part One, **A Night on the Town**.

At sunrise, the zombies shamle back to their graves. In Part Two, **A Grave Situation**, the PC investigates the events of the night before and recruits allies to help him. An exploration of the graveyard reveals a secret temple hidden beneath the town.

The temple is an evil place, and in a secret vault the hero discovers the remains of the high priest. It is clear that they have been recently disturbed, and upon investigation the PC discovers that a seal that had imprisoned the evil of the temple is now broken. To save Pommeville, the seal must be restored—but a crucial part, the Rod of Astar, is missing.

In Part Three, **The Missing Rod**, the PC begins a quest for the Rod of Astar. The DM can customize the adventure and adjust the difficulty in this chapter. The most dangerous resolution of this part requires the PC to venture into the countryside in search of a lamia's lair. The hero also learns more of the temple's history and Pommeville's troubles.

After defeating the lamia and recovering the Rod of Astar, the cleric will be ready to return to the ancient temple. In Part Four, **Conclusion**, the hero attempts to restore the seal. Of course, the evil beneath the town has grown strong while the PC searched for the means to destroy it . . .

The Real Story

Centuries ago, Pommeville was the site of a temple dedicated to a dark power. The high

priest of the temple was a powerful and evil cleric named Nedrezar. His servants controlled much of the surrounding area.

Nedrezar aspired to lichdom, seeking to extend his power beyond the grave. During the process of transformation, he was betrayed by a lieutenant who wanted the high priest's power for himself. Nedrezar's soul was trapped in a crystal skull, and his body was entombed. Nedrezar fell short of transformation and did not become a lich.

The factions of the evil temple fell into a power struggle that weakened them all. A few years later, the forces of a nearby good kingdom attacked the evil temple and destroyed it. The force was accompanied by Bishop Astara Trueheart, who discovered Nedrezar's hidden crypt. Astara knew that some evil slumbered within, and he prevented the king's men from removing the skull. He also consecrated the site and set a holy seal upon the crypt door to contain the evil within.

As the years passed, the town of Pommeville grew up on the site of the old ruins. The people of Pommeville knew little of the region's dark history. A week ago, a cleric named Giles arrived in Pommeville, searching for the temple. Giles was following the trail of Bishop Astara as recorded in the histories of the neighboring kingdom, and he discovered the old temple. Giles and his companions entered the temple and unwisely broke the seal, removing Astara's rod. Not realizing what they had done, they left.

Giles and his companions did not get far. To make the adventure easier, the DM can place Giles in Pommeville or Arden, where the PC will be able to quickly find him. Otherwise, Giles and his companions were set upon by a lamia and her minions a few miles north of town and were killed or captured.

With the rod removed, Nedrezar has awakened and is seeking escape. He requires the energy of living creatures to break free of his imprisonment, and is animating the zombies to bring him victims.

The Town of Pommeville

Pommeville lies in the shadow of a dark, rocky knoll known as the Cairn. The Cairn overlooks the Volar river, a deep and swift mountain stream that is fordable here. An ancient road known as the Stoneway crosses the Volar in the Cairn's shadow, and many caravans and travellers pass through the town along this path.

History

The town is older than most of its residents believe it to be. For hundreds of years, the Stoneway has carried trade and armies beneath the Cairn. People have always lived in this area, farming the land and keeping inns for the passing traders. Nearby realms have occasionally posted garrisons or built stockades on the site.

About 240 years ago, a dark temple was raised on the Cairn. The temple was allied with monsters and ambitious nobles of the nearby realms, and was the seat of much evil over the next 40 years. After the fall of the High Priest Nedrezar, the temple was destroyed as a series of wars ravaged the area.

For a few decades, the ruins of the temple and the ford of the Volar were shunned. As the wars faded into history, a new generation of farmers and hunters wandered into the area. Pommeville was founded about 170 years ago, along the river's banks. The town has grown and prospered since.

The Town

Pommeville is shown on the inside front cover of this booklet. It is surrounded by cultivated fields and orchards that are tended by people who live in the outlying farms. The town itself is rather small, and the total population is only about 300 people (including the outlying farms).

