

A LONG ROAD BACK

A One-Round D&D LIVING GREYHAWK[®] Nyronnd Regional Adventure

Version 4

By Russell Moreland

Guards have deserted the cleric Toven outside Womtham, leaving him without protection or the means to hire any. Stranded, with the most dangerous leg of his journey still ahead, Toven searches for able-bodied adventures to help him finish his quest. For no one travels the war torn lands of the Flessern River basin alone. For APL levels 2-8.

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ADVENTURE SUMMARY AND BACKGROUND

The adventure begins in the East market of Womtham. Toven Shieldheart, devout and faithful follower of Pholtus, beseeches the crowd for assistance in his quest. Toven began his journey in Midmeadow. There, the church of Pholtus believes that sending food and supplies to bolster the surviving clerics of Narsel Mendred will allow them to get into the good graces of its townspeople during this crucial rebuilding period following the disasters of previous years. The guards that were originally hired to escort the caravan fled when they reached the outskirts of Womtham, leaving him vulnerable and without funds to hire replacements for the rest of the journey. He hopes to find a group of willing adventures to help him finish his journey with only the promise of payment from the loot gathered on the way.

From here, the adventurers begin a quest to guard Toven and his caravan on its path from Womtham to Narsel Mendred. The first encounter occurs along the road to Cordrend. While setting up camp, the company is surprised by the loud crash of metal falling to the ground. Upon investigation they come upon K'Martus the gnome.

K'Martus is an entrepreneur. Noticing an increase in the demand for magical arms and armor, he cajoled the dwarves and gnomes of Flinty Hills to allow him to collect the items that they were stockpiling away in their homes and sell them on consignment in Rel Mord. The sheer weight of the load proved too much for his wagon though, and one of the wheels finally gave out. If the adventurers were to help him, he would give them any information he might know about traveling the ways of Western Womtham. If the adventurers do help him, he will tell them of a "shortcut" that he had heard of that will cut a full day off their travel to Harskern.

If the adventurers take K'Martus' advice, they will travel through an overgrown trail that cuts off a few miles from the normal road to Harskern. While resting from hot and difficult work of clearing the trail, the adventurers hear a low kerning from off the path. When they investigate, they come across a pixie that has been trapped by hunting wizards. If they free him, he will show them the treasure he was using to bait the wizards in an effort to trap them. The rest of the journey to Harskern is slow, but uneventful.

If they do not take K'Martus' advice but instead take the normal road, they will be accosted by thugs laying in wait at one of the bridges along the way. They seem strangely driven to retrieve something from the wagon, and will fight to severe injury to retrieve it.

With half the journey behind them, the troupe stops for the night in Harskern. While trying to get a room at the local inn, Videric, captain of the watch, enters and suggests that he should take Toven in to protective custody. While talking with the Innkeeper, one of the waitresses had spread the word of the arrival of a follower of Pholtus. Videric goes on to explain that over the last four weeks a band of Pholtan clerics has been forcibly

enacting vigilantly justice on the townspeople. A mob has formed outside, demanding retribution on Toven. If Toven comes quietly, Videric might be able to keep him from harm while the adventurers determine the real culprit behind the attacks. The adventurers are left with the few leads that Videric has and three days to solve the mystery.

The mystery is as follows. Marcoul is the wealthiest and most influential merchant in town. He is also the head of an Iuz cult that arranged for Harskern's safety during the years of invasion and destruction. Over the past year some of the town's leaders began investigating rumors that their town had a dark side. They hoped to rid their town of the influence and present a better face to the rest of Nyron.

Marcoul, with his lieutenants Rechiar and Bertruda, devised a plan to rid themselves of those that were getting to close. At the same time they hoped to turn the town's rage towards The Pale, the home of their supposed group of Pholtan clerics.

After following the mystery to its conclusion, the adventurers will find that the band of Pholtan clerics is actually a group of Iuz followers who have been hired to make the attacks. The investigation will lead them to a camp East of town. Here the final battle will take place. Once the adventurers have solved the mystery and brought the true criminals to justice, Videric will release Toven and the caravan can finish its journey to Narsel Mendred.

INTRODUCTION

The air is heavy this day, thick with a mist that foretells of a snow filled winter in the coming months. Little light escapes the overcast skies, removing most of the color from the scenery. The sight before you is a swirling gray mass as the clouds of the skyline merge with the faded wood of the storefronts and the mud of the marketplace.

