

KET4-02

That Which Remains

A One-Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

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A lady in need seeks your help. Strange things are happening in her village and you may be the only ones who can find out the truth. Will you answer her call? An adventure for APLs 2-6.

Based on the original DUNGEONS & DRAGONS[®] 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 scoring 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.

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

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

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 DM) 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 DM 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 gray boxes. 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

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 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Ket. Characters native to Ket 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.

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

Adventure Background

Fifteen years ago, a small village, then in the country of Bissel, captured a criminal named Martin Rawlins. He was a petty thief who stole to feed his family. Unfortunately in his last robbery, something went wrong, and a sheep farmer was killed when he confronted Rawlins. (The death was mostly accidental - the farmer tried to stop Rawlins, Rawlins pushed back and the farmer fell and struck his head on a rock.) Before Rawlins could receive a fair trial, the villagers, led by the three members of the town council, took him, hanged him from a tree and beat him, intending only to "teach him a lesson". Unfortunately they got carried away and killed him. They then buried the body in an unmarked grave and swore an oath never to reveal what had happened that night. There was only one problem. Just before he died, Rawlins cursed the villagers and their descendants.

Years passed, and the village was annexed during the war with Bissel. It now lies just inside the Ket border.

It appears Martin Rawlins, or at least his ghost, has returned to carry out his curse. For the past eight years, minor things have been happening to the town

around the anniversary of Martin's death – petty vandalism, minor thefts, and strange patterns appearing in the crops. This year has been different, though livestock has been turning up dead, crops are being ruined and people are being injured. The villagers fear that he has returned to wreak vengeance against them.

What is actually happening: Martin's son, Drake, is a latent sorcerer whose mother raised him on stories of the wrong that was done to his father and his family by the villagers, and he is the one responsible for what is happening to the village. In addition, a rather petty and mean-spirited Quasit named Xanthor who is actually "the power behind the throne" so to speak, is goading and guiding Drake into taking revenge on the villagers for his own nefarious purposes.

Xanthor has been charged by his demon masters (who are working in concert with the splinter faction of the Air Archons) to cause some disturbances and stir up some trouble. It's important to lay the blame on sorcerous magic, and if he can lay the blame on the Brotherhood of Sorcery, all the better. (Characters who have taken part in Jim Rea's "Darkeye of Ket" series module Into Thin Air may have learned a bit about this splinter faction and its plans.) Drake's talents as a sorcerer and his tenuous hold on sanity have made him the perfect choice.

Drake was five years old when his father died – just old enough to remember him as a kind and loving man, but not to really know him too well. He was raised in abject poverty, which his mother has always blamed on the villagers. He is going to kidnap the three members of the town council, and plans to hold a "trial" for his father's murder. The verdict and sentence have already been decided, and he will execute the villagers he has kidnapped after the trial. Drake is also slipping in and out of insanity.

On top of every thing else, Martin Rawlins' spirit has returned, although not to seek vengeance. He is trying to protect his son from Xanthor and the authorities, as well as find peace so his spirit can finally rest. It is up to the party to help him achieve this, as well as put an end to Drake's crime spree.

Adventure Summary

The party is enjoying a harvest festival (Encounter 1) in a small town about two days ride from Fallanset. They are approached by the newest member of Fallanset's council, Sharia al Mahmoud, (Encounter 2) to come

and help the town. The town, it seems, is not equipped to deal with the supernatural and need the parties help to rid the town of whatever is causing this. Sharia, not being born in Fallanset, doesn't know about Martin Rawlins and the curse, and has no idea why these things are happening. She will tell the party that her two fellow council members seem reluctant to take any action on this, and in fact were quite opposed to her seeking any outside help in the matter. She has decided to defy their wishes and ask for the party's help. She will tell the party that neither she nor the town can pay much, but that she will try and scrape up what she can.

***DM's Note:** as an extra hook for those party members who belong to either the Brotherhood of Sorcery or to the Archons, they have heard about strange magical incidents from their respective societies, and this is part of their reason for being so near to Fallanset.*

If the party agrees to go to Fallanset with Sharia (and we are assuming they will, since otherwise the adventure is over) on the first night they encounter some Howlers (if they choose to track them to their lair) (Encounter 3). On the second night they are accosted by some of the sons of the original villagers (Encounter 4), who have been fed lies by their parents in order to stop outsiders from discovering the truth.

Once the party arrives in Fallanset (Encounter 5), they find that the villagers are reluctant to aid them in their investigation and, in fact, there seems to be more going on than meets the eye. To get the party away from town, the villagers try to convince the party to help them by sending the party to search the forest outside the town, telling them that bandits have been raiding the town and this is why everything has been happening. This, however, is a ruse. The villagers simply want to get the party out of town while they try to figure out what to do.

While investigating in the woods, the party finds the remains of a bandit camp (Encounter 6). The bandits are radical Bisselite seditionists. (Characters who have taken part in Bounty Hunt by Jason O'Gorman and Penn Teller may have heard of or come across these seditionists.) They have been harrying lone Ketite travelers and small caravans, attempting to disrupt trade and traffic into and out of Ket. The Quasit Xanthor has promised them power and better arms and armour to fight against the Ketites. The bandits are not at the camp, and have either gone and joined forces with Drake and his minions or dispersed.

Once the party has returned to town having found no real information from the remains of the bandit camp, one of the boys who attacked them earlier (if they did only non-lethal damage) or one of the mixed marriage Ket/Bissel children tips them off about a meeting the villagers are holding in secret, or (if they choose to set up surveillance outside the village), they will see the villagers congregating (Encounter 7).

At the meeting, the villagers are trying to figure out a) how to get rid of the party, who they feel could discover the town's shameful secret and expose it; and b) how to appease the ghost of Martin Rawlins, whom they believe is responsible for the kidnappings and other incidents. While the villagers are carrying on this meeting, Martin Rawlins' ghost shows up to put his two cents worth into the conversation. At this point all hell breaks loose and the party can finally get to the bottom of what's going on. It is also at this point that the party finds out that three council members have been kidnapped.

Martin will tell them where to find his son and the captives, but only if they swear an oath to only do non-lethal damage to Drake and to get him help. He will also tell them about "that thing" (Xanthor, who at APL 6 is Drake's familiar, and who is much smarter and more in control than Drake) that is acting as "the devil on his shoulder", directing Drake in his actions.

If the party agrees to Martin Rawlins' demands, they can then confront Drake (Encounter 8), Xanthor and his hirelings and free the hostages. If they have lived up to their part of the bargain (i.e., Drake is not killed, and they intercede with the Mullahs to get him help), Martin will forgive the villagers and his spirit will be set free (Conclusion).

Introduction

It is a warm, sunny fall afternoon, and you and your companions have found yourselves in the town of Unser, where they seem to be holding some sort of harvest festival. There seems to be all manners of booths and events to amuse and entertain visitors to the fair, and the delicious smells of fresh-baked pastries, pies, and other delights tantalize you.

There is a gypsy market selling all sorts of goods and wares, and hidden away in one corner of the market you find some gaming tables set up. A small stage has been set up and at the moment a troop of

dwarven drummers are on stage. Amongst the various booths set up for the festival are a man selling lizard-on-a-stick, a halfling woman selling fresh-baked cookies and pastries, a gypsy fortune teller, a man drawing sketches for people, and a woman selling various perfumes and other feminine fripperies. You also notice a couple of men in the stocks with baskets of rotten fruit set out for people to throw at them. General mutterings from the crowd reveal that the men committed bodily assault and were shown leniency due to the festival.

There are also notices posted about several contests to be held, including a strongman competition, a pie-eating contest and a mounted archery competition, with prizes donated by the local clergy of Geshtai. There are baskets set out around the fair for donations.

DM's Note: As an extra hook for those party members who belong to either the Brotherhood of Sorcery or to the Archons, they have heard about strange magical incidents from their respective societies, and this is part of their reason for being so near to Fallanset.

Allow players to wander around the festival for no more than a half-hour to 45 minutes of game time. At the gypsy market they can purchase items out of the Players Handbook, with the exception of weapons and armor, at standard Players Handbook prices. The drummers on stage at the moment are very good, and at the end of their act they are quite willing to discuss their music with anyone who asks. They are quite talkative for dwarves but know nothing about this town or this area, as they are just passing through. The lizard-on-a-stick is surprisingly tasty, and the pies, pastries and cookies are amazingly good. An area of the gypsy market is set up to sell fresh vegetables, fresh fruit and home-baked bread. The man doing the sketches is very artistic, and the woman selling the perfumes and fripperies is obviously a foreigner who has come to the festival to sell her goods.

If you feel the need, or if someone asks, point out the rules concerning lethal vs. non-lethal damage in Ket to the players.

If it character wants to visit the fortuneteller, proceed to Encounter 1a.

After about 15 minutes of game time, or if the players seem to be getting bored, announce one of the contests. The contests will take place one right after

the other. Characters can take part in any of the three contests. These encounters are detailed below, as Encounters 1b – 1d.

Encounter 1a: The Fortuneteller

Off to one side of the gypsy market you see a dark blue tent decorated with strange symbols in various colors. A small sign, written in common, states “Those who would seek the knowledge of foresight, enter here and be welcome.”

The symbols on the tent don't actually mean anything – they are just there to look neat. If any characters decide to visit the fortuneteller, read the following paragraph.

It is dark inside the small tent, and the air is heavy with the scent of some sort of exotic incense. In the dim light provided by a burning brazier you can see a wizened old man who stares at you with sightless eyes. Despite this, you get a strange feeling, as if he is looking into your very soul. “Come, come,” he says in a voice cracking with age. “I am Achmed Abdul-Alim. If you have come looking for what will be, I cannot help you. I can but give you a glimpse of what might be.”

If the character still wants his fortune told, Achmed Abdul-Alim gives him or her a fortune based on the character's birth month (see from Appendix C). Any character who receives a fortune from Achmed Abdul-Alim has received the gift of insight, and may re-roll any one die roll during the course of the adventure. **DM's Note:** Do not inform them of this bonus until the next day (see Encounter 4).

Encounter 1b: Strongman Competition

“Step right up, step right up,” you hear a voice calling. “Let us see who amongst you can measure up. A sorry lot, I'm thinking.” You spot the speaker, a stout dwarf, standing next to a rather strange-looking device. About 10-feet tall, it consists of a pole with a bell at the top and a metal bar that would seem to strike it if you could hit the pressure plate hard enough to get it up that high.

Any characters that enter the Strongman Competition should make three strength checks and add them

together. There are three NPCs who might enter the competition. Sallah, a portly-looking Baklunish man, enters the competition no matter how many characters compete. Marist, a tall figure robed in the manner of a Baklunish woman, and Jafar, a middle-aged Baklunish man, only enter if there are less than four contestants (including NPCs) competing.

♣ **Sallah:** Strength 16 (+3 to die roll)

♣ **Marist:** Strength 12 (+1 to die roll)

♣ **Jafar:** Strength 10 (+0 to die roll)

Details on the competitors can be found in Appendix One.

If there is a tie, keep adding rounds until there is a winner. The winner of the Strongman Competition receives a small medal. This medal grants the character a +1 competence bonus to a single attack roll, saving throw, or skill check, as per the *guidance* spell (Players Handbook, p. 238). The medal can be activated as a free action before the roll is made.

Encounter 1c: Pie-Eating Contest

You hear a commotion coming from the stage where the drummers have been playing. Looking over there, you can see a tables being set up on the stage, and the halfling woman who was selling pies in the gypsy market placing a number of those pies on the tables. Once everything has been set up, she turns to the audience. “Come one, come all and sample my wares,” she bellows in a voice surprisingly large for such a small person. “And whomsoever samples the most will win a prize!”

Any character may take part in the contest. To move to the next round, characters must make a Fortitude check each round. The first round is DC 5, each subsequent round's DC is increased by 4 (i.e., the second round is DC 9, the third round is DC 13, etc.). If all the competitors succeed at their Fortitude checks, the one who makes it by the least is eliminated (he/she was just too slow in eating the pie). Continue until there is only one competitor left. If, in the final round, all competitors fail their Fortitude check, then the competitor who fails it by the least is declared the winner. Characters with the Endurance feat can add a +2 competence bonus to their checks.

There are three NPCs who might enter the competition. Melina, an attractive, young Oeridian woman, enters the competition no matter how many characters compete. Sallah, a portly-looking Baklunish man, and Nikko, a young halfling boy, only enter if there are less than four contestants (including NPCs) competing.

