

PAL4-02I

# Dead or Alive

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Theocracy of the Pale Introductory Adventure

Version 0.1

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Ohevel, the former Gorman of Stonetower is wanted for murder, treason, assault, heresy, inciting a riot, conspiracy to commit the above, and dereliction of duty. The church has put a sizable bounty on his head and you stumbled across some information that could lead you to where he's hiding. A Living Greyhawk Introductory Scenario set in the Theocracy of the Pale.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

### Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place 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 (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario 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's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

### LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

### LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average

character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not

challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

## Time Units and Upkeep

This is a standard one-round Introductory adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## Adventure Background

This scenario is a bounty hunt. It ties up a loose end from the "Stonetower Riot" mini-mission at Winter Weekend in the Pale 2003 where one of the leaders of the riot escaped from the PCs during the battle. It also explores the Flan/Church conflict.

After the rupture of the scars of Nerull, tensions between the Oeridians and the native Flan have boiled into the open—with a little help from the Bronze Cabal. In the village of Stonetower, native Flan malcontents whipped up by the druid Kainath and the Bronze Cabal, and led by Kainath and the village gorman, Ohevel, began a short-lived uprising against the church. Together with a small group of supporters, they seized the village's priest of Pholtus, broke his fingers, put out his eyes (careful not to kill him so that, before he died, he would see everything he believed in erased from the village), and bound him. When the villagers arrived at Pholtus's shrine on Godsdag, Kainath revealed his plan. All who would not foreswear Pholtus were condemned to death and Kainath crushed Tergud (the blacksmith's skull) when he criticized this "return to heathen barbarism under the influence of evil magics". After the brutal demonstration, most of the town—even those who did not share Kainath's hatred—foreswore Pholtus.

Kainath and Ohevel were busy executing the few recalcitrant villagers who refused to reject Pholtus when a group of adventurers showed up. They were Corwyn Turner (a druid), Fallon Fang (a heathen priest), Father Aedan (a Sacred Exorcist of Pholtus), Severin of Stradsett, Mandelay (an elven archer), and Karolek (a Pholtan bard of some melee ability). After a long battle, the

adventurers put down the riot, slew most of its leaders, and captured several agents of the bronze cabal who had remained in the town. Ohevel, the village gorman, escaped in the midst of the battle, however.

Recognizing the severity of the situation, the adventurers contacted several well placed individuals in the church who owed them favors and ensured that a merciful inquisitor was assigned to administer the investigation of Stonetower. He arrived and under his direction the town was turned into a New Dawn Camp for a period, so its residents could learn to resist evil rather than acquiesce to evil designs imposed by the powerful. The direct participants in the murder of Tergud, the attempted murder of the faithful Pholtans, and the torture and attempted murder of the priest were executed for their crimes. The Faithful Pholtans were honored and given the opportunity to relocate. A shrine was erected over the grave of Tergud the faithful blacksmith and his name was entered into the roll of martyrs in Wintershiven.

Meanwhile, Ohevel moved through the wilderness, staying always one step ahead of his pursuers. He was able to contact some of Kainath's allies and remain in hiding, preparing for the time he would be able to complete the work he started. The church, for its part, did not forget him, but after their initial manhunt proved unsuccessful, offered a reward for his capture, dead or alive. Months passed and nobody stepped up to claim the bounty. Ohevel left no tracks until he decided to start stirring up the Flan in Thornfields.

Thornfields is home to a friend of Kainath who was not rounded up in the Church's investigation of the druids. She shares Kainath's and Ohevel's views but is encouraging them to be more subtle. Kill one priest here and a villager there. Poison some grain sent to a monastery or an orphanage (where the Pholtans brainwash Flan children). Set fire to a tavern with some Oeridians inside and bar the doors while they burn but avoid direct confrontation.

The populace of Thornfields tends to share Kainath's and Ohevel's views too. Some do not, but they are intimidated by the others. They not only fear retribution directed at them and their families, but they also fear what the church will do to their neighbors if they turn them in. Mostly, they hope the hostility will go away. (Most villages in the Pale are not like Stonetower or Thornfields but there are a few such villages and Ohevel had to choose seditious areas to hide in).