Mud and hay stick to your boots as you wander about the eastern market of Womtham. The weather has dampened the spirits of the people around you, but the early morning bustle gives testament to Zilchus and the power of commerce. It is late Harvester and the merchants of the market hope to sell what they can to the passing farmers who have recently parted with this year's crop.

Following the flow of the crowd, you move slowly from stand to stand. Eager to spend your hard earned coin in hopes of purchasing that one token that will stand between you and your next enemy. Speed is of the essence, for in a life such as yours, the next encounter could be as close as this afternoon. As you scan the scene in front of you, promises leap out; might the Golden Hammer have a sword better than the one you carry now, or the Cilia's Components have the willow bark you need for that spell? Could Greenbottle's have a wand or staff that could be the turning point in your next battle?

Your mind is entwined with the possibilities when a yell can be heard over the grumblings of the peasantry around you. "People, people, I beg of you. Is there not a pious one among you? I ask but a simple favor. I am in need of temerarious folk to assist me in a journey that I am about to embark on." Intrigued by the thought of work, you follow the sound through the crowd to its source.

Before you stands a well-built man, in his mid twenties, easily balanced upon the seat of a wagon. His white robe catches what little light there is and stands out with a brilliance that taunts the mud of the market floor. The wagon itself sits heavy with the load that it carries. Barrels, sacks, and crates fill the back. Three pack horses mull behind the cart also weighed down with heavy packs.

"Good citizens. I am a simple traveler, journeying from Midmeadow on a relief mission to the town of Narsel Mendred. I find myself stranded and in desperate need of guards. I ask for your charitable assistance as I continue my quest. Though my faith is strong, I dare not travel the perilous lands east of here alone."

At this point the adventurers can approach Toven and ask for further details of the mission. Toven intends to take the eastern road as far as he can before turning south and heading through the town of Harskern then along the Flessern River. The group will follow the river until they reach its junction with the Harp. This is where Narsel Mendred stands. If the PCs pass without approaching him he will seek them out and repeat his plea to them. If they ignore the second plea the adventure is over.

Upon further inspection, which Toven will allow, the wagon and horses contain non-perishable food-stuffs and preserved meats, as well as a few small casks of wine. Any attempt to steal the goods will be met with the harshest of punishments and the justice of the watch.

Toven will answer any questions posed about his background and his quest. In turn he will ask about the adventurer's backgrounds and their beliefs. He would prefer lawful companions, and followers of Pholtus would be ideal, but he cannot wait in Womtham any longer and will take whatever is available today.

If asked about payment, he will remind them that he is on a relief mission to a poor town, and all of the money that he had was recently stolen. He will allow them to keep any monies found along the trail, as long as they are come by in a lawful manner.

If the characters wish to purchase any traveling supplies, they must do so now and within the market. Time is limited. Toven is eager to be on the road and everyone must be prepared to leave by mid-morning at the latest.

Toven Shieldheart, M Human (Oeridian) Cleric4

CR 4; Size: M Type Humanoid; HD (4d8)+4; hp 27; Init +0 (+0 Dex, +0 Misc); Spd Walk 30'; AC 14 (flatfooted 14, touch 10), Crossbow (Light) +3 80'/P (1d8 19-20/x2 Both) or Quarterstaff (Masterwork) +5 0'/B (1d6+1 20/x2 Both); SA: Spontaneous casting, Turn Undead 5/day; Vision: Normal AL: LG; Sv: Fort +5, Ref +1, Will +7; Str 12, Dex 10, Con 12, Int 10, Wis 17, Cha 14

Skills and Feats: Concentration +8, Heal +10, Knowledge (Religion) +7, Listen +5, Spot +5; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency

Possessions: Backpack, Bedroll, 20 Bolts (Crossbow), Chain Shirt, Crossbow (Light), Flint and Steel, Healer's Kit, Holy Symbol (Silver), Quarterstaff (Masterwork), 5 Rations (Trail/Per Day), 3 Torches, Waterskin

Deity: Pholtus

Spells Prepared: (5/4+1/3+1, base DC = 13 + spell level)

0-Cure Minor Wounds, Guidance, Light, Resistance, Virtue 1-Bane, Cure Light Wounds, Endure Elements, Protection from Chaos, Shield of Faith

2-Cure Moderate Wounds, Heat Metal, Hold Person, Zone of Truth

Domains: Law (Cast law spells at +1 caster level.) Sun (Once per day, perform a greater turning against undead in place of a regular turning (or rebuking). Undead creatures that are affected are destroyed.)