🐉 **Melina:** Constitution 12, Endurance Feat (+3 to die roll)

🐉 **Sallah:** Constitution 12 (+1 to die roll)

🐉 **Nikko:** Constitution 14 (+2 to die roll)

Details on the competitors can be found in Appendix One.

The winner of the Pie-Eating Competition receives a small medal. This medal grants the character a +1 competence bonus to a single attack roll, saving throw, or skill check, as per the *guidance* spell (Players Handbook, p. 238). The medal can be activated as a free action before the roll is made.

Encounter 1d: Mounted Archery Competition

You see a young Baklunish boy wandering through the crowd, calling out a summons. "Your attention good sirs and kind ladies. The Mounted Archery Competition will be taking place shortly at the stables. Any who wish to compete or just to watch are asked to proceed there now."

Characters who own horses or other mounts would have had them stabled here. If any players wish to take part in the Mounted Archery Competition, read the following paragraph.

Arriving at the stables you can see several fine Ketite-bred horses prancing and cavorting in the corral. There seem to be a fair number of people gathered here, whether to take part in the competition or just watch it. The stablemaster nods at you in greeting.

If characters have mounts stabled here, the stablemaster greets them by name and asks if they are going to take part in the competition. Characters who don't have horses but still wish to take part in the Mounted Archery Competition are provided with a light warhorse for the duration of the competition. Characters without a non-magical bow are given the

loan of a standard shortbow, to be returned in good condition at the end of the competition. Characters are not permitted to cast any type of magic before or during the competition. Anyone caught doing so is disqualified, or causes the disqualification of the recipient. If anyone attempts to use magic to influence one of the NPC rolls, remind the players that it is still an illegal act, even if there aren't any mullahs or jurats around. Their disregard for the local laws will catch up with them.

The competition is three rounds long. Each round, the competitors must ride 30 feet, stop their horse to shoot and then ride another 30 feet. At the start of each round each character must make a Ride check (DC 5) to be able to shoot that round. If he can shoot, the character can make a single attack roll each round to hit the swinging target. Characters without the Mounted Archery feat are at -4 to attack. Characters with the Mounted Archery feat are at -2 to attack. Characters with the Point Blank Shot feat can apply it to this roll.

AC 23 or natural 20:	1st ring—score 10 points
AC 21:	2nd ring—score 7 points
AC 19:	3rd ring—score 4 points
AC 17:	4th ring—score 2 points
AC 15:	5th ring—score 1 point

Add up all of the scores. Highest score wins.

There are three NPCs who might enter the competition. Jafar, a middle-aged Baklunish man, enters the competition no matter how many characters compete. Talia, a tall, Baklunish woman, and Bram, a sturdy Baklunish farmer, only enter if there are less than four contestants (including NPCs) competing.

🐉 **Jafar:** +7 attack (+7 ranged attack, +1 Point Blank Shot, +1 Weapon Focus (shortbow) -2 from horseback), Ride +11

🐉 **Talia:** +2 attack (+5 ranged attack, +1 Point Blank Shot, -4 from horseback), Ride +9

🐉 **Bram:** -1 attack (+3 ranged attack, -4 from horseback), Ride +6

Details on the competitors can be found in Appendix One.

If there is a tie, keep adding rounds until there is a winner. The winner of the Mounted Archery Competition receives a small medal. This medal grants the character a +1 competence bonus to a single attack roll, saving throw, or skill check, as per the *guidance*

spell (Players Handbook, p. 238). The medal can be activated as a free action before the roll is made.

Development: If any character takes part in the Mounted Archery Competition and manages to hit the target, Jafar will give them a recommendation to the Veterans of Ket metaorg.

Moving Things Along: Once the characters have had a chance to compete in the contests, have been at the fair for half an hour to 45 minutes of game time, or if the players seem to be getting bored, move on to Encounter 2.

Encounter 2: The Hook

After the winners of the various contests have been announced, you start to wander around the fair bit more when suddenly you are approached by a veiled woman. "Pardon me," she says, looking somewhat anxiously at you. "My name is Sharia al Mahmoud. Could I perhaps bother you for a moment of your time?"

If the majority of the characters are of obvious Baklunish descent, Sharia is more deferential than when talking to a group of obvious foreigners. Bardic Knowledge (DC 20) or Knowledge (Local VTF) [DC 20] will allow characters to remember that Sharia is the Ketite representative on the ruling council of Fallanset, a town annexed during the Ket/Bissel war.

If the party declines to talk to Sharia, then the adventure is over. If they agree, she suggests they set off immediately and she will explain along the way. If the party insists on an explanation before going anywhere, have them make an opposed Diplomacy check against Sharia (she is at +18 to the die roll). If the party wins, she grudgingly agrees to go to the local tavern, the Scimitar and Sickle, but she will try to push things along as quickly as possible.

"You have no idea how glad I am to have found you," Sharia says. "I have traveled for three days, seeking someone who might be able to help me and my village. You are the first people I have come across who look like they might be able to help me. Everyone else I've seen has been peasant, tradesman, or farmer.

I am one of three members of the ruling council of Fallanset which, as I said, is three days travel from here. Recently strange things have been happening

in the village. Crops and livestock have been disappearing, or worse, dying mysteriously. Barns and homes have been vandalized or burned down. No one seems to be able to figure out who's behind it. We are almost our wits' end."

Sharia can tell the party the following information:

- Fallanset is a small farming town just inside the Ket border. It was annexed at the end of the Ket/Bissel wars. The population is approximately 80 percent Bisselite, 10 percent Bisselite/Ketite mix, and 10 percent pure Ketite.
- She has been a member of the ruling council for the past five years. The other two members of the council are ex-Bisselites who remained in the village after the war. The councilman she replaced had died of natural causes, and Sharia (being a minor nobleman's daughter and well versed in matters of diplomacy) was appointed to the council by the Beyess.
- It seems like every year around this time things start happening in the village. Minor acts of vandalism, personal items going missing, that sort of thing. This year, though, the type and seriousness of the incidents seems to have increased greatly. *DM's Note: this is due to Xanthor's influence on Drake.*
- If asked to elaborate, Sharia explains that there has been a lot more damage to property and injuries to people this year, and the incidents have taken on a more malicious tone. She also explains that if the incidents follow the previous years the party will have about a week to figure out what's going on. In the past, the incidents have occurred over a two and half week period.
- If asked if there are any newcomers to the village this year, she states that she doesn't know of any.
- If asked how long these incidents have been going on, she tells the party that they've been happening for at least as long as she has been in the village, and she suspects well before that, as the villagers seem resigned to "just riding it out".
- If the party asks why, after all this time, she is going outside the village to seek help, Sharia tells them that she is worried because of the increase in the severity of the incidents. She is also worried that the rest of the council and the villagers don't seem to be willing to do anything about it.
- The ruling noble of the area is a Beyess named Soraya al Nasim. Although a female ruler is unusual it is not unheard of. Soraya was awarded

this area about five years ago, as a reward for her many years at court.

- If asked whether the authorities, have been consulted she explains that the village is not very close to a post, and besides, the rest of the council, being Bisselites, are very distrustful of outsiders. Even she herself is not totally accepted, although she is accorded proper respect as befits her station. The Beyess has not been brought into this as she is very rarely at her estate, preferring to remain at court in the capital, trying to enhance and entrench her political position. Her steward has been apprised of the situation, but prefers to let the village and the council deal with it.

If asked about payment Sharia tells the characters that, although with the rest of the council doesn't know she's here, she's sure they will be willing to recompense the party once the problem is taken care of. If they press the point, she grudgingly agrees to pay them 25 gp each out of her personal holdings, which, she mutters, will drain them completely.

Sharia presses the party to leave right away and begin the first leg of the journey that afternoon. If they ask her why speed is so important, she reminds them that she is been away from the village for three days and it will take them three days to get back (two if they have horses and can provide Sharia with a ride), and she is worried about what has happened to the village in her absence.

In any case, whether they leave right away, or whether they leave the morning, they will have to spend two nights on the road. On the first night they are subjected to the cries of Howlers, and perhaps the Howlers themselves. On the second night they are accosted by a band of young toughs from the village. Other than those two encounters, their travels are uneventful.

Encounter 3: A Cry in the Night

As you settle in for the night, the cries of wolves and other animals echo about you. Some of the cries have an otherworldly sound to them, almost seeming to pierce your very souls.

The party is subjected to the cries of one or more Howlers (depending on APL) on the first night. Xanthor knows that Sharia has gone for help, and he wants to know what kind of help she has found. He

has brought the Howlers in to test their mettle, and as an opportunity to gain more information about the party.

The Howlers do not attack unless the party can track them back to their lair, which takes a minimum of one hour (forcing the party to make at least one Will save). If uninterrupted, the Howlers howl from midnight to dawn (six hours), requiring the party to make a Will save each hour. **DM's Note:** *they only need to make one Will save per hour, no matter how many Howlers there are.* If the party chooses to track the Howlers back to their lair, they must make a Survival check based on their APL to find the lair:

APL 2: DC 18

APL 4: DC 22

APL 6: DC 26

For each hour after the first that they spend tracking, they can add +1 to the check. After the fourth hour of tracking (i.e., four Will saves) they automatically find the lair. (See Appendix E – DM's Maps for details of the lair and surrounding area.)

The Howlers are in a forested area, gathered around the carcass of a dire wolf, which they killed earlier in the evening. Read the following text when the PCs are 70 feet from the Dire Wolf corpse.

The mournful howls of the creatures you have been tracking are starting to get on your nerves, and you wonder just how much longer you will have to listen to the plaintive cries. Your question seems to be answered, however, as you make your way through a copse of trees. Up ahead you can see the carcass of a wolf – but this is no ordinary wolf, it's easily the size of a small horse.

For APL 2 parties, read the following:

Back about 20 feet from the wolf carcass seems to be a cave, and it is from the mouth of this cave that the howling is coming. For a moment, as the clouds clear away from the moon and a shaft of moonlight pierces the area, you can see some sort of gaunt, bestial hound or feline, with a mane of bristling quills. Whatever this is, it appears to be injured.

For APL 4 and 6 parties, read the following:

Standing over the carcass, howling at the moon you can make out 2 shapes. As they become aware of you, their focus shifts from their downed prey. For

a moment, as the clouds clear away from the moon and a shaft of moonlight pierces the area, you can see some sort of gaunt, bestial hounds or felines, with manes of bristling quills.

Creatures:

APL 2 (EL 2)

🐾 **Howler (wounded):** hp 39 (currently 25); see Monster Manual

APL 4 (EL 5)

🐾 **Howlers (2):** hp 39, 39. See Monster Manual.

APL 6 (EL 8)

🐾 **Howlers (advanced) (2):** hp 58, 58. See Appendix One.

The area is considered medium forest with no undergrowth and only typical trees (see DMG page 87).

Tactics: Unless the party is making an effort to hide and move silently, the Howlers are aware that the party is there. The Howlers move and attack anyone approaching within 60 feet of them, or once they are subject to an attack of some sort.

Development: Xanthor is sitting hidden in the branches of a tree (marked with a Q on the map), invisible (Spot check [DC 67] to notice) keeping an eye on things, as he suspects Sharia has gone to get help from outside the village. If the party tracks and fights with the Howlers, Xanthor becomes aware that someone is “on the job”, and is able to use his once-per-week *commune* ability to find out more about the party. See Appendix D for the information Xanthor goes after with his *commune*. He will also use his *detect good* and *detect magic* abilities to determine the relative power of the party.

Sharia will stay as far away from these beasts as she can. She is no combatant, and is horrified by these terrible creatures. If she can do it safely, she will try to drag unconscious characters out of harm’s way and attempt to stabilize them (she is at +1 on her Heal checks).

In the cave of the now deceased dire wolf is the remains of a hapless adventurer, one of the dire wolf’s previous meals. What remains of his gear marks him as a Bisselite scout, though most of it is in ruin. The only things salvageable are his longbow (masterwork composite longbow +2), a *ring of protection +1*, a +1

amulet of natural armor, and some sundry coinage. He has been dead for about 3 years.

Treasure:

All APLs: L: 50 gp; C: 30 gp; M: +1 *ring of protection* (167 gp per character), +1 *amulet of natural armor* (167 gp per character).