Most of the townspeople make their living as farmers or serve the caravans who pass along the Stoneway. Pommeville is noted for its apple and pear orchards, and its fields produce an ample supply of grain, vegetables, beef, and dairy products.

The folk of Pommeville tend to be open and

friendly; the land has been at peace for many years, and there's no reason to be suspicious or hostile towards strangers. As long as travellers keep their swords in their sheaths and spend money, they're welcome to stay.

Pommeville is ruled by the Lord Squire Tomas Avergnon, in the name of the Lord Baron Gerald Lemieux. In practice, Lord Tomas allows the village to govern itself. The townspeople elect a Mayor every three years to look after things. Currently, the Mayor is a popular farmer and landholder named Nichole Theneuse.

1. Lord Tomas' Manor. The Lord Squire is an aging nobleman who enjoys his quiet retirement. Tomas Avergnon is a friendly but dignified gentleman who likes to discuss the weather and his apple orchards. He can often be found with a pair of clippers, trimming and pruning the trees on his manor.

Lord Tomas's wife died some years ago, and his only child is his daughter Cerene. Cerene is a strong-willed and intelligent woman of 30, who has studied the arcane arts at some length. She is often away in the capitol, but is currently visiting her father.

Lord Tomas employs a butler named Steven, a gardener named Elias, two chambermaids named Lisa and Elsie, and occasionally hires a couple of fieldhands from the town to help him during planting or harvest. His home is comfortable, well-appointed, and very strong; if barricaded, it will keep out anything short of a battering ram.

Lord Tomas and the rest of his staff will aid the PC in any way they can once trouble starts, but they are all 0-level villagers with no weapons or armor. (Five shields and two long swords can be found in the manor, if the PC looks.) Cerene is a potential ally.

2. Portos the Cartwright. Portos lives in a large, comfortable cottage with a spacious workshop beside it. Wagons, wheels, and fittings lie scattered about in various states of repair or construction. Portos himself is a surly man of about

The Town of Pommeville

35, with a short and burly build and a bushy black beard. Portos shares his home with his wife Maria, who seems to be the only person Portos is civil to. Portos and Maria have four small children.

3. Gwalmai the Smith. Gwalmai is a journeyman who wandered widely before settling in Pommeville. His shop is very disorderly and Gwalmai himself seems somewhat absent-minded. Despite appearances, he is actually a very skilled smith. Gwalmai lives alone here, but is courting Owen's daughter Rosalie.

Gwalmai's shop contains many serviceable hammers and blades that can be used as weapons. The smith himself is a fair warrior and a potential hireling.

4. Theriault the Miller. One of the wealthiest men in town, Theriault is a stout townsman of about 50, with an endless store of good cheer. He built the mill with his own hands 25 years ago, and keeps it spotless. Theriault's wife is an apple-cheeked woman named Edna, who shares his good nature and love of stories.

5. Owen the Shield. Owen is a retired soldier who moved to Pommeville several years ago to take up farming. Owen's land runs for some distance to the south, but he works it himself with no help. He is a tall, stonefaced man who never uses two words when one will do. His home is kept by his wife Yvonna, and the two have three daughters.

Owen keeps a suit of mail and a sword beneath his bed, but will only fight in the defense of his home or neighbors.

6. Darian the Tanner. Various hides and pelts can be found hanging out to cure by this house, and the area reeks of the tanner's trade. The business is owned and operated by a graceful and energetic woman named Darian. About ten years ago, she became a widow at a young age, and took up tanning to support herself and her son Robert (now age 12).

7. The Sign of the Green Griffon. One of the largest buildings in the town, the Green Griffon is a fine inn that caters to travellers along the Stoneway. Its common room passes for a town hall, and in the evening dozens of villagers gather to enjoy a mug of ale and a song or story.

The Green Griffon is owned by a short, stocky man named George Marsett, whose family has operated the inn here for several generations. George is assisted by his wife Aubrey, his younger brother Marco, and Marco's family. George's daughters and Marco's young sons work as chambermaids and stablehands, while Aubrey runs the kitchen.