Toven Shieldheart is in his mid to late twenties, with olive skin, short cut brown hair, and gray eyes. He is 5'9" tall and weighs 142 pounds. He is an imposing figure. Not for his strength or speed, rather for his presence and the depth of wisdom in his piercing gaze. He wears the vestments of "The Order of the Bright Path" (a white traveling robe, adorned with the full moon Luna partially eclipsed by the smaller crescent moon Celene). He is armored only with a chain shirt that he wears beneath the robe. When fighting he wields a finely crafted quarterstaff with silver caps on either end. The haft of the weapon is adorned with runes and carvings dedicating its deeds to Pholtus.

Toven is brusque, but polite. He believes that idle chatter is a frivolous waste of time. Someone that performs a deed in the present is of greater value than one that brags of the deeds of his past. This does not mean he will jump into battle. When presented with the option he will attempt to parlay and will bring offenders to the local watch rather than kill them. His faith in Pholtus is unshakeable, and his attention to the law vigilant. He will keep a tight reign on the adventurers while they are in his presence. Toven will take the time trying to set the adventurers on "The One True Path", starting with those who have drifted the furthest from it.

Toven will graciously accept the help of any worshipers of Pholtus. Toven will expect those lower in the order (hierarchy is class level based) to accept his

decisions without question. Toven will defer most decisions to those higher in the order than he, but will maintain that he is the leader of the group. He will also assure that the primary mission is to get the caravan to Narsel Mendred. If the party member is cordial he might take the time to teach some of the greener followers the finer points of justice, or ask questions of those more experienced.

Toven stands against the Valorous League of Blindness and all of its supports. He and his brethren dismiss the Leagues' teachings as heresy. They would like nothing better than to break their hold on Midmeadow, root them all out and chase them back to the Pale.

ENCOUNTER 1 - TRAVELER'S CLEARING

Toven will begin the journey as soon as all of the party members are supplied and ready. There is not enough room in the wagon for them to ride, and the extra weight would be too much for the horses. The current load prevents movement of the wagon beyond 20' a round, thus making riding animals for most of the adventurers unnecessary. Adventurers that bring their own mounts will be able to find grazing areas along the route, but will have to supplement the diet on their own. Toven only has food for his own horses and mules.

If one of the other party members does not suggest it, Toven will recommend that one or more of the party members scout out the path ahead, remaining within eyesight of the party, but alerting the rest of them to possible dangers.

The journey itself seems in better favor than the meeting that started it. The rain subsides and the clouds clear as you past the miles of farms on the outskirts of Womtham. The road is crowded with travelers, most of them farmers in a rush to get their crop in. The sheer number on the road bodes well for this year's harvest. Farms border both sides of the road providing little cover and the other travelers are just as determined to get to their destination as you are to yours. Before you know it, you are leaving the last inhabited farms on the outskirts of Womtham.

As the journey continues a heavy drizzle returns and the idea of traveling rapidly becomes unappealing. Having left civilization, you start to see trees off in the distance. Most them new growth, signs of nature reclaiming the land left by farmers as they fled to the protection of towns. None of the trees provide shade upon the road though. The lack of cover makes guarding against attack effortless. The few travelers you do pass are simple merchants hoping to get the most out of the day's travel. The lack of excitement leaves you to dwell on your tired legs and the ever-present mud.

Shortly after dusk, ending a rather grueling day of hiking, you come upon a small clearing north of the road. Sensing your desire to stop, Toven suggests that you camp here.

The clearing is just that. An area about 100' in diameter of packed earth, swept clear of debris. The area is already occupied this evening, by three other merchants. Most have started cook fires and are laying out their camps for the evening.

Toven steers the cart up to a vacant section of the clearing, close enough to the grass that the horses can graze without being too far from camp. He then begins to unload the gear from the wagon. Camp is established in good order and you are soon waiting for dinner to finish over the fire. You are finally getting a moment to rest from the day's exertions when you hear a thunderous crash from one of the other camps.

Two of the camps within the clearing are of little note. The first is Gesalec and his two guards Ervig and Merovech. Gesalec is an unassuming carter from Inspa. The merchant that he works for deals exclusively in elven goods, imported from the Adri Forest. Gesalec is responsible for transporting them to Womtham where they are sent down the Duntide to Rel Mord. The work pays well to account for the danger, and Ervig and Merovech have managed to keep him alive for many years. The second is Asbad and his son Gerold. They have an olive orchard outside of Cordrend and are transporting the oil to Womtham. In years past the danger was too great to offset the additional coin they would make by selling it in Womtham rather than Cordrend. This year, now that Gerold is older, and things have died down some, they hope to get it through without incident. The third merchant is described in detail in the next encounter.