Encounter 4: But They Were Such Nice Boys

On the morning after the encounter with the Howlers, read the following paragraph to anyone who had his or her fortune told by Achmed Abdul-Alim.

Despite the events of last night, you managed to fall back into a restful sleep. When you awake, you remember flashes of your dreams. You feel as if you have some slight insight into what lies ahead, and that you might even be able to re-write a tiny part of it when the time comes.

Any character who received a fortune from Achmed may re-roll any one die roll in this adventure, as per the Luck domain. If a character already has this ability from the Luck domain or from some other source, this re-roll can be used in addition to any others.

Sons of some of the village boys are hiding along the side of the road, waiting to ambush the party (see Appendix E – DM’s Maps). Their parents, all Bisselites, have filled their heads with warnings and stories of outsiders coming into their town to take over for years, and as such they are quite xenophobic and unwilling to let the party pass. They wait until the party is passing them and then leap out from behind the trees and attack.

The party can attempt a Spot check (DC 19) to notice the bad guys when the party gets within 20 feet of any of the boys. Any character that makes his/her Spot check can act in the surprise round, as they are aware something is there.

DM’s Note: Whether the party spots the boys or the ambush succeeds, you should emphasize the youth of the attackers (they are all 14-15 years old), the lack of equipment, the poor clothing, etc. Voices should be high, overexcited, nervous, youthful, etc. Hesitance and uncertainty may be useful clues: “Guys, they’ve

seen us!", followed by prompting from the leader to attack, rather than quick decisive action, etc.

With the exception of the leader, these are all untrained farm boys, and this should prove to be an easy fight for even an APL 2 party. The challenge here is not the combat itself, but the actions of the party. They are still in Ket and should they kill any of the bad guys, which is quite easy to do if they are not doing non-lethal damage, there will be very serious repercussions. If this happens, Sharia does her duty as a good Ketite citizen and council member, and arrests any offending character.

DM's Note: this is an untiered fight.

ALL APLs (EL 3)

♣ **Village Boys (5):** Male Humans, Com1; hp 5 each. See Appendix One.

♣ **Garon (the Leader):** Male Human, War1; hp 9. See Appendix One.

The area is considered medium forest with light undergrowth and only typical trees (see DMG page 87).

Tactics: The town boys are untrained and unskilled, and attack the closest character to them. If that character is on horseback they try to pull him/her down off the horse before attacking (see "Tripping a Mounted Opponent", PHB). The leader, who has a bit more tactical sense (if not brains) attacks an obvious spellcaster before he attacks a warrior. If the leader falls, the other attackers drop their clubs and flee back to town. Sharia recognizes the attackers as boys from the village, although she will not get a clear look at them until after the battle. During the combat, she will stay at the back, and look after any horses or other animals that aren't taking place in the fight. She will not enter combat herself.

Development: If the party does only non-lethal damage to the boys (including the leader), the villagers are unwelcoming but not overtly hostile toward them. If the party has used healing magic to heal any damage done to the boys, the villagers are still unwelcoming but grudgingly respectful to the party. If the party actually does real damage to the boys, or even worse, kills one or more of them, the villagers are be openly hostile to them.

If the party tries to question the boys they get very little information from them, as they really don't know

much. They have heard their parents talking about strangers coming to the town and ruining everything, and they love their parents very much and wanted to help out. The leader, who has been out in the "real world", is the one who came up with the idea of ambushing anyone coming to town. The boys can tell the party the following information, but only talk to them if non-lethal damage has been done. If any lethal damage has been done, the boys – with the exception of the leader – are too shell-shocked to speak to the party.

- Strange things have been happening in the village lately, but strange things always happen around this time, and they always pass in a few weeks. If pressed, they admit that this year's events seem to be a bit more serious than usual.
- The boys' parents were upset when they found out Sharia had left the village. There was a lot of muttering about outsiders coming into the town, and people were definitely not happy about the idea.
- The party is not welcome in the village, and it would be better for them if they'd just go home.

If the boys get the sense that they have nothing to fear and/or that they are in no real danger from the party, they go back to the posturing and braggadocio attitudes of village toughs. Feel free to give the boys a Sense Motive check (they are at –1 to the die roll), if appropriate, to note this.

If the party used only non-lethal damage against the boys, Sharia praises them and says that this just reinforces her opinion that she's chosen the right people for the job. If the party used lethal damage against the boys, but has not killed them, Sharia expresses her disappointment and reminds them once again that they are in Ket and that lethal damage is not acceptable, no matter what the circumstances. If the party has killed any of the boys, Sharia is so angry that she will not speak to them until they reach the town, no matter how much they apologize or try to justify their actions. The consequences of those actions are explained in the next encounter.

Encounter 5: The Cold Shoulder

The attempted ambush thwarted, you continue your journey to the village, arriving in the early evening, just after dusk has set in. As you crest a small hill, you get your first glimpse of the village

of Fallanset, which consists of a few homes, a pair of small shrines to Al Akbar, and Geshtai, and a “general store” and tavern. Beyond the village you can see farmland and a few scattered farms.

Fallanset is a rural farming village that lies approximately half a day's ride from the Ket/Bissel border. The village has a population of 68. About 80% of the population are Bisselite – villagers who stayed on after the war. About 10% are Ketites who moved into the area five years ago (the same time Sharia arrived), and approximately 10% are a Ketite/Bisselite mix, born into the village as a result of the intermarriage between Ketite and Bisselite residents. There is a small shrine to Al Akbar, as well as shrine to Geshtai. There is also a “general store” where characters can purchase items out of the Players Handbook (no weapons, armour, masterwork or alchemical products) at 20% above standard cost. The general store will not purchase items from characters. There is also a small tavern where the villagers congregate after a hard day of toiling in the fields.

If all of the attackers from Encounter 4 are alive, conscious, and with the party, read the following introduction:

As you come into town, your would-be attackers in tow, you see suspicion and resentment on the faces of the villagers who come out to meet you. Sharia steps forward and looks at the assembled crowd. “We were attacked on the road by these boys, whose heads have been filled with distrust and prejudice. Fortunately our visitors showed more restraint. The boys’ crimes will have to be dealt with, but things could have turned out much worse. I hope you will remember this and treat our visitors with the respect they deserve. I would ask you to give them any help you can, and to try and lay aside your prejudices.”

If all of the attackers from Encounter 4 are alive, but any are unconscious read the following introduction:

As you come into the village, you hear gasps of shock and horror from the villagers who have come out to meet you. Sharia steps forward quickly, raising her hands to calm the crowd. “It is not what it looks like,” she says. “We were attacked on the road by these boys, whose heads have been filled with distrust and prejudice. Fortunately our visitors showed much more restraint, and defended themselves by merely knocking out their attackers rather than harming them. The boys will recover,

and then their crimes will have to be dealt with. Things could have turned out much worse, though. I hope you will remember this and treat our visitors with the respect they deserve. I would ask that you give them any help you can, and to try and lay aside your prejudices.”

If any of the attackers from Encounter 4 are dead, read the following introduction:

As you come into the village, you hear gasps of shock and horror and angry murmurings from the villagers who have come out to meet you. Sharia steps forward quickly, raising her hands to try and calm the crowd. After a moment, during which you almost fear they might try to mob you, they settle down. “We were attacked on the road by these boys, whose heads have been filled with distrust and prejudice. Unfortunately, in the heat of the moment, blows were exchanged.” The murmurings from the crowd start up again. Sharia tries, and once again succeeds, in getting the crowd to settle down. “The ones responsible for this will be punished, I swear to you upon my honor. All I ask is that you not judge them all based on the actions of one (or a few, depending on how many characters actually struck killing blows) person. They are here to help us, and I would ask that in return, you give them any help you can.”

There are no rooms at the tavern – the party will be housed at Sharia's place. She will suggest they rest overnight, to allow the villagers time to cool off, and begin their investigations the next morning.

If any of the attackers from Encounter 4 were killed, Sharia tells the party that they need to stay in town while she consults with the Beyess' steward. She adds that she trusts them not to flee. Part way through their investigation in the village she returns and tells them she has talked to the steward. The offending characters will be allowed to continue the investigation. If they are successful, they will receive 36 TUs in the copper mines for their crime. If they are unsuccessful they will receive 52 TUs in the mines. Sharia stresses that only her superior negotiating skills have enabled this leniency. If any player complains, point out that usually their character would be removed from play at this point to serve their sentence in the mines immediately.

Development: Sharia introduces the party to the other two members of the village council, Paulus Madrig and Tobias Winterborn. This is important, as they will

have a chance to notice that both Paulus and Tobias are missing from the villagers' meeting in Encounter 7.

The Bisselite citizens are reluctant to talk to the party for two reasons. First and foremost, they don't want their secret to come out. Secondly, they are Bisselites living in what they consider to be "occupied territory", and they are hesitant to trust any strangers, much less Ketite ones. Though they do not like being part of Ket, they have accepted their lot. In the end, it doesn't matter which overlord or bey to whom you pay your taxes. The Ketite population is willing to talk to the party, but doesn't know anything about the secret the Bisselites are hiding. They confirm everything that Sharia has told the party. The one break that the party gets is by talking to any of the Ketite farmers who had livestock or crops die. They tell the party that this is the first year anything has died, and they don't know what caused it – they came out in the morning and just found the animals and crops dead in the fields or the barns. There is no pattern to the deaths – they happened over a number of nights, to various animals and crops and in various locations. ***DM's Note:** Even if the party contains Bisselite citizens, the villagers will still not reveal anything to them – they have hidden this secret for so long that it has become second nature not to talk about it. Also, especially if the Bisselites are traveling with Ketites, the villagers don't trust anyone.*

Although the party will not be able to get any information from the villagers themselves, there are other things they may try to get information:

- If a character uses or casts *detect evil*, the Bisselite residents show as having a very faint tinge of evil to them. This is a result of living for so many years with the murder of Martin Rawlins on their consciences, and with the lies they have told to cover it up.
- If the party tries to alter the reaction of the villagers towards them by any means, the best they can do is to shift their attitudes to "Indifferent". Under no circumstances will the villagers give them any information on the events of fifteen years ago at this time. The Bisselites won't talk about it, and the Ketites and Ketite/Bissel children don't know about it.
- If any character wants to make a Sense Motive check [DC 40] will tell them that there's something a bit off when they're talking to the Bisselites. (This represents the fact that they have been hiding the truth and telling the same lies for so long that they almost believe them themselves.)

Even if they confront the Bisselites directly, calling them liars to their faces, the Bisselites will not talk to the party or help them in their investigation, with the following exception.

The Bisselites, in an attempt to get the party out of town (and to misdirect them), mention that the vandalism is probably the work of a troop of bandits that have plagued the area for the past few years. (If mentioned to the Ketite citizens, they confirm that there have been bandits in the area in the past.) After about 15 minutes of game time, or if the players seem to be getting frustrated or bored, one or more of the Bisselites angrily tell the party that "it's obviously the work of the bandits. Why don't you do something about it?"

If the party goes after the bandits, proceed to Encounter 6. If the party wants to stick around the village and keep questioning people, the villagers continue to stonewall them. Each day they stay in the village Xanthor is able to gain more information about them, their strengths, and their weaknesses. The Bisselites will not hold their secret meeting until the party has left town, as they want it to remain a secret.

If the party doesn't go after the bandits for some reason, on the third day they get a report of a fire at an outlying farm. When they go to investigate, the villagers will hold their meeting then. The party will find that the fire has no relevance to the mystery at hand – it was a simple case of a farmer being careless with a lantern.

Encounter 6: Nothing to See Here

The villagers can direct the party to the general area the bandits are known to inhabit. After a couple of hours the party stumbles across to the remains of their camp. A Survival check (DC 15) allows them to find the camp within one hour.

All the party finds is the remains of the camp, since the bandits (or some of them, at least) have joined forces with Drake and Xanthor. They may stumble upon a camouflaged pit trap the bandits have left behind, either by making a Search check (DC 24) or by falling into it. (See Appendix E – DM's Maps for details.) The pit is 10' deep, with a deadfall that dumps rocks onto any hapless character that falls in.

A separate Survival check (DC 20) reveals that the camp has been abandoned for couple of months. Other than that, the party will find nothing of value and no clues here.

APL 2 (EL 2)

☛ **Camouflaged Pit Trap:** CR 2; 2d6 damage; Search (DC 24); Disable Device (DC 19), Reflex save (DC 20) to avoid.