# Adventure Summary

## Introduction:

The PCs start the adventure at the gates of Hatherleigh. They have just arrived after a long journey and spent the last night at a small tavern in the village of Thornfield. Here they saw a very peculiar man during an incident.

Standing at the gates of Hatherleigh, the party recognizes the face on a weathered wanted poster; the man they saw was Ohevel.

## Encounter 1: Thornfields Revisited

The PCs return to Thornfields to try and locate Ohevel again. They will have to do some investigating in order to learn Ohevel's location.

## Encounter 2: The Return

Following the tracks, the PCs run across a few villagers returning from the secret meeting with Ohevel. The PCs may get by them through violence, a very convincing bluff, intimidation, or by spotting them and hiding until they're gone.

## Encounter 3: A Trapped Foe

From the meeting point, a clear path goes back to a cave. Ohevel is resting here before moving on to a new area.

## Encounter 5: The Price of Treason

Upon returning to the village, the PCs find a group of Flan wearing mantles and hoods covering their faces. They are standing around a pyre in front of another Flan man's farmhouse and chanting "traitors will pay."

## Conclusion: Return to Hatherleigh

Upon their return to Hatherleigh, the PCs are paid the promised reward for Ohevel.

## Cast of Characters

**Ohevel:** (LE male human War 1/Com 4/Rgr 1)

- **Personality:** Ohevel was once a just man and a good judge of character. However, his friendship with the druid Kainath poisoned his

mind until he grew to detest Pholtus and his worshippers rather than simply ignoring them as he had always done. After their disastrous attempt to cleanse Stonetower of Pholtus' influence and Kainath's subsequent death at the hands of Corwyn Turner, Ohevel's disappointment has turned to vengeful fanaticism and his hatred has extended to everyone—especially Flan and even more especially non-Pholtan Flan who do not share his jihad against the Pholtan church.

- **Description:** Ohevel is of medium height with a muscular build. His months in the wild have taken their toll on him however, and his hair hangs over his forehead in an unkempt mass. Long sideburns and a moustache frame his stubble covered chin. A long scar from the top of his forehead to his nose (from the battle of Stonetower) gives him a sinister and vicious appearance.
- **Motivation and Goals:** Ohevel wants to kill as many Pholtans as possible—almost as much as he wants to kill non-Pholtan Flan who side with the church. He is consumed by his desire for vengeance.

Note: Since his appearance in Dark Scars Against the Light, Ohevel has gained a ranger level as he fled across the land, staying with sympathetic druids or farmers, and causing havoc he expected to be blamed on the Outsiders released from the scars. He has also started to use the traditional Flan sword known as a kathach.

**Hargrave:** (LE male human War 1/Com 2)

- **Personality:** Hargrave is a man who knows how to keep his mouth shut. Rather than the kind of bartender who chats amiably with everyone, he's the kind of barkeeper who observes people and keeps their secrets—and occasionally blackmails them into doing what he wants.
- **Description:** Hargrave is a short, mixed race Flan/Oeridian. As if to make up for the self-assessed "defect" in his ancestry, he wears his hair in traditional Flan fashion and has traditional Flan tattoos along his arms.
- **Motivation and Goals:** Hargrave wants to keep Ohevel's presence a secret. He also wants to drive the Oeridians, Pholtans, and loyal Flan from his town.

Note: Hargrave was conscripted into the militia during the invasion of Tenh. He fought without distinction but has maintained some combat

abilities even though he has now returned home to tend his tavern.

## Introduction

***Standing at the eastern gate of Hatherleigh with some travelling companions, you have an epiphany. Amid the weathered wanted posters, you recognize the face of Ohevel—wanted for murder, treason, and a variety of other crimes against the Pale.***

***You saw him last night. You were in a tavern in a small village called Thornfield. The beer was decent but the people were unfriendly; they stared at you and muttered to one another in hushed tones. A cloaked man who stank of whiskey and weeks sleeping outside in the same clothes walked up to the bar. In your recollection, it all happened in slow motion. A knot in the fireplace popped, sending sparks across the room. A spark struck the mangy, one-eared tomcat which then dashed across the tavern with a hideous yelp just as the cloaked man took a bottle of whiskey from the bartender and turned to leave. He stepped on the cat which yelped again. As the cat squealed, he tried to stop setting his foot down and promptly fell backwards. As he struck the floor and the cat fled out the door, his hood fell back, revealing a dirty, unshaven face with the same long scar stretching from his scalp to his nose that glares at you from the poster.***