ENCOUNTER 2 - K'MARTUS HERENYA

Walking across the clearing, you arrive at what is, quite obviously, the source of the noise. There stands a rock gnome, staring forlornly at his wagon.

The gnome is sturdily built with brownish skin and blue eyes. His forest green shirt and trousers are bland in comparison to his gold died boots and plumed gold hat. The light of his campfire makes a beacon of them in the darkness.

He can only stare in despair at the shattered rear wheel of his wagon. The now broken cart is useless and its contents are spilt about the ground. His merchandise depicts the life long desire of any fighter as well as quite a few dwarves. Weapons of all sorts lay jumbled with chain shirts, banded armor, and a few sets of plate. Each finally crafted with the utmost skill and care.

He turns to you as you walk up and greets you cordially. "Hail, me fellow travelers. I be K'Martus Herenya. As ye can see, me cart seems to have finally given out under the weight of me wares. I have a spare wheel, but someone of my stature could not possibly replace it alone. If ye'd be so kind as to assist me in its replacement, I'd be more than happy to return the favor."

The adventurers have two options at this point. They can assist K'Martus in fixing his wagon, or leave. If they do not want to help he will wish them well and ask them to leave so that he might ponder over the solution to his problem.

If they do wish to help, he will thank them most profusely. He is quick to point out where the spare wheel is kept and the necessary operations to replace it. He is also quick to allow the adventurers do all the work while relegating himself to the supervisory role.

The wagon should be easy to fix. Without any cargo in the wagon, a combined strength of 16 will lift it far enough off the ground for someone to attach the new wheel. If the cargo is not removed a combined strength of 20 is necessary. If a lever is used, which K'Martus will suggest if there is no one of obvious strength, it only requires a combined strength of 11. Attaching the wheel requires an intelligence check of 10 with K'Martus' excellent guidance.

Once the wagon is fixed, the adventurers will have earned K'Martus' eternal gratitude, future friendship, and most importantly, the chance to share some of his extraordinary Dwarven ale. While sharing the ale around the campfire, K'Martus will mention a shortcut that he has heard of from some of his fellow travelers. Though he has never taken the shortcut himself, he has heard that it will cut a whole day off the travel time to Harskern. He will gladly tell the adventurers everything he knows of how to find it. Though he could go on late into the evening telling stories, K'Martus plans on an early start in the morning and will retire after telling the party of the shortcut.

At this point determine what the watch schedule will be. There will be no encounters but third watch will see Toven leaving camp to pray as the sun rises. Once he returns he will wake everyone to assist in packing up and moving on.

If the party members decide to take the shortcut, use path 1, otherwise use path 2.

K'Martus Herenya (Male Rock Gnome Rog8) is charisma personified. Matched with a keen intellect, K'Martus is able to put even the most cynical of people at ease in only a few moments. Used to convincing others to do his work for him, he will point out what needs to be done to fix his wagon and then sit back and recount the stories of his past as the adventurers do the work.

K'Martus is an entrepreneur of the grandest kind, a middleman of arms and armor. Zilchus came to him in a dream and foretold the path to his fortune. He immediately set about making it a reality. Told of the coming demand for magical items of all kinds, he traveled to the other burrows, as well as the caves of allied Dwarven clans, within the Flinty Hills. At each he craftily convinced them that keeping their bounty hidden beneath the ground was doing them no good. If they were to let him have them, he would transport them to where people would buy them, for only a small portion of the final sale. Gambling his family fortune as only a gnome could, he

gathered every weapon and suit of armor he could find and is transporting them to Rel Mord. There he will set up shop and deliver the finest goods the people of Nyronnd have ever seen.

PATH 1

ENCOUNTER 3-1 - THE "SHORTCUT"

The air is crisp and the weather chilled when Toven wakes you shortly after dawn for a quick breakfast before moving on. Packing up camp takes no time at all and you are on the move as the other camps begin to stir.

Within the hour you come across the area that K'Martus described as the trail head and after an intense search you find a heavily overgrown path.