APL 4 (EL 3)

☛ **Camouflaged Pit Trap:** CR 3; 3d6 damage; Search (DC 24); Disable Device (DC 19), Reflex save (DC 20) to avoid.

APL 6 (EL 4)

☛ **Camouflaged Pit Trap:** CR 4; 4d6 damage; Search (DC 25); Disable Device (DC 19), Reflex save (DC 20) to avoid.

Development: This is a red herring, pure and simple. The villagers want to get the party out of town so they can figure out what to do. More perceptive parties may wonder what happened to the bandits, and may even put two and two together and figure out that Drake and the bandits are now connected in some way, although there is no evidence of this here. When the party gets back to town, they find out about a secret meeting the Bisselites are having.

Encounter 7: Listen, Do You Want to Know a Secret?

Assume that the party's investigation in town will take most of the day, and the investigation of the abandoned bandit camp will take a couple of hours. The party should get back to the village late in the day.

When the party gets back to town, they find out that the Bisselite villagers are meeting in secret. The meeting is taking place during the time the Ketites are attending services to Al'Akbar, run by one of the villagers. If the party did only non-lethal damage to the boys in Encounter 4, read the following passage.

As you come back into the village somewhat disheartened at finding nothing of use in the bandits' camp, one of the boys that attacked you earlier slinks up to you, nervously looking around to make sure none of the villagers are watching. His fears seem groundless, since the village appears

to be empty at the moment. You soon find out the reason why.

"Look," he says softly, all traces of earlier braggadocio gone, "you didn't hurt me and my friends earlier on and I figure you had good reason to. Maybe all the stuff my Da's been tellin' me ain't exactly right. Anyway, I figure I owe you one, and this'll make us even. All right?" Not waiting for your acceptance, he continues. "There some sort meeting going on over at old Caleb's place. I don't know what's goin' on, but Da and the rest of the villagers are over there now. Well, all of them that ain't at services at least."

Ketite characters know that the services referred to are the evening services for worshipers of Al Akbar. Non-Ketite characters who make a Knowledge (religion) [DC 5] check also know this.

If the party did lethal damage to the boys in Encounter 4, including killing any of them, read the following passage.

As you come back into the village, somewhat disheartened at finding nothing of use in the bandits' camp, a boy of perhaps 13 or 14 years old slinks up to you, nervously looking around to make sure none of the villagers are watching. His fears seem groundless, since the village appears to be empty at the moment. You soon find out the reason why. "Look," he says hesitantly, "Da says that you guys are only here to cause trouble and ruin things. Ma thinks you might be able to help though. They were fighting about it earlier on. They been fighting a lot lately. Ma's off at services now, but Da doesn't follow Al Akbar. He and the other villagers, well the ones that ain't at services, are meeting out at old Caleb's place. I don't think Ma knows about it. Maybe you can talk to Da and then him and Ma'll stop fightin'."

Ketite characters know that the services referred to are the evening services for worshipers of Al Akbar. Non-Ketite characters who make a Knowledge (religion) [DC 5] check also know this.

In either case the boy cannot give the party any more information beyond directions to old Caleb's place, which is on the extreme outskirts of the village (about a 10-minute walk).

If the party decides not to go back to the village for some reason (e.g., they decide to camp outside the

village and watch it) then they will notice the villagers heading out to Caleb's place for the meeting and can follow them.

If the party doesn't investigate the villagers' meeting, it will be very difficult for them to complete the module, as this is where most of the information will come from. Assuming they do decide to investigate, ask them if they are taking any precautions against being heard or seen when approaching Caleb's place. As they get near to his place they discover the villagers are being loud enough that, unless they make copious amounts of noise, e.g., storming the place, their approach will not be heard. The villagers are meeting in Caleb's barn and it is relatively easy for the party to both listen in on and see into the meeting through cracks in the barn's walls. Characters who make a Wisdom check (DC 13) realize that both Paulus and Tobias (the two ex-Bisselite councilors they were introduced to earlier on) are not at the meeting.

DM's Note: This is because they, along with Sharia, have been kidnapped by Drake. The party has no way of knowing this until it is revealed in Encounter 8.

It is fairly easy to hear the villagers' conversation. They are talking about you. One of them, an elderly man named Caleb, seems to be holding the floor. "Sharia shouldn't have brought those outsiders here," he says. Murmurs from the other villagers seem to indicate they agree with him. "And now Paulus and Tobias have gone off somewhere too. We must deal with this before they discover the truth."

"And what truth might that be?" a translucent figure asks, slowly materializing. Some of the villagers flee in panic, while others remain rooted to the spot, too scared to do anything else. Only Caleb seems unaffected by the sight. "You!" he says, facing the ghost head on. Although he seems calm, you can see beads of sweat on his forehead and he is trembling ever so slightly. "Why have you returned now, after all these years? What must we do to rid ourselves of you for good?"

"An apology might be a good start," the ghost replies dryly. "Know this, though. Freeing my spirit will not solve your current problems."

The party can now get in on the action and question the Ghost (Martin Rawlins) and Caleb. If they don't voluntarily go in, get them in by any means necessary - have a villager run over them and go "Thank the gods

you're here to save us!" and push them into the barn, for instance.

☛ **Caleb:** Male Human, Com1; hp 3. See Appendix One.

☛ **Martin Rawlins:** Male Ghost (Human), Exp4. See Appendix B

If the party attacks Martin or successfully turns him, he sinks back in to the earth for a few minutes (or the duration of the turn) and then pops his head back up and asks the party something along the lines of "well, do you want my help or not?" If they persist in being hostile to him, he sighs, makes a remark about how fools just seem to multiply, and defends himself with his ghostly abilities (see Appendix B).

At this point, recognising that the jig is up, Caleb spills the whole story. Martin, of course, has a slightly different recollection of what happened.

Caleb looks at you and sighs. "I guess it's time for the truth. Obviously we can no longer hide what is going on here. Especially since it has quite literally come back to haunt us. Fifteen years ago we arrested a murderer named Martin Rawlins."

Before Caleb can continue, the ghost angrily interjects "I was no murderer! It was an accident!"

Caleb seems to be fast losing his fear of the ghost, for he snaps back "This is hard enough as it is, spectre. Let me finish my story and then you may have your say." The ghost looks chastened, if that's possible. Caleb stares at him for another moment and then continues. "He was accused of killing a local sheepfarmer. The farmer was very popular and some of the villagers, fearing that the murderer would go free, decided to teach him a lesson." At this point it seems the ghost can remain silent no longer. "Is that what you call it?" he thunders. "You tied me to a tree and beat me to death! That was some lesson."

This time it is Caleb who looks chastened. "It is true we were overzealous, to say the least." The ghost snorts. "A slight understatement, I think," he says. Caleb glares at him and then continues. "Just before he died, Rawlins swore a curse upon the town. When we saw what we had done, we were horrified. We buried the body in an unmarked grave and swore never to speak of it again. We told his wife that he'd been killed by bandits, and gave

her some money. She moved away from the area after that. We then tried to go on with our lives. All was well for seven years. Then, just before the anniversary of that terrible night, strange things began happening. Small items went missing, mysterious shapes began showing up carved in fields, cattle and sheep began to show strange marks. We assumed that it was Rawlins' curse coming true. After a few weeks it stopped. Every year, like clockwork, the same things would happen. Since we knew we deserved it, and much worse, we did nothing. And, to be honest, the things that happened were more of an inconvenience than anything else. Until this year. This year he has killed our crops and our livestock, and injured our people. What have we done, spectre, to make you step up your campaign of harassment and revenge?"

"I am not now, nor have I ever been, responsible for what has happened here," the ghost answers angrily. "But why should I justify myself to you, who would not believe me anyway? These people, though," he says, gesturing at you, "perhaps they will be open-minded enough to listen and help you out of the mess you're in."

Any character that makes a Sense Motive check (DC 15) feels that the ghost is telling the truth. If they are willing to listen, they find out the following information:

- After his death, Martin Rawlins became a ghost. He doesn't know what it is that binds him to this place, but suspects it has something to do with his son. For the past 15 years he has been watching over his wife and son Drake, who was five years old at the time of Rawlins' death. They did not move away, as the villagers thought, but have been living in poverty in the forest all this time. Martin has been able to scare up (quite literally) enough game to keep them fed, but just barely.
- Martin made the mistake of telling his wife what had really happened. She tried to get him to take revenge on the villagers in his ghost form, but he refused, as two wrongs do not make a right, and revenge would serve no one well. When she failed to spur Martin to act, she began telling Drake over and over how their situation was all the villagers' fault, and how they murdered his father. Martin tried to counter her poisoning of Drake's mind, but he fears that between his efforts

and those of his wife's, some damage has been done to Drake's psyche.

- It is Drake who is responsible for the incidents that have been plaguing the villagers the past eight years. Upon his 12th birthday, he began manifesting some minor powers. Martin is not sure that Drake was even aware that he had those powers. With them he was able to take out his anger on the villagers, hence the minor incidents that were happening. Since the incidents were so minor and, Rawlins admits a bit sheepishly, since he felt that the villagers deserved it, Martin did not try to stop Drake.
- Six months ago Drake's mother died. Around that time Martin became aware of some other force influencing Drake. He's not entirely sure what it is, but it seems to be able to talk to Drake, and it has a corporeal form. **DM's Note:** Xanthor poisoned Drake's mother when she was out gathering firewood, and she died when she returned home. He then set fire to the hut they were living in, to cover his tracks and force Drake to rely upon him more, although the party will have no real way of finding this out. Martin has been unable to spot Xanthor, who is careful about staying invisible. So although Martin knows there's something there, he doesn't know what it is.
- Whatever is influencing Drake also seems to have been able to either increase his powers or at very least teach him how to focus those powers in more destructive ways. In addition, recently some bandits that were hanging out in the woods have joined Drake. Martin is not sure of their numbers, as he has stayed away to avoid being seen as he feared what they would do to Drake if they learned about Martin.

Once the party has finished questioning Martin read the following:

"You seem like honourable people. It goes against my nature to betray my family, but my son has gone too far this time, and lives are at stake. It isn't his fault – whatever has been influencing him lately is the cause. Before I continue, I must have your word, though. You must swear upon your honour that you will not kill my son, and that you will get him the help he needs."

Unless they swear, Martin will not continue. If it is needed, Caleb will beseech them to agree. If they refuse to swear to anything more than they will "try

their best” to avoid killing him, Martin will mutter that he will just have to trust them, he guesses. If any player states specifically that he is trying to Bluff Martin, he can make a Sense Motive check (he is at –1 to the die roll), otherwise if the characters swear he takes them at their word.

“It appears that my son has taken the stories my wife told him of their mistreatment to heart. He has decided to hold the trial that I was denied but, as was done in my case, has already decided the verdict and punishment. That thing that is using him and its bandit minions have taken the town council members, and Drake plans to execute them after he finds them guilty. Because you have sworn on your honour not to kill my son, I will tell you where he is. But be warned, if you have played me false, I shall take my wrath out upon you.”

Martin tells the party that Drake and his minions have set up camp in a clearing about half a day outside of town. He thinks that Drake will kill the hostages just before dawn. A party moving fast and directly should arrive before the deed is done.

DM's Note: *Xanthor the Quasit was able to catch the council members unaware and poison them with its Dex-draining poison, thus making them easier to transport.*

Once the party has made any preparations or arrangements they want to make, continue to Encounter 8.

Encounter 8 – I, the Jury

If the party fought the Howler(s) in Encounter 3, Xanthor knows about them and will have used his once-per-week Commune ability to find out more about the party so he can tailor his tactics. He knows roughly how powerful the party is and whether they have divine and/or arcane spellcasters. See Appendix D for the questions he asked and the effect they will have on tactics.

The encounter takes place in a modest clearing, deep in the woods. The party hears Drake raving at the hostages when they are 60' from the edge of the clearing.

As you get within 60 feet of the clearing Martin Rawlins told you about, you can hear someone speaking. Listening for a few moments you realize

that the voice sounds remarkably like Martin's, but somewhat younger and stronger. The tone is definitely one of anger, tinged with something else you can't quite identify. "... and now I will give you the trial that you denied my father those many years ago. And when you are found guilty of his murder, you will pay for your crimes." Peering through the trees, you can vaguely make out a figure pacing back and forth in the clearing, shouting at three bound and gagged figures.