**Troubleshooting:** If the PCs decide to go to the church militant with this information, they run into (literally) a young squire in the Pholtan Knights Valorous with two bastard swords in a harness on his back. As they round a corner, he walks into them. After picking himself up, he will ask the PCs where they are going and what their rush is. If they tell him they know where a wanted man is, he will suggest they go find him—the church is offering a reward for bringing back a prisoner or a body not just for information. (He would go and find such a villain himself but he's just got word that a heathen sorcerer he's been tracking has left the Pale for Nyrond and will have to hurry lest he fall further behind his quarry).

## Encounter One: Thornfields Revisited

The PCs return to Thornfields. It is about 20 miles out of Hatherleigh, so the PCs will arrive there in the late afternoon to evening (depending upon their speed). Either way, the PCs need to investigate the area. They find most of the men in the village are gone. Most of the women and the bartender are even more unfriendly this time. They claim never to have met Ohevel and suggest the PCs must have had too much to drink.

**Thornfields** (Village): Conventional; AL LN, LE, N; 200 gp limit; Assets: 4,230 gp; Population 375; Isolated (98% Human (60% Flan, 23% mixed race, 15% Oeridian), 2% half-elf)

Authority Figures: Messana NE Female Human Drd 4/Exp 1, Hargrave LE Male Human Commoner 2/War 1, Sister Veronica Dawnlight LN Exp 2/Clr 3 (Pholtus).

Thornfields is a small, unfriendly town about 20 miles east of Hatherleigh along an infrequently traveled trail. About a dozen buildings surrounded by a shallow ditch and low dike huddle around a single well in the town square. An ox-powered mill, a cobbler's shop, a furniture maker and carpenter's workshop, a tailor who also markets used clothes, a dilapidated and poorly kept shrine of Pholtus, a grimy tavern (run by Hargrave—who also serves as the spokesman for the elders and the captain of the militia) and a few peak-roofed houses make up the town.

The town is rife with sedition. Except for Markus the cobbler (a NG Flan Com 4 follower of Pholtus) and Mathilda of Owlbear Hill (a LN young and well-to-do Oeridian widow (Com 2) with two mixed race sons), the DM should assume that there is a 30% chance that anyone the PCs talk to is a conspirator with Hargrave, Ohevel, et al, a 65% chance that they are intimidated into silence and a 5% chance that they are willing to talk without persuasion.

With a Gather Information check (DC 15) or a Diplomacy check (DC 20), the PCs can find a villager with doubts about Ohevel or a faithful Pholtan who will attempt to give them hints (innuendo application of Bluff—Sense Motive check (DC 10) for PCs to interpret) as to where Ohevel is and where the others went in return for a bit of gold (10 gp) to get out of Thornfields without being killed in retribution for ratting on Ohevel.

The PCs can also find where the villagers went by making a successful Track check (DC 10).

**Troubleshooting:** If the party is blatant about their investigation—for instance, if they walk up to Hargrave, show him the wanted poster and ask if he's seen Ohevel, Hargrave will take a while to “gather a few of the boys” and come after them. Since the “boys” are most likely at the bonfire meeting when the PCs shows up, this means he will have to wait until it is over. At this point, instead of harassing a fellow citizen in encounter four, he will specifically be hunting the PCs and if they delay too long (for instance, if they besiege Ohevel in Messana's cave), they may come looking for the PCs in the woods.

Since Hargrave will be expecting the PCs to fight back (unlike his in-town victims, who he simply expects to fold under intimidation), he will recruit 3-5 more members of the angry mob to attack the PCs.

## Encounter Two: The Return

As they follow the townfolks' path or the informant's directions to Ohevel's meeting, the PCs run across some townfolk who are returning from the meeting. The PCs should roll a Spot check (DC 20) to notice the commoners returning from their midnight meeting with Ohevel and Messana. If any PCs succeed at the Spot check, the encounter begins at 60 feet and they will have one round to hide. Unless the PCs are making any special effort to hide—in which case, give the commoners spot checks against the PCs' lowest hide score—the commoners will spot the PCs at 30 feet.