More game trail than road, half the party spends time clearing the undergrowth while the others assist the wagon out of the ruts and over roots. The only benefit of the growth is the shade that it provides from the intense sun. Pace along the road is painfully slow. You begin to wonder if this trail will take you just as long to travel as your intended path.

Travel continues until the sun peaks. You find it hard to rest as thoughts of the afternoon's arduous travel form in your mind. Just as the party begins to move a quiet keening can be heard west of the trail. It is too far away to determine what is making the noise, but the pain that drives it can be felt even from this distance.

The trail hasn't been used in well over a decade. Roots have grown into the trail making it rough, and the undergrowth covers over half of the trail. These two factors require the wagon to travel at 10' per round. The trees are not high enough for anyone to drive the wagon. The team must be lead. Mounted adventurers must dismount at this point since the low hanging branches making riding impossible. To their credit, small creatures on riding dogs or similar mounts would be able to clear the branches and can remain mounted.

The wagon cannot move through the forest towards the noise. Toven will stay with the wagon and does not fear an attack. Three listen checks (DC 5) will lead the adventurers to encounter 4. If they fail one of the listen checks a second check at (DC 10) will allow them to regain the path. If they fail the second check, then have them find their way back to Toven eventually.

Toven will be anxious to continue on the task at hand, yet torn that someone is being left to suffer. The importance of the original goal must take precedence and the party continues towards Harskern.

ENCOUNTER 4A-1 - NECROMANCER'S CAMP

Concentrating intently on the sound, you are surprised when you stumble across the clearing of an opulent campsite. Set next to a bubbling spring and holding a brazier rather than a fire, the area is overwhelmed by its central feature. More a fabric cottage than a tent, the solid black monstrosity stands in the center of camp, casting a disparaging blight on what would have otherwise been a serene depiction of nature. The keening seems to come from within the tent.

Other than the keening, the camp is eerily silent. Even the most common nature sounds are absent. The brazier is well made and heavy. Even the strongest of men could not drag it very far. An intelligence check (DC 5) clues the adventurers in to the lack of beasts of burden or wagons for transporting these items here.

The spring seems safe to drink from. A wilderness lore check (DC 10) will show that it seems to have sprung rather recently and the rocks around it do not show the wear of time.

The tent itself is huge. It is a deep black with no identifying marks. The fabric feels like silk but provides no image of what is within. Listening to tent will confirm that the noise is coming from within. The sides of the tent cannot be lifted, and surprisingly, the tent itself does not rise from the ground either. The fabric cannot be cut. There are no traps on the door. It opens as a standard tent would. The tent is immovable. No amount of pulling or folding will lift the tent free of the ground. There is some residual transformation magic emanating from the tent that might explain this.

ENCOUNTER 4B-1 - NECROMANCER'S TENT

You are impressed with the clinical nature of the tent's contents. So much so, that it takes you a minute or two to realize its true purpose. To the left of the opening stands a 4' tall table with jars of what can only be the innards of different animals. Along with the jars sits three blades of various sizes and a thin pair of gloves. A large jar sits on the ground at one end. Panning clockwise around the tent, you see a large darkwood mirror with engravings. The reflective surface seems abnormally shiny. Next to the mirror sits a metal cage hanging from a brass stand. On the floor next to it and along most of the right side lies a pile of cushions. Out of the corner of your eye you notice a slight movement in the bottom of the cage.

The table is 4' tall by 1' deep and 4' long. It is made out of solid oak and the surface is scarred with many deep gouges and soaked with blood. Stacked along the back are jars containing different body parts of a variety of animals. A wilderness lore check (DC 15) will show that most of them are common animals like bat, deer, newt and the like. The three knives are of differing sizes, the size variance allowing for more precise dissection of the animals. A knowledge (arcane) or knowledge (history)

check (DC 22) will show that the engraving in the handles is the sigil of Olmyn Lenistell. A necromancer of some repute long thought to be dead. The gloves are stained with the years of use. Any attempt to handle the gloves or the knives will cause the hands to feel warm for a round. Handling them after the first round will do 1d3 points of burn damage per round to any non-evil character that handles them. The jar at the base of the table contains blood.

The mirror is of the darkest ebony. Engraved along the edges are carvings. A knowledge (arcane) check (DC 10) will determine that the mirror is used for scrying and possibly communicating. The mirror seems firmly fixed to the tents floor.

The cushions are black silk like that of the tent. The ten of them together seem to form the sleeping area of the tent. Searching through them reveals nothing.