The main clearing of this encounter (40' diameter) has had all vegetation burned away to prevent *Entangle*, *Briar Web*, *Spike Growth* and other similar spells. The clearing is lit up by a number of torches strategically placed around the perimeter. There are some bedrolls rolled up and off to one side of the clearing, but no tents or anything else that would provide cover.

The area is considered **medium forest** with **light undergrowth (except where burned away)** and only **typical trees** (see DMG page 87).

See Appendix E – DM's Maps for a detailed map of this encounter. Sharia (S), Paulus (P) and Tobias (T) are prone, bound hand and foot, all tied together, and gagged 10' from Drake (D). The Rogue (rog) is hiding 10' up in the tree at the junction of the trail and the clearing (Spot checks are: APL 2 [DC 19], APL 4 [DC 23], APL 6 [DC 26]) but he is paying attention to the "trial". The Bandit Leader (L) is in the clearing with Drake, as is the Bard (B) at APLs 4 and 6. The bandit leader is 20' in from the edge of the clearing, on the lookout for intruders. Xanthor (Q) is Invisible on Drake's shoulder. At APL 6 the Ranger (rgr) is hidden behind a tree on the other side of the clearing, in case anyone tries to circle around, and his animal companion, a hawk, is circling about 75' above the clearing. If any character has a familiar or animal companion scouting for them or if they have Wildshaped and are scouting, the hawk attacks the scout. The hawk will not attack a character using *Fly*, *Air Walk* or any similar type of spell. If the party makes no attempt to hide, the leader spots them when they are 50' from the edge of the clearing, and shouts to warn everyone. Roll for initiative.

If the party chooses to use stealth, it is possible that they will be spotted by and/or will spot one of the lookouts. Drake, the Bandit Leader, and the Bandit Bard are making no attempt to hide.

APL 2 (EL 5)

☛ **Drake:** Male Human, Sor2; hp 10. See Appendix One.

☛ **Xanthor the Quasit:** Tiny Outsider; hp 13. See MM page 46.

☛ **Bandit Rogue:** Male Human, Rog2; hp 14. See Appendix One.

☛ **Bandit Leader:** Male Human, Ftr1; hp 12. See Appendix One.

APL 4 (EL 7)

☛ **Drake:** Male Human, Sor4; hp 20. See Appendix One.

☛ **Xanthor the Quasit:** Tiny Outsider; hp 13. See MM page 46.

☛ **Bandit Rogue:** Male Human, Rog2; hp 8. See Appendix One.

☛ **Bandit Leader:** Male Human, Ftr2; hp 20. See Appendix One.

☛ **Bandit Bard:** Male Human, Brd2; hp 12. See Appendix One.

APL 6 (EL 9)

☛ **Drake:** Male Human, Sor7; hp 35. See Appendix One.

☛ **Xanthor the Quasit:** Improved Tiny Outsider; hp 17. See Appendix One.

☛ **Bandit Rogue:** Male Human, Rog4; hp 26. See Appendix One.

☛ **Bandit Leader:** Male Human, Ftr5; hp 42. See Appendix One.

☛ **Bandit Bard:** Male Human, Brd4; hp 25. See Appendix One.

☛ **Bandit Ranger:** Male Human, Rgr4; hp 28. See Appendix One.

☛ **Bandit Hawk** (Ranger's Animal Companion): Tiny Animal; hp 4.

Tactics: As per Appendix D if Xanthor has had a chance to use his *Commune* ability. If, for some reason, Xanthor has not gathered any information on the party, the bad guys attack the character(s) who appear the most dangerous. Drake casts his spells in combat against the party unless someone points out to him that Sharia is an innocent in all of this - she was not part of the group that killed his father. If someone thinks of this, Drake stays out of combat while he tries to reconcile what Xanthor has told him with what the party has told him. Once the fight is over, the party can use Diplomacy (DC 13 + APL) to convince Drake that he has been used and manipulated by Xanthor.

Once the party has dealt with the bad guys, they can find out the following information.

- The bandits are Bisselite seditionists who were promised power and armaments by Xanthor for their cause. This is where they got the weapons and armour they used against the party.
- Drake was brought up on a steady diet of anger and hatred against the village by his mother. Ever since he was a child, she filled his head with stories of the wrongs done to his family by the villagers.
- Drake has heard the voice of his father talking to him ever since he was a child. The voice tried to soften what his mother was telling him, saying that revenge was not the way to go. About a month before his mother died, he began hearing a new voice (Xanthor), encouraging him to take his revenge on the village and to be a man. At that point, his father stopped talking to him as much. One day he saw where the voice was coming from – a smallish flying creature who told him he was a friend. He was worried at first, but Xanthor helped him to focus so he could control the things his mind did, and never asked for anything in return. *DM's Note: Xanthor was training Drake, a latent sorcerer, as he was unaware of his powers.*
- Xanthor was the one who pointed out that the villagers had never paid for what they did to his father, and that they had grown and prospered while his family was starving. He kept on drilling this idea into Drake's mind, and that was why Drake started ruining crops and killing livestock.
- When the party came to the village, Xanthor told Drake that it was a sign. They had brought in outsiders and were going to get away with everything again, just like they had fifteen years ago. He told Drake that it was time they paid for their sins, and suggested the idea of the trial.

Once the party has finished questioning Drake and the bandits, ask them what they intend to do about Drake. If they are willing to intercede with the Mullahs for clemency, proceed to Conclusion A (Success). If Drake is dead, or if they are not willing to intercede with the Mullahs, proceed to Conclusion B (Failure).

*DM's Note: Conclusion A (Success) can only be achieved if Drake is alive **and** the party is willing to plead his case to the Mullahs.*

Treasure:

APL 2: L: 214 gp; C: 6 gp; M: *Vest of Resistance +1* (84 gp per character), *Brooch of Shielding* (125 gp per character)

APL 4: L: 231 gp; C: 100 gp; M: *Vest of Resistance +1* (84 gp per character), *Brooch of Shielding* (125 gp per character), +2 *Gloves of Dexterity* (333 gp per character), *Pipes of the Sewers* (97 gp per character).

APL 6: L: 157 gp; C: 104 gp; M: *Vest of Resistance +1* (84 gp per character), *Brooch of Shielding* (125 gp per character), +2 *Gloves of Dexterity* (333 gp per character), *Pipes of the Sewers* (97 gp per character), *Eyes of the Eagle* (214 gp per character), *Cloak of Elvenkind* (214 gp per character), *Boots of Elvenkind* (214 gp per character)

Conclusion A (Success)

If is Drake alive and the party is willing to intercede with the Mullahs, Martin gives them his blessing (see Treasure Summary), forgives the town, says goodbye to Drake & goes away.

As you are dealing with the aftermath of the battle with the bandits, the ghost of Martin Rawlins appears before you. "I see you have kept the first part of our bargain and my son is alive and well. Do you still intend to intercede to get him the help he needs?"

Wait for the party to respond and then continue.

Sharia steps forward and says "I shall speak to the Mullahs and ask for clemency on your son's behalf. I will also speak to them of the events that led up to this night. Perhaps justice can still be done after all these years." Behind her, Paulus and Tobias nod in agreement and add their promises to hers.

Martin looks at them for a moment, as if trying to sense if they are being truthful. Appearing to come to a decision he nods and then turns to you. "You are good and honourable people, and have kept your pact with me. For that, and for saving my son, I give you my blessing." You feel slight warmth around your upper arm, as if someone has grabbed you there.

Martin then turns to Sharia and the other councilors. "I can see you are finally willing to allow the truth to come out. For this I thank you, and release you from my curse." You notice that Martin seems to be slowly fading away into nothingness as he speaks. He turns to his son, and

for a moment you would swear there are tears in his eyes. "My beloved son. I hope that you will take the second chance you have been given by these people, and find your path. I wish I could be there to watch over you still, but it is time for me to go. Farewell, my boy." You see Martin caress his son's cheek as he fades away completely, leaving nothing but a feeling of peace and completion.

The characters discover a scarred band of skin around their upper arm, where they felt the warmth. This is the Blessing of Martin Rawlins. It is a one-time blessing that may be invoked as a free action. When invoked, it acts as a maximized *False Life* spell cast by a 10th level caster.

Development: With the party and Sharia interceding on behalf of Drake, the Mullahs will agree to be lenient with Drake, sentencing him to only 3 months in the stocks and then releasing him to the care of the Brotherhood of Sorcery, who will teach him how to properly and responsibly use his magic.

The villagers are thrilled that the party has rid them of Martin Rawlins and they can hopefully live in peace and quiet from now on. As a thank you, they give the party six non-magical healing salves (see Tome and Blood).

Also, the Brotherhood of Sorcery is delighted to gain a new member, and to be given the chance to rehabilitate Drake. In gratitude, they will upgrade a character's weapon with the *Merciful* enhancement (see DMG) or use their influence to provide the character with *Any* access to one item on the AR.

Conclusion B (Failure)

If Drake is alive but the party refuses to intercede with the Mullahs, read the following.

As you are dealing with the aftermath of the battle with the bandits, the ghost of Martin Rawlins appears before you. "I see you have kept the first part of our bargain and my son is alive and well. Do you still intend to intercede to get him the help he needs?" At your refusal, Martin's expression grows stormy. "You, who claim to be honourable people, would break your word to me?"

Give the party a chance to reconsider. If they change their minds and choose to intercede with the Mullahs, go to Conclusion A (Success). If anyone asks what the Mullahs will do to Drake, it is a Knowledge (local VTF) check (DC 5) to know that most likely Drake will be sent to the mines for the rest of his life, which won't be long given his physical and mental condition. If they still refuse to intercede, read the following.

Martin glares at you. "By refusing to intercede, you have as good as killed my son. You have broken your solemn pact with me, and now you shall pay the price. Death is too good for you, though. Instead I curse you until your dying day." You feel a sudden quick burst of pain encircle your upper arm, as if a fiery hand had grabbed you.

"And you," Martin continues, turning to the town council, "I cursed you before, and when you brought these people here, I thought there might be a way to end my torment. But instead it has been magnified. And so I curse you and your descendants once again." With that he fades away, leaving with nothing but a sick sense of dread.

If Drake is dead, read the following:

As you stand over Drake's dead body, you hear an unearthly howl as the ghost of Martin Rawlins descends upon you. "You have broken your solemn pact with me, and now you shall pay the price. Death is too good for you, though. Instead I curse you until your dying day." You feel a sudden quick burst of pain encircle your upper arm, as if a fiery hand had grabbed you.

"And you," Martin continues, turning to the town council, "I cursed you before, and when you brought these people here, I thought there might be a way to end my torment. But instead it has been magnified. And so I curse you and your descendants once again." With that he fades away, leaving with nothing but a sick sense of dread.

The characters discover a scarred band of skin around their upper arm, where they felt the burning sensation. This is the Curse of Martin Rawlins. A cursed character receives a -8 penalty to his or her next Fortitude check vs. undead energy effects. The curse can only be removed by having a 14th level or greater caster cast *Remove Curse* or *Dispel Evil*.

Treasure

All APLs: L: 0 gp; C: 2 gp; M: *Healing Salves* (13 gp per character), technically non-magical but the appropriate heading in this case)

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 One

Taking part in any of the events

APL 2	30 xp
APL 4	30 xp
APL 6	30 xp

Encounter Three

Overcoming the Howlers

APL 2	60 xp
APL 4	150 xp
APL 6	240 xp

Encounter Four

Overcoming the boys without killing any

APL 2	90 xp
APL 4	90 xp
APL 6	90 xp

Encounter Five

Questioning the townsfolk

APL 2	30 xp
APL 4	45 xp
APL 6	60 xp

Encounter Six

Surviving the pit trap

APL 2	60 xp
APL 4;	90 xp
APL 6	120 xp

Encounter Eight

Defeating the bandits, quasit and Drake

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp

Story Award

Subduing Drake and interceding with the Mullahs on his behalf

APL 2	30 xp
APL 4	60 xp
APL 6	90 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: A Cry in the Night

All APLs: L: 50 gp; C: 30 gp; M: *+1 ring of protection* (167 gp per character), *+1 amulet of natural armor* (167 gp per character).