**[EL 1]: 3 angry mob;** see Appendix I

The PCs may get by them using violence, a very convincing Bluff (vs. Sense Motive), Intimidate (DC 12—the villagers all returned to their homes along different routes, so there are not enough of them to be comfortable taking on a group of PCs), or by spotting them and hiding until they've gone past. Otherwise, the villagers will try to look tough and tell the PCs to go away. If the PCs are willing to talk, they will try to keep them talking loudly long enough for Ohevel to hear and escape. (5 minutes of real time; the judge should time this).

**Troubleshooting:** If Ohevel hears the party coming, he flees and Messana's cave is empty, but he can be tracked with a DC 20 (firm ground and Ohevel is attempting to hide his trail) or DC 10 (tracking by scent). Since he moves at 15 while hiding his trail, a party moving faster than him (remember characters who are tracking move at half speed) will catch up to him in an hour, but a party moving the same speed will need to force march for an hour in order to catch up with him in a forest clearing.

## Encounter Three: A Trapped Foe

A short while later the PCs will find the meeting place.

***Just ahead, a clearing opens up in the midst of the thorny tangled wood. A strand of clean wool cloth, torn from a dark mantle dots one side of the trail and the still-glowing embers of a bonfire smolder in the midst of a ring of firestones. The grass and ferns are trampled as if a large group of people had stood here. On the other side of the grove, a narrow, recently trimmed trail cuts through the woods to a giant boulder looming up into the darkness.***

If the PCs have darkvision, a daylight spell, or something similar, they will be able to see the entrance to a small cave under the boulder.

From the meeting point (a grove of trees and standing stones in a small, tangled wood), a clear path goes back to this cave. Ohevel is resting here before moving on to a new area.

The druid's cave contains a shrine to all of the gods of the old faith—including Nerull as well as Beory—and a few other Flan gods. The icons of Ehlonna and Pelor appear neglected but the spaces in front of Beory's, Nerull's, and Allitur's show the signs of recent offerings.

The cave belongs to Messana, a young female druid who has been sheltering Ohevel for the past few weeks. In addition to the shrine, there is a woven rug on the floor and a thin wooden screen that separates a heather bed from the rest of the cave. There are a few clothes in a chest next to the bed along with a knife, several bottles of herbs, a few cooking spices, and a pair of blueberries (goodberries as per the spell).

Unless Ohevel heard the PCs in encounter 2 and fled (see the troubleshooting section of Encounter 2 for details), he will be here as well.

**[EL 4] Ohevel;** See Appendix I

A Search check (DC 15) will discover a hidden compartment in the walls of Messana's cave. It is trapped:

**Poison Arrow Trap:** CR 3; mechanical; touch trigger; manual reset; Atk +12 ranged (1d8 plus poison), poison (Large monstrous scorpion venom, DC 14 fortitude resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15.

Inside the compartment is a map of the Pale and the surrounding region with a variety of notes on it. It will also reveal a thin strip of vellum with the following message written in Flan: "I'm glad we see eye to eye about recent events. Would you appreciate an introduction to my new allies? Our goals lie along quite similar paths and they are far more subtle--and likely to succeed--than the Freedom Fighters." The writing on the strip of paper matches the writing on the map but is much smaller and is somewhat cramped.

## Encounter Four: The Price of Treason

*As you make your way back after your encounter with Ohevel, you can make out a bonfire at the outskirts of town, in front of one of the farmhouses. Dark-robed and hooded figures move about in front of it. Looking more closely, you can make out a long pole in the middle of the fire and the limp body of a goat that appears to be hanging from it. A murmuring, wailing chant rises from the people.*

PCs who speak Flan will understand what the people are chanting: "Blood traitors will pay! Blood traitors will pay!"

The dark-robed figures are a group of Flan villagers wearing mantles and hoods covering their faces. They are standing around a pyre in front of

another Flan man's house and chanting. (The victim of their intimidation is a Markus the cobbler, a Pholtan Flan who is known to oppose violence—unless someone else in the town tipped the PCs off to Ohevel's location, in which case it is him). If the PCs are seen to have Ohevel or his body with them, the mob will demand they release him. Otherwise, things will get violent.