The inn has a total of eight guest rooms upstairs. The rooms are small, but well-kept and comfortable. George rents them for 1 gp per night, or 5 gp for a full week. Three of the rooms are currently occupied: one by a passing trader named Shanna Whitelock, one by a wandering monk named Friar Nicholas, and the last by Captain Miles of the King's army.

Friar Nicholas, Shanna, and Captain Miles are all potential allies for the PC.

8. Annelle's Stables. This weathered old building is in poor repair, and the horses are of average to poor quality. Annelle herself is a lazy woman of middle years with a vicious streak to her temper. She supervises a pair of young stableboys; the sons of local farmers.

9. Rene the Cabinetmaker. Rene Marault is an old craftsman who lives alone in this tidy cottage. He avoids people, spending his days working with wood. Rene was a formidable hunter and warrior in his youth, but will not ally with the PC.

10. Andres Silversmith. Andres is a skilled jeweler and pewtersmith who manufactures a variety of useful and decorative items. He is a thin, balding man of about 50, who lives here with his wife Annette and four young children. He is a kind but timid man. Andres has a brawny

The Town of Pommeville

apprentice by the name of Lars who is a potential hireling.

11. Pierre the Trader. This general store is operated by Pierre Quantrell, a fastidious and stuffy man of 40. Pierre serves passing caravans and the local farmers, and keeps a wide selection of goods in stock. Most routine items of clothing, equipment, tack and harness, or rations from the PHB can be bought here for a markup of 10%. Weapons are not in demand, so Pierre only stocks daggers, bows, arrows, and sling bullets. Other items that could come in handy include small hammers, axes, knives, sickles, crowbars, and other tools.

Pierre's wife passed on recently, but he has two young sons who help him with the store.

12. Gerard's Wares. Several large warehouses and a small office building make up this business. Gerard is a tough old trader who rents space in his buildings to merchants from out of town who need a place to stockpile supplies or goods. Business has been slow lately, and Gerard is very foul-tempered. He is hiding a secret stock of arms for a merchant in one warehouse. The cache includes 10 suits of chain mail, 30 suits of ring mail, 20 shields, 40 spears, and 20 short swords. Gerard can be persuaded to part with this gear for the town's benefit, if the PC discovers the secret cache.

13. Mayor Theneuse's House. An elegant home on the hillside, this manor overlooks the town. Its stately pillars and gardens can be seen from most of the streets in Pommeville. Nichole Theneuse is a serious woman of about 45 who owns extensive orchards and farmlands outside of town. Nichole is a childless widow, but her younger brother Terence and his family live in the manor. A butler and a pair of maids help them keep house.

Nichole is quiet and listens well, but she is very conservative and skeptical. Terence is a boisterous and good-natured man who spent several years adventuring widely. He is a potential ally for the PC.

14. Sadie the Baker. Sadie is an older woman who has retired. She only cooks for her own pleasure now, selling pies and bread when she wants a little spending money. Sadie lives alone in this small cottage.

15. The Shrine of Reflection. Important note: this shrine is dedicated to the PC's patron deity. It is a small, run-down temple used by travellers and a few of the townspeople. The shrine is tended by Brother Montrel, a priest of the PC's faith. Brother Montrel is a very old man who maintains the shrine with a little help from some of the more generous villagers. He is delighted to see a fellow priest and will gladly aid the PC in any way he can. The shrine's most important resource is its library of local history and legend, but the PC probably won't need that until later in the adventure.

16. Tower of Reginard. Reginard Runestave is the local sage and wizard, a kind-hearted old man who absolutely despises disorder or chaos of any kind. His talents as a mage are on the wane, but he could still be very helpful to the PC.

17. The Graveyard. The folk of Pommeville have been interring their deceased here for more than 150 years. The PC will become much more familiar with this area soon . . .

18. The Ruins. Most of the people of Pommeville have no idea what these ruins might be. Many small trails wind around on top of the Cairn; the area is popular with local children and lovers. The ruins are thickly overgrown and barely visible from the village.