Encounter Eight: I, The Jury

APL 2: L: 214 gp; C: 6 gp; M: *Vest of Resistance +1* (84 gp per character), *Brooch of Shielding* (125 gp per character)

APL 4: L: 231 gp; C: 100 gp; M: *Vest of Resistance +1* (84 gp per character), *Brooch of Shielding* (125 gp per character), *+2 Gloves of Dexterity* (333 gp per character), *Pipes of the Sewers* (97 gp per character).

APL 6: L: 157 gp; C: 104 gp; M: *Vest of Resistance +1* (84 gp per character), *Brooch of Shielding* (125 gp per character), *+2 Gloves of Dexterity* (333 gp per character), *Pipes of the Sewers* (97 gp per character), *Eyes of the Eagle* (214 gp per character), *Cloak of Elvenkind* (214 gp per character), *Boots of Elvenkind* (214 gp per character)

Conclusion:

All APLs: L: 0 gp; C: 2 gp; M: *Healing Salves* (13 gp per character)

Total Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp

Special

🏆 **Competition Victor:** You have received a small medal for winning one or more competitions, granting you a one-time +1 competence bonus to a single attack roll, saving throw, or skill check, as per the Guidance

spell (Players Handbook, p. 238). The medal can be activated as a free action before the roll is made. Check off the competition(s) that applies and cross them out when used:

Strongman Pie Eating Mounted Archery

☛ **Blessing of Martin Rawlins:** There is a band of scarred skin around your upper left arm. It is a one-time blessing that may be invoked as a free action. When invoked, it acts as a maximized *false life* spell cast by a 10th level caster. Once this blessing is invoked the scar will fade away, leaving no evidence it was ever there.

Or

☛ **Curse of Martin Rawlins:** There is a band of scarred skin around your upper arm. A cursed character receives a -8 profane penalty to his/her next Fortitude check vs. undead energy effects. The curse can only be removed by having a 14th level or greater caster cast *Remove Curse* or *Dispel Evil*. Once this curse has taken effect or been dispelled/removed the scar will fade away, leaving no evidence it was ever there.

☛ **Recommendation:** Jafar, a warrior of some repute, is impressed with your prowess. He is willing to provide you with a recommendation to join the Veterans of Ket meta-org.

☛ **Gratitude of the Brotherhood of Sorcery:** The Brotherhood of Sorcery, in gratitude for their new initiate (Drake), offers one of the following (circle the option): A) upgrade one of your weapons with the *merciful* enhancement (Regional Access) or B) Make one of the items on this AR [Any] access instead of Adventure (write that item in beside this section). The upgrade may only be used once – cross off when used.

Appendix One. – NPCs

Encounter 1b-1d – The Contests

☛**Bram:** Baklunish Male Human, Com2; CR 1; Medium Humanoid; HD 2d4+2 (Commoner); hp 8; Init + 1; Spd 30; AC 11 (Flatfooted: 10, Touch: 11); Atk +2 base melee, +3 base ranged; AL N; SV Fort + 1, Ref + 1, Will -1; STR 12, DEX 14, CON 12, INT 10, WIS 8, CHA 10.

Skills and Feats: Handle Animal + 5, Profession (Farmer) + 6, Ride + 6; Martial Weapon Proficiency: Shortbow, Skill Focus: Profession (Farmer).

☛**Marist:** Baklunish Female Half-orc, Com1; CR ½; Medium Humanoid; HD 1d4; hp 4; Init + 1; Spd 30; AC 11 (Flatfooted: 10, Touch: 11); Atk +1 base melee, +1 base ranged; AL LN; SV Fort + 0, Ref + 1, Will + 1; STR 12, DEX 12, CON 10, INT 10, WIS 12, CHA 12.

Skills and Feats: Craft (Weaving) + 7, Profession (Weaver) + 8, Use Rope + 5; Skill Focus: Craft (Weaving), Skill Focus: Profession (Weaver).

☛**Jafar:** Baklunish Male Human, Ftr4; CR 4; Medium Humanoid; HD 4d10+4 (Fighter); hp 30; Init + 2; Spd 30; AC 12 (Flatfooted: 10, Touch: 12); Atk +4 base melee, +7 base ranged; AL LN; SV Fort + 6, Ref + 3, Will + 2; STR 10, DEX 16, CON 12, INT 8, WIS 12, CHA 10.

Skills and Feats: Handle Animal + 7, Ride + 9; Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Weapon Focus: Shortbow, Weapon Specialization: Shortbow.

☛**Melina:** Oeridian Female Human, Com1; CR ½; Medium Humanoid; HD 1d4+1; hp 5; Init + 0; Spd 30; AC 10 (Flatfooted: 10, Touch: 10); Atk +0 base melee, +0 base ranged; AL NG; SV Fort + 2, Ref + 0, Will + 2; STR 10, DEX 10, CON 12, INT 10, WIS 14, CHA 12.

Skills and Feats: Knowledge (nature) + 5, Profession (Gardener) + 6, Survival + 4; Endurance, Skill Focus: Knowledge (nature).

☛**Nikko:** Baklunish Male Lighfoot Halfling, Com1; CR ½; Small Humanoid; HD 1d4+2; hp 6; Init + 2; Spd 20; AC 13 (Flatfooted: 11, Touch: 13); Atk +0 base melee, +3 base ranged; SQ: Halfling traits (Ex); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL N; SV Fort + 3, Ref + 3, Will + 0; STR 8, DEX 14, CON 14, INT 10, WIS 8, CHA 12.

Skills and Feats: Climb + 5, Hide + 6, Jump + 5, Listen + 1, Move Silently + 4; Run.

☛**Sallah:** Baklunish Male Human, Com1; CR ½; Medium Humanoid; HD 1d4+1; hp 5; Init + 0; Spd 30; AC 10 (Flatfooted: 10, Touch: 10); Atk +3 base melee, +0 base ranged; AL LN; SV Fort + 1, Ref + 0, Will + 0; STR 16, DEX 10, CON 12, INT 10, WIS 10, CHA 11.

Skills and Feats: Craft (Leatherworking) + 4, Handle Animal + 7, Profession (Farmer) + 7; Skill Focus: Handle Animal, Skill Focus: Profession (Farmer).

☛**Talia:** Baklunish Female Human, Rgr 2; CR 2; Medium Humanoid; HD 2d8+2; hp 16; Init +2; Spd 30; AC 12 (Flatfooted: 10, Touch: 12); Atk +3 base melee, +5 base ranged; SA favoured enemy (magical beast), wild empathy, combat style (archery); AL LG; SV Fort 4, Ref 5, Will 3; Str 10, Dex 14, Con 12, Int 8, Wis 14, Cha 10

Skills and Feats: Handle Animal +5, Heal +7, Knowledge (nature) +4, Ride +9, Spot +7, Survival +7 (+9 for following tracks); Point Blank Shot, Precise Shot, Rapid Shot, Track,

Encounter 2 – The Hook

All APLs

☛**Sharia al Mahmoud:** Baklunish Female Human, Aristocrat 2; Medium Humanoid, HD 2d8, hp 12; Init +0; Spd 30; AC 10 touch 10, flat-footed 10, BAB +1, Grapple 0, Atk: staff +0 (1d6); SV Fort +0, Ref +0, Will +3; Str 8, Dex 10, Con 10, Int 12, Wis 12, Cha 14, AL LN.

Skills and Feats: Bluff +7, Diplomacy +18, Knowledge (Local - VTF) +4, Knowledge (History) +4, Knowledge (Nobility and Royalty) +6, Knowledge (Religion) +6, Sense Motive +8; Negotiator, Skill Focus (Diplomacy)

Possessions: staff, pouch, 5 gp, traveler's clothes

Encounter 3 – A Cry in the Night

APL 6 (EL 8)

☛**Howler (advanced):** CR 6; SZ L (Chaotic, Evil, Extraplanar, Outsider); HD 9d8+12; hp 58, 58; Init +7 (+3 Dex, +4 Improved Init), Spd 60 ft; AC 17 (-1 size, +3 Dex, +5 natural) touch 12, flat-footed 14; BAB +9, Grapple +19, Atk bite +14 melee (3d8+6), Full Attack: bite +14 melee (3d8 +6) and 1d4 quills +5 melee (1d6+3), SA Quills, howl, SQ Darkvision 60 ft, AL CE, SV Fort +8, Ref +9, Will +8, Str 22, Dex 17, Con 15, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +18, Hide +11, Listen +16, Move Silently +15, Search +10, Spot +16, Survival +2

(+4 following tracks); Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack

Encounter 4 – But They Were Such Nice Boys

All APLs (EL 3)

♣ **Village Boys:** Human Males, Com1; CR 1/2; SZ M, HD d4+1, hp 5, 5, 5, 5, 5; Init +1 (+1 Dex); Spd 30; AC 11 (+1 Dex) touch 11, flat-footed 10; BAB 0, Grapple 0, Atk: club +0 (1d6); AL N; SV Fort +1, Ref +1, Will -1; Str 10, Dex 12, Con 12, Int 8, Wis 8, Cha 8.

Skills and Feats: Handle Animal +6, Profession (Farming) +6, Hide +1; Skill Focus (Handle Animal), Skill Focus (Profession (farming)).

Possessions: club, peasant clothes

♣ **Garon (Leader):** Male Human, War 1; CR 1/2; SZ M, HD 1d8+1, hp 9; Init +0; Spd 30; AC 13 (+3 Studded Leather) touch 10, flat-footed 13; BAB +1, Grapple +3, Atk: club +3 (wielded 2-handed) (1d6+3); SV Fort +3, Ref +0, Will -1; AL CN; Str 14, Dex 10, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Bluff +3, Intimidate +8, Profession (Farming) +2, Hide -1; Persuasive, Skill Focus (Intimidate)

Possessions: club, studded leather armour

Encounter 6 – The Cold Shoulder

♣ **Paulus Madrig:** Human Male, Com 4; SZ M, HD 4d4+4, hp 14; Init +0; Spd 30; AC 10; BAB +2, Grapple +1, Atk: club +1 (1d6-1); SV Fort +2, Ref +1, Will +3; Str 9, Dex 10, Con 12, Int 12, Wis 14, Cha 14, AL NG

Skills and Feats: Craft (Pottery) +11, Diplomacy +10, Handle Animal +9, Sense Motive +7; Negotiator, Skill Focus (Craft (Pottery)), Skill Focus (diplomacy)

♣ **Tobias Winterborn:** Human Male, Com 3; SZ M, HD 3d4+9, hp 16; Init -1 (Dex -1); Spd 30; AC 9; BAB +1, Grapple +3, Atk: club +3 (1d6+2); AL NG; SV Fort +3, Ref +0, Will +2; Str 15, Dex 8, Con 14, Int 12, Wis 13, Cha 13.

Skills and Feats: Diplomacy +4, Knowledge (local VTF) +4, Profession (blacksmith) +10, Sense Motive +5; Skill Focus (Profession (blacksmith)), Endurance, Toughness

Encounter 7 – Listen, Do You Want to Know a Secret

All APLs

♣ **Caleb:** Human Male, Com1; SZ M, HD d4+1, hp 5; Init +1 (+1 Dex); Spd 30; AC 11 (+1 Dex) touch 11, flat-footed 10; BAB 0, Grapple +1, Atk: club +1 (1d6+1); AL N; SV Fort +1, Ref +0, Will +1; Str 12, Dex 10, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Profession (Farming) +6; Skill Focus (Handle Animal), Skill Focus (Profession (farming)).

Encounter 8 – I, The Jury

APL 2 (EL 5)

♣ **Drake:** Male Human, Sor2; CR 2; SZ M, HD 2d4+4, hp 10; Init +1; Spd 30 ft; AC 11, touch 11, flat footed 10, BAB +1, Grapple +1, Atk: light mace +1 (1d6), ranged +2, ray +3; AL CN; SV Fort +2, Ref +1, Will +2; Str 10, Dex 12, Con 14, Int 12, Wis 8, Cha 16.

Skills and Feats: Bluff +8, Concentration +7, Hide +1, Profession (tinker) +1, Spot +1; Combat Casting, Weapon Focus (ray)

Possessions: light mace, spell component pouch, robes, silver ring (10gp), Masterwork dagger, *brooch of shielding*.