What are the Thornfielders doing here? They are continuing their campaign of intimidation against the Pholtan, Oeridian, and mixed-blooded peoples of the town—attempting to drive them away. They are also calling attention to the fact they could kill any villagers who step out of line or who try to tip off the authorities to what is going on. If they see the PCs with Ohevel, they realize they need to prevent the church from interrogating him (or his corpse) if they are to continue their campaign.

**Hargrave;** See Appendix I

**Angry Mob (x4);** See Appendix I

## Conclusion: Return to Hatherleigh

*The journey back to Hatherleigh occurs without further incident and, true to the Prelate's proclamation, the church pays the bounty for Ohevel whether he's dead or alive. As he counts out the reward money, the Church Militant officer looks at you. "That was a good job bringing that murderer in; did you find anything with him? It's unlikely that he remained at large so long without help."*

Depending upon what the PCs say to the church militant, the bishop may also order an investigation into the people of Thornfields. Several people will disappear in the middle of the night and the church will begin rolling up some neighboring sympathizers. Life will become more difficult for the Oeridians and Flan Pholtans in Thornfields, however, as their neighbors shun and revile them.

**The End**



## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Three

Getting past the small mob  
30 xp

### Encounter Four

Defeating the inhabitants of the cave  
120 xp  
Obtaining the contents of the trapped compartment  
90 xp

### Encounter Five

Defeating the chanting mob  
120 xp

### Story Award

Capturing Ohevel:  
45 xp

### Discretionary roleplaying award

45 xp

### Total possible experience:

450 xp

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the

body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

### Encounter Four:

L: 20 gp; C: 0 gp; M: 200 gp

### Encounter Five:

L: 10 gp; C: 0 gp; M: 0 gp

### Conclusion: Turning in Ohevel

L: 0 gp; C: 225 gp; M: 0 gp

### Total Possible Treasure

400 gp

## Appendix One – Encounters

### Encounter Two

**Angry Mob (3):** Male Human Com1; CR 1/2; HD 1d4+1; hp 5; Init +1; Spd 30 ft.; AC 13 [+1 dex, +2 leather armor], Touch 11, Flat-Footed 12; Bab/Grp +0/+1; Atk: +1 melee (club; 1d6+1) or +1 ranged (spear; 1d8+1); Full Atk: +1 melee (club; 1d6+1) or +1 ranged (spear; 1d8+1); AL N; SV Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 9, Wis 10, Chr 9

*Skills and Feats:* Appraise +0, Diplomacy +0, Handle Animal +0, Profession: Farmer +5, Sense Motive +3; Skill Focus (Profession: Farmer), Skill Focus (Sense Motive).

*Equipment:* Spear, dagger, artisan's clothing, leather armor.

### Encounter Three

**Ohevel:** Male Human War2/Com4/Rgr1; CR 4; HD 3d8+4d4; hp 30; Init +1; Spd 20 ft.; AC 16 [+1 dex, +4 Chain Shirt, +1 buckler], Touch 11, Flat-Footed 15;; Bab/Grp +5/+6; Atk: +7 melee (kathach; 1d8+2, 18-20) or +6 ranged (heavy crossbow; 1d10); Full Atk: +7 melee (kathach; 1d8+2, 18-20) or +6 ranged (heavy crossbow; 1d10); SA: Favored Enemy: Human +2; AL LE; SV Fort +6, Ref +3, Will +1; Str 13, Dex 12, Con 11, Int 13, Wis 10, Chr 9

*Skills and Feats:* Appraise +2, Bluff -1, Diplomacy +0, Handle Animal +1, Hide +1, Knowledge (history) +2, Move Silently +1, Profession (farmer) +7, Listen +8, Sense Motive +6, Spot +9, Survival +4; Alertness, Exotic Weapon Proficiency: Kathach, Rapid Reload, Skill Focus: Sense Motive, Track.

*Equipment:* Heavy Crossbow, 20 bolts, Chain Shirt, buckler, kukri, holy symbol of Allitur, +1 kathach, shortsword, potion of cure light wounds.

### Encounter Four

**Hargrave:** Male Human Com 2/War 1; CR 2; HD 2d4+1d8+3; hp 15; Init +1; Spd 30 ft.; AC 16 [+1 dex, +3 studded leather armor, +2 shield], Touch 11, Flat-Footed 15; Bab/Grp +2/+4; Atk: +5 melee (morning star; 1d8+2) or +3 ranged (dagger; 1d4+2); Full Atk: +5 melee (morning star; 1d8+2) or +3 ranged (dagger; 1d4+2); AL

LE; SV Fort +3, Ref +1, Will +2; Str 14, Dex 12, Con 12, Int 13, Wis 10, Chr 13

*Skills and Feats:* Appraise +3, Diplomacy +3, Intimidate +5, Profession (brewer) +5, Profession (tavern keeper) +5, Sense Motive +3; Iron Will, Skill Focus (Sense Motive), Weapon Focus (morning star).

*Equipment:* Morning Star, dagger, heavy wooden shield, Studded leather armor, artisan's clothing, hood.

**Angry Mob (4):** Male Human Com1; CR 1/2; HD 1d4+1; hp 5; Init +1; Spd 30 ft.; AC 13 [+1 dex, +2 leather armor], Touch 11, Flat-Footed 12; Bab/Grp +0/+1; Atk: +1 melee (club; 1d6+1) or +1 ranged (spear; 1d8+1); Full Atk: +1 melee (club; 1d6+1) or +1 ranged (spear; 1d8+1); AL N; SV Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 9, Wis 10, Chr 9

*Skills and Feats:* Appraise +0, Diplomacy +0, Handle Animal +0, Profession: Farmer +5, Sense Motive +3; Skill Focus (Profession: Farmer), Skill Focus (Sense Motive).

*Equipment:* Spear, club, dagger, artisan's clothing, leather armor.

## Appendix II: New Rules

**Kathach:** one-handed Exotic melee weapon; Cost: 60gp; Dam (m): 1d8; Critical: 18-20/x2; Weight 6 lb; Type: slashing. (from "Realms of Dust" <http://www.wizards.com/default.asp?x=lg/articles/mp20040629a>)

## Appendix III: The town of Thornfields

**Thornfields** (Village): Conventional; AL LN, LE, N; 200 gp limit; Assets: 4,230 gp; Population 375; Isolated (98% Human (60% Flan, 23% mixed race, 15% Oeridian), 2% half-elf)

Authority Figures: Messana NE Female Human Drd 4/Exp 1, Hargrave LE Male Human Commoner 2/War 1, Sister Veronica Dawnlight LN Exp 2/Clr 3 (Pholtus).

Thornfields is a small, unfriendly town about 20 miles east of Hatherleigh along an infrequently traveled trail. About a dozen buildings surrounded by a shallow ditch and low dike huddle around a single well in the town square. An ox-powered mill, a cobbler's shop, a furniture maker and carpenter's workshop, a tailor who also markets used clothes, a dilapidated and poorly kept shrine of Pholtus, a grimy tavern (run by Hargrave—who also serves as the spokesman for the elders and the captain of the militia) and a few peak-roofed houses make up the town.

The town is rife with sedition. Except for Markus the cobbler (a NG Flan Com 4 follower of Pholtus) and Mathilda of Owlbear Hill (a LN young and well-to-do Oeridian widow (Com 2) with two mixed race sons), the DM should assume that there is a 30% chance that anyone the PCs talk to is a conspirator with Hargrave, Ohevel, et al, a 65% chance that they are intimidated into silence and a 5% chance that they are willing to talk without persuasion.

The closest spellcaster to the town is normally Messana (NE Female Human Drd 4/Exp 1). At the time this module takes place however, she is travelling and is not available. Sister Veronica Dawnlight lives in the town of Tomeri's Well, about seven miles to the northeast and will be available to cast spells if PCs seek her out. She is the official priestess for Thornfields, Tomeri's Well, and several other surrounding villages. Other than the corrupt and seditious Hargrave, she is also the nearest official authority figure.

# PROCLAMATION

of the

Prefate of Hatherleigh

## Reward!

### 1350 Gold Glories

for the capture, dead or alive  
of Ohevel of Stonetower



Onetime Gorman of  
Stonetower wanted  
for murder, treason,  
assault, heresy,  
inciting a riot, and  
dereliction of duty