Spells (6/5; base DC = 13 + spell level): 0 – *Acid Splash*, *Daze*, *Flare*, *Prestidigitation*, *Ray of Frost*; 1st – *Cause Fear*, *Ray of Enfeeblement*

♣ **Xanthor the Quasit:** Tiny Outsider; hp 13. See *Monster Manual*

Possessions: signet ring with Xanthor's demonic master's sigil upon it (400 gp)

♣ **Bandit Rogue:** Male Human, Rog1; CR 1; SZ M, HD 1d6+2, hp 8; Init +2; Spd 30; AC 15, touch 12, flat-footed 13, BAB +0, Grapple +0, Atk: Masterwork shortbow +3 [+4 within 30'], (d6) [d6+1 within 30'], Masterwork dagger +1 (1d4); SA trapfinding, sneak attack (1d6); AL NE; SV Fort +2, Ref +4, Will -1; Str 10, Dex 14, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Appraise +4, Craft (traps) +4, Disable Device +4, Balance +6, Hide +6, Jump +4, Move Silently +6, Spot +3, Tumble +6; Point Blank Shot, Precise Shot.

Possessions: Masterwork shortbow, 20 arrows, masterwork dagger, masterwork studded leather armour, 20 gp.

🗡️ **Bandit Leader:** Male Human, Ftr1: CR 1; SZ M, HD 1d10+2, hp 12; Init +0; Spd 20; AC 15, touch 10, flat-footed 15, BAB +1, Grapple +3, Atk: Masterwork longspear +4 (d8+3), heavy flail +3 (d10+3), longbow +1 (d8), Masterwork dagger +4 (d4+2); AL NE; SV Fort +5, Ref +1, Will +3; Str 14, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +3, Craft (leatherwork) +5, Handle Animal +4, Jump +3; Combat Expertise, Improved Trip, Iron Will.

Possessions: Masterwork longspear, Masterwork breastplate, Masterwork dagger, Heavy flail, Longbow, 20 arrows, 50 gp, *Vest of Resistance +1*

APL 4 (EL 7)

🐉 **Drake:** Male Human Sor4; CR 4; SZ M, HD 4d4+8, hp 20; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10, BAB +2, Grapple +2, Atk: light mace +2 (1d6), ranged +3, ray +4; AL CN; SV Fort +3, Ref +2, Will +3; Str 10, Dex 12, Con 14, Int 12, Wis 8, Cha 17.

Skills and Feats: Bluff +10, Concentration +9, Hide +2, Profession (tinker) +2, Spot +2; Combat Casting, Point Blank Shot, Weapon Focus (ray).

Possessions: light mace, spell component pouch, robes, silver ring (10gp), dagger, *brooch of shielding*.

Spells (6/7/4; base DC = 13 + spell level): 0 - *Acid Splash, Daze, Flare, Prestidigitation, Touch of Fatigue, Ray of Frost*; 1st - *Cause Fear, Magic Missile, Ray of Enfeeblement*; 2nd - *Scorching Ray*

🗡️ **Xanthor the Quasit:** Tiny Outsider; hp 13. See MM page 46.

Possessions: signet ring with Xanthor's demonic master's sigil upon it (400 gp)

🗡️ **Bandit Rogue:** Male Human, Rog2; CR 2; SZ M, HD 2d6+4, hp 14; Init +3; Spd 30'; AC 16, touch 13, flat-footed 13, BAB +1, Grapple +1, Atk: Masterwork shortbow +5 [+6 within 30'], (d6) [d6+1 within 30'], Masterwork dagger +2 (d4); SA trapfinding, sneak attack (1d6), evasion; AL NE; SV Fort +2, Ref +6, Will -1; Str 10, Dex 14/16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Appraise +5, Craft (traps) +5, Disable Device +5, Balance +10, Hide +8, Jump +7, Move Silently +8, Spot +4, Tumble +10; Point Blank Shot, Precise Shot.

Possessions: +2 *gloves of dexterity*, masterwork shortbow, 20 arrows, masterwork dagger, masterwork studded leather armour, 50 gp

🗡️ **Bandit Leader:** Male Human, Ftr2; CR 2; SZ M, HD 2d10+4, hp 20; Init +0; Spd 20; AC 15, touch 10, flat-footed 15, BAB +2, Grapple +4, Atk: Masterwork

longspear +6 (d8+3), heavy flail +4 (d10+3), longbow +2 (d8), Masterwork dagger +5 (d4+2); AL NE; SV Fort +6, Ref +1, Will +3; Str 14, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +4, Craft (leatherwork) +6, Handle Animal +5, Jump +4; Combat Expertise, Improved Trip, Iron Will, Weapon Focus (longspear)

Possessions: Masterwork longspear, Masterwork breastplate, Masterwork dagger, Heavy flail, Longbow, 20 arrows, 100 gp, *Vest of Resistance +1*.

🗡️ **Bandit Bard:** Male Human, Brd2: CR 2; SZ M, HD 2d6+2, hp 12; Init +2; Spd 30'; AC 15, touch 12, flat-footed 13, BAB +1, Grapple +1, Atk: Masterwork shortbow +4 [+5 within 30'] (d6) [d6+1 within 30'], Masterwork dagger +2 (d4); SA bardic music 2 times per day (countersong, fascinate and inspire courage +1); AL NE; SV Fort +1, Ref +5, Will +2; Str 10, Dex 14, Con 12, Int 12, Wis 8, Cha 15.

Skills and Feats: Bluff +7, Disguise +7, Hide +7, Knowledge (local) +6, Listen +4, Move Silently +7, Perform (singing) +7, Perform (winds) +7; Point Blank Shot, Precise Shot.

Possessions: Masterwork shortbow, 20 arrows, Masterwork dagger, Masterwork studded leather armour, *Pipes of the Sewers*, 50 gp, masterwork flute

Spells (3/1; base DC = 12 + spell level): 0 - *Dancing Lights, Daze, Ghost Sound, Lullaby, Mending*; 1st - *Charm Person, Cure Light Wounds*

APL 6 (EL 9)

🐉 **Drake:** Male Human, Sor7: CR 7; SZ M, HD 7d4+14, hp 35; Init +1; Spd 30; AC 11 (touch 11, flat-footed 10); BAB +3, Grapple +3, Atk: light mace +3 (1d6), ranged +4, ray +5; AL CN; SV Fort +4, Ref +2, Will +4; Str 10, Dex 10, Con 14, Int 12, Wis 8, Cha 17.

Skills: Bluff +13, Concentration +12, Hide +5, Profession (tinker) +2, Spot +3; Alertness (within 5' of familiar), Combat Casting, Point Blank Shot, Weapon Focus (ray), Improved Familiar (Xanthor the Quasit).

Possessions: Light mace, Spell component pouch, Robes, Silver ring (10gp), Dagger, *brooch of shielding*.

Spells (6/7/7/5; base DC = 13 + spell level): 0 - *Acid Splash, Daze, Detect Magic, Flare, Prestidigitation, Touch of Fatigue, Ray of Frost*; 1st - *Cause Fear, Magic Missile, Ray of Enfeeblement, Shield*; 2nd - *Scorching Ray, Touch of Idiocy*; 3rd - *Ray of Exhaustion*

🗡️ **Xanthor the Quasit (Drake's Familiar):** Improved Tiny Outsider; HD 3d8, hp 17; Init +7; Spd 20, fly 50 (perfect); AC 22 (+2 size, +3 Dex, +7 natural), touch 15, flat-footed 19; BAB +3, Grapple -6, Atk Claw +8 melee

(1d3-1 plus poison), Full Atk: 2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1) SA Poison, spell-like abilities. SQ Alternate forms (bat and wolf), damage reduction 5/cold iron or good, darkvision 60 ft. fast healing 2, immunity to poison, resistance to fire 10, Improved Evasion, share spells, empathic link to master, deliver touch spells. SV Fort +3, Ref +6, Will +6

Skills and Feats: Bluff +10, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (arcana) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +8, Spot +6; Improved Initiative, Weapon Finesse.

Possessions: signet ring with Xanthor's demonic master's sigil upon it (400 gp)

🗡️ **Bandit Rogue:** Male Human, Rog4; CR 4; SZ M, HD 4d6+8, hp 26; Init +3; Spd 30'; AC 16 (touch 13, flat-footed 13) [+3 dex, +3 studded leather]; BAB +3, Grapple +3, Atk: Masterwork shortbow +7 [+8 within 30'], (d6) [d6+1 within 30'], Masterwork dagger +5 (d4); SA trapfinding, sneak attack (2d6), evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +0; Str 10, Dex 15/17, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Appraise +7, Balance +12, Disable Device +7, Hide +10, Jump +9, Move Silently +10, Spot +6, Tumble +12; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: +2 gloves of dexterity, Masterwork shortbow, 20 arrows, masterwork dagger, masterwork studded leather armour, 50 gp

🗡️ **Bandit Leader:** Male Human, Ftr5; CR 5; SZ M, HD 5d10+10, hp 42; Init +0; Spd 20; AC 15 (touch 10, flat-footed 15); BAB +5, Grapple +7, Atk: Masterwork longspear +9 (d8+5), heavy flail +8 (d10+3), Masterwork Mighty Composite Longbow +6 (d8+2), Masterwork dagger +8 (d4+2); AL NE; SV Fort +7, Ref +2, Will +4; Str 15, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Climb +7, Craft (leatherwork) +9, Handle Animal +8, Jump +4; Combat Expertise, Improved Trip, Iron Will, Quick Draw, Weapon Focus (longspear), Weapon Specialization (Longspear)

Possessions: Masterwork longspear, Masterwork breastplate, Masterwork dagger, Heavy flail, Masterwork Mighty Composite Longbow +2, 20 arrows, 10 gp, *Vest of Resistance* +1.

🗡️ **Bandit Bard:** Male Human, Brd4; CR 4; SZ M, HD 4d6+4, hp 25; Init +2; Spd 30'; AC 15 (touch 12, flat-footed 13); BAB +3, Grapple +3, Atk: Masterwork shortbow +6 [+7 within 30'] (d6) [d6+1 within 30'], Masterwork dagger +4 (d4); SA bardic music 4 times per day (countersong, fascinate, inspire courage +1,

inspire competence); AL NE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 14, Con 12, Int 12, Wis 8, Cha 16.

Skills and Feats: Bluff +10, Disguise +10, Hide +9, Knowledge (local) +8, Listen +6, Move Silently +9, Perform (singing) +10, Perform (winds) +10; Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Masterwork shortbow, 20 arrows, Masterwork dagger, Masterwork studded leather, *Pipes of the Sewers*, 50 gp, masterwork flute

Spells (3/3/1); base DC = 13 + spell level): 0 – *Dancing Lights*, *Daze*, *Flare*, *Ghost Sound*, *Lullaby*, *Mending*; 1st – *Charm Person*, *Cure Light Wounds*, *Expeditious Retreat*; 2nd – *Eagle's Splendour*, *Sound Burst*

🗡️ **Bandit Ranger:** Male Human, Rgr4; CR 4; SZ M, HD 4d8+4, hp 28; Init +2; Spd 30'; AC 15 (touch 12, flat-footed 13); BAB +4, Grapple +4, Atk: Masterwork Mighty Composite Longbow +8 [+9 within 30'] (d8+1) [d8+2 within 30'], Masterwork longsword +6 (d8+1); SA: Favoured enemy (elf), Wild Empathy, Animal Companion (hawk); AL NE; SV Fort +5, Ref +6, Will +2; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +7, Hide +9, Knowledge (nature) +7, Listen +3, Move Silently +14, Search +7, Spot +13, Survival +8; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: Masterwork Mighty +1 Composite Longbow, 20 arrows, Masterwork Longsword, Masterwork studded leather, *Boots of Elvenkind*, *Cloak of Elvenkind*, *Eyes of the Eagle*, 50 gp

Spells (1; base DC = 11 + spell level): 1st – *Entangle*

🦅 **Bandit Hawk (Ranger's Animal Companion):** Tiny Animal; SZ T, HD 1d8, hp 4; Init +3; Spd 10', Fly 60' (average); AC 17 (touch 15, flat-footed 14); BAB +0, Grapple -10, Atk: Talons +5 (1d4-2); SQ: Low-light vision; AL NE; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse (Talons)

Appendix B – Martin Rawlins

Ghost 4th level human expert: CR 5; SZ M (Undead Incorporeal Augmented Humanoid), HD 4d12, hp 26; Init +2 (+2 Dex); Spd Fly 30 ft (perfect); AC 15 (+2 Dex, +3 Deflection), touch 15, flat-footed 13, BAB +3, Grapple +3, Atk: Incorporeal touch +5 or +3 against ethereal foes (1d6); SA corrupting touch, frightful moan, manifestation; SQ Darkvision 60ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL CG; SV Fort +2, Ref +3, Will +3; Str 10, Dex 14, Con –, Int 10, Wis 8, Cha 16.

Skills: Handle Animal +6, Hide +14, Knowledge (Geography) +5, Knowledge (Nature) +5, Listen +12, Move Silently +6, Profession (Tinker) +5, Spot +12, Survival +4, Use Rope +7.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Appendix C – Achmed Abdul-Alim's Fortunes

Provide the PCs with the following forecast based on their birth month (if the PCs have not determined their birth month, have them independently establish that date): Record the selected birth month in the proper entry on the AR.

Fireseek: If the path is not clear, have patience, for the route will be shown.

Readying: What is foreign is not always evil.

Coldeven: A cry in the night should not go unheeded.

Planting: A great secret of the past will have impact on your future.

Flocktime: Someone innocent will soon be in grave peril.

Wealsun: In times of trouble the right words can swing the tide of battle.

Reaping: That which remains does so for a reason.

Goodmonth: The forest hides many things. You may not see them, but they can see you.

Harvester: Allies working for a common cause may oft times have different goals.

Patchwall: When you can't see the strings, it is hard to tell the puppet from the puppeteer.

Ready'reat: Sometimes knowing when to show mercy can help to reveal the truth.

Suns'ebb: The search for the truth sometimes makes strange bedfellows.

Growfest, Richfest, Brewfest or Needfest: The sins of the father are revisited by the son.

Appendix D - Xanthor's Search for Information

Xanthor has the ability to use *Commune* to ask his demon master 6 questions once per week. If the party tracks the Howlers to their lair, Xanthor observes the party from his hiding spot, invisible. The next morning, back at Drake's HQ, he uses this ability to ascertain the relative power of the party and plan his tactics accordingly.

Quasit *Commune* questions: (pick six questions to ask, starting with the first and moving on until all 6 questions are used up)

Does the party have a holy warrior? (ie: is one of the PCs a paladin?)

If yes: Xanthor informs the bandits and Drake to target the paladin first. Xanthor uses his *Detect Good* ability to determine who the paladin is.

If no: the fighter types are obviously just dumb brutes, so let Drake and the bandit leader deal with them. The rest of the bandits should watch for the cleric and arcane supporters.

If Xanthor has not observed if there is a mage or sorcerer in the party, he asks:

Is there a mage or sorcerer in the party?

If yes: find out how powerful the mage or sorcerer is with the next question.

If no: move on to the cleric question.

If Xanthor has observed or discovered through the *Commune* that there is a mage or sorcerer in the party, then:

Is the mage or sorcerer of sufficient power to cast *Fireball* or *Lightning Bolt*? (ie: is there a 5th level or higher mage or 6th level or higher sorcerer in the party?)

If yes: the bandits are ready to disrupt the wizard's or sorcerer's spells. Also, they are on the lookout for familiars.

If no: the mage or sorcerer won't be singled out since Xanthor doesn't perceive him/her to be a major threat

If Xanthor has not observed if there is a cleric in the party, he asks:

Is there a cleric in the party?

If yes: find out how powerful the cleric is with the next question, and watch for the *Align Weapon* spell.

If no: Xanthor assumes minimal healing is available to the party. Go for damage whenever possible, and ignore downed opponents.

If Xanthor has observed or discovered through the *Commune* that there is a cleric in the party, then:

Is the cleric of sufficient power to cast *Dispel Magic*? (ie: is there a 5th level or higher cleric in the party?)

If yes: the bandits and Drake try to keep the cleric away from the front line party members, to prevent him/her from healing them.

If no: worry about the mage or sorcerer more than the cleric.

Do any of the party members have a cold iron weapon?

If yes: Xanthor attempts to stay invisible, or stay close to Drake or one of the bandits.

If no: find out if any of the party has a good-aligned weapon

Do any of the party members have a good-aligned weapon?

If yes: Xanthor attempts to use his *Invisibility* and *Detect Good* ability to determine who has the good-aligned weapon, and direct the bandits' attacks against that character.

If no: Xanthor is more willing to enter combat, and uses his *Cause Fear* ability against the obvious front line fighters (but not a paladin).

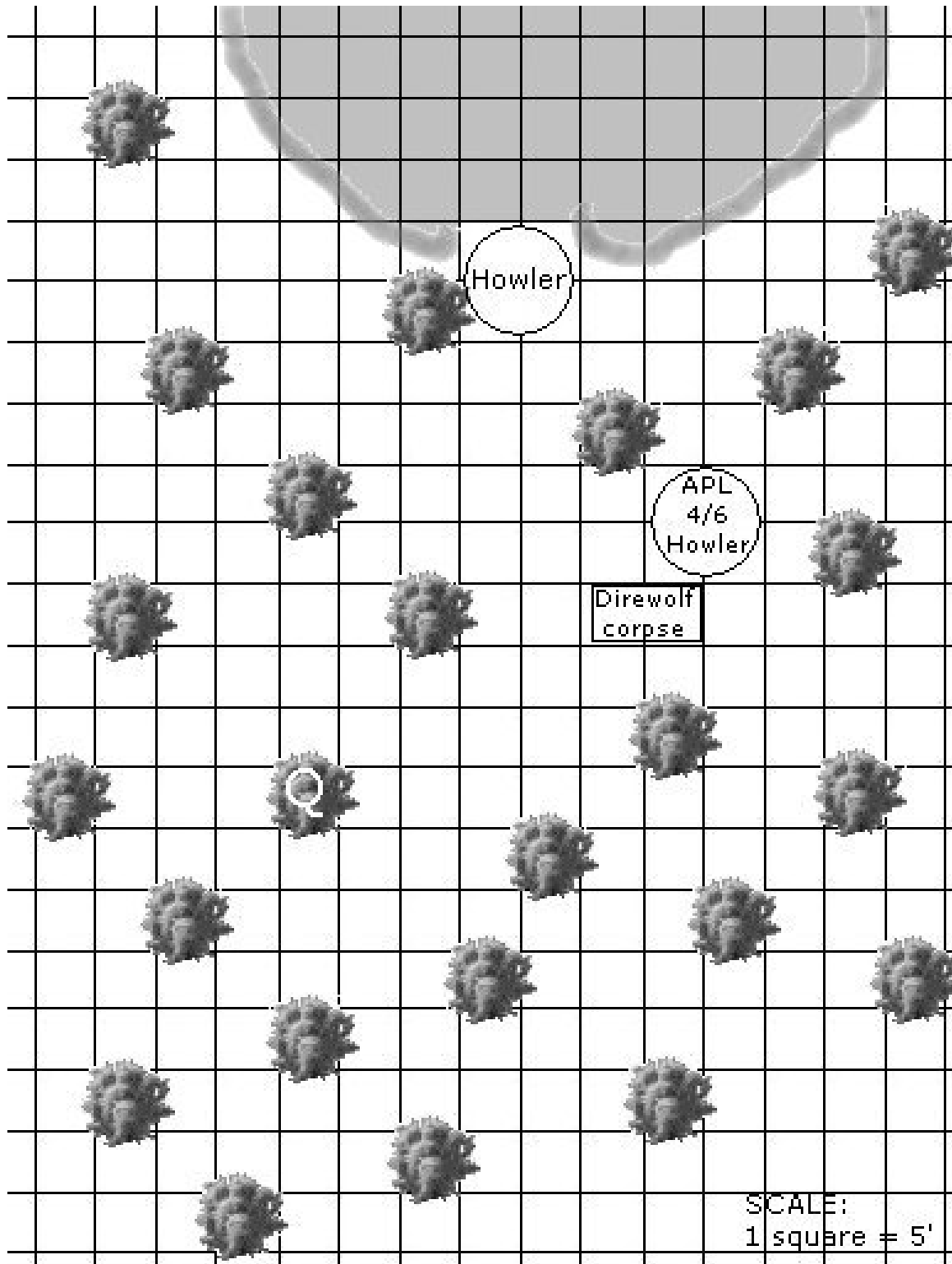
Do any of the party members belong to the Archons?

If yes: Xanthor tries to convince Drake that that character is the most dangerous of the entire party, and tries to influence Drake to kill that character as quickly as possible. Xanthor's motive is to cause the Archons to be more distrustful of sorcerous magic.

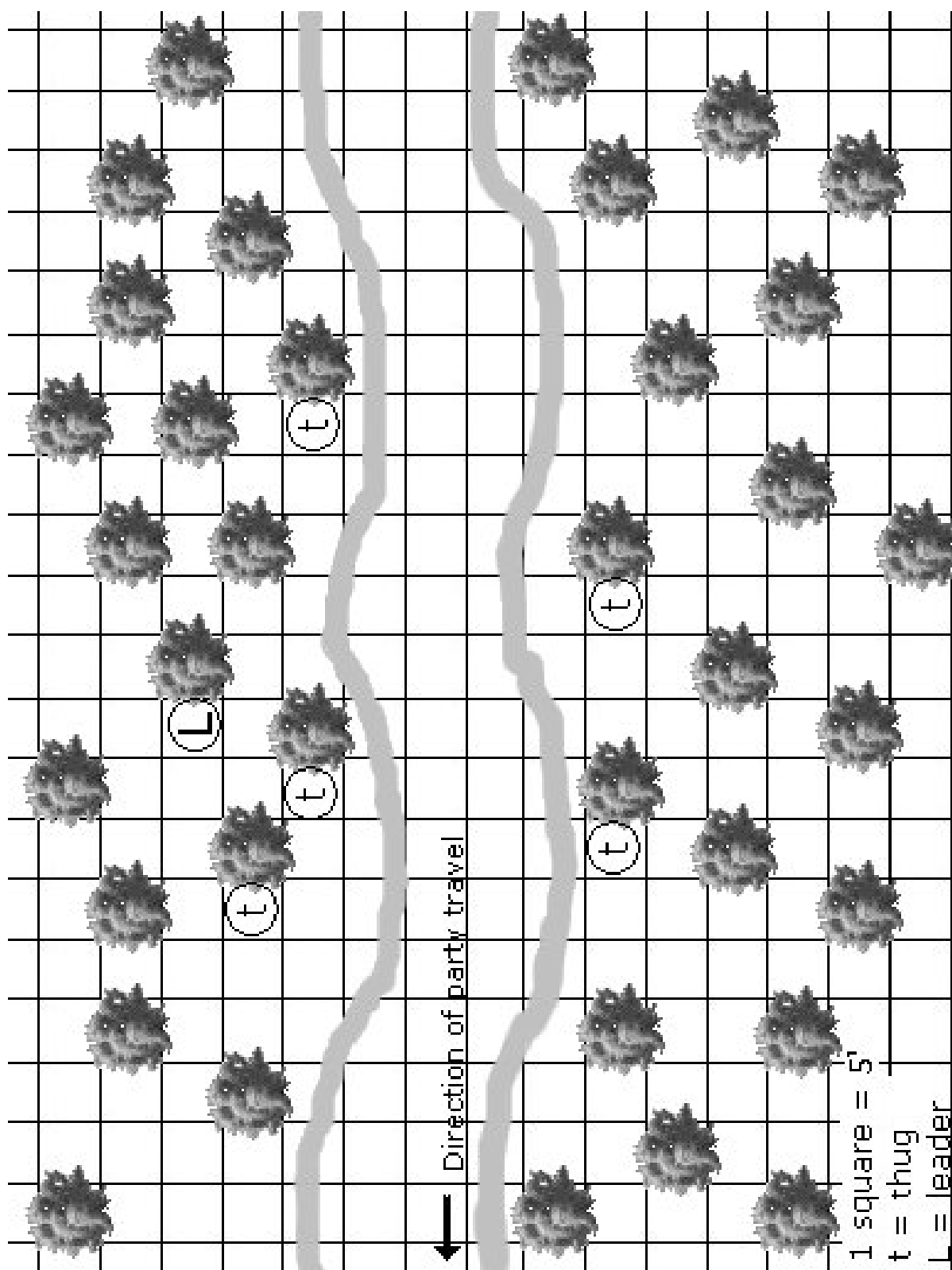
If no: no special tactics.

Appendix E – DM's Maps

DM's Map – Encounter 3: A Cry in the Night



DM's Map – Encounter 4: But They Were Such Nice Boys



DM's Map – Encounter 8: I, The Jury