ENCOUNTER 4C-1 - ELIA THE PIXIE

The wooden cage seems to be just that, a rather ordinary metal cage hanging from a brass stand. The contents of the cage, though, are anything but ordinary, for it contains a pixie. He stands rigid only able to move his head. The noise was his moaning and, given his sickly demeanor, it seems to have taken quite a bit out of him.

The body of the cage is made from metal bars that meet at the top hook and join to a flat circular bottom piece. There is a small door (4" x 4") in the middle of one of the sides. It is locked (average lock) through a loop on the door and the nearest bar. The hinges are fused with the opposing bar.

The cage is small with a hardness of 10 and 5 hp. It has a break DC of 26. The bars are not that strong and can be bent with a strength check (DC 15). A search check (DC 25) will reveal how the bottom is attached and a disable device check, or any craft or profession skills dealing with metal (DC 15) will show how to detach it. Dwarves and Gnomes can also attempt a wisdom check (DC 20) to determine how to remove it.

Any strike to the cage dealing over 10 points of damage will injure Elia. He takes 10% of the damage over 10 hit points. Once Elia can be closely inspected someone familiar with poisons or healing can determine that he has been poisoned with Carrion crawler brain juice, its effects beginning to wear off.

Elia Male; Sprite (pixie); hp 3; SV: Ref +6; See *Monster Manual* page 172.

ENCOUNTER 4D-1 - ELIA'S STORY

"You have my most gracious thanks and appreciation friends. You may never know the benefit that you have granted the wood this day. If I had remained enslaved much longer I have no doubt that the two necromancers would have captured what they seek and been on their way.

"Necromancers, you may ask? Yes, for it is they that placed me in the cage. We had heard that foul magic was a foot and, thinking myself crafty, I had devised a plan to capture them. Unfortunately they were prepared and instead captured me. I have been trapped in this tent ever since. It served its purpose though, for I now know what they seek and through that a way to capture them.

"Fear not friends for I shall not go alone this time. The powers of the forest will be brought to bear on this travesty and these miscreants will be brought to justice. For your part in this you may have the treasure that I used to tempt the mages. It is hidden within the pillows. Perchance it may serve you better than it served me. May your path through the wood always be open."

With that Elia flies off through the tent flap and in to the trees.

Any attempt to follow Elia will not lead far. There are no traces of tracks leading in any direction other than the party's tracks into the camp. If the players attempt to attack Elia, he will flee if he can or fight if he cannot.

Inside one of the pillows are 1-4 green emeralds, valued at 800 gp apiece. Determine the exact number of emeralds by dividing the APL being played at by 2. A search check (DC 30) will determine the exact pillow or the party can cut up all of them. After the first slice it becomes apparent that the pillows are not as sturdy as the tent fabric.

When the adventurers finally return to Toven he will ask what they found. Toven is somewhat disturbed at the possibility of the fey creatures killing the necromancers without actually bringing them to justice. He understands though that they are beyond his help and there is little to do but move on.

PATH 2

ENCOUNTER 3-2 - THE "TOLL" BRIDGE

Before this encounter it is really important that you establish if any of the party members are scouting ahead of the group and what they do at the bridge. Shaben Swordhand will not step out until the horses of the wagon have reached the mid-way point on the bridge. This may leave some of the party at Shaben's back.

The air is crisp and the weather chilled when Toven wakes you shortly after dawn for a quick breakfast before moving on. Packing up camp takes no time at all and you are on the move as the other camps begin to stir.

Passage along the road is easier today. The drizzle has stopped and the mud has begun to dry. As time

passes and the heat rises you begin to long for clouds to return. The air is thick with humidity and you spend more time concentrating on breathing and fighting off bugs than searching for brigands along the road.

As you turn south towards Harskern you are welcomed with the site of tree-lined road. Though the cover along it keeps you on edge, the shade helps with the heat of the day. The road seems seldom traveled yet the ruts along it tell of a well traveled past.

You begin to adjust to the routine of travel and wonder whether your services were truly needed when you come upon a bridge. About 50' long, the stone bridge seems to provide the only passage across the steep banked river. Trees and bushes line either side. It is from behind one of these that a brigand steps forth.

Standing squarely in the middle of the opposite bank he shouts to you. "Hail! Please stay where you are. My associates will extract our toll from your wagon and then this unpleasantness will be over." He says it clearly and without pause as if it had been said many times before.

The statistics for each of the bandits is listed in Appendix A. The map for the encounter is in Appendix C. Below are descriptions of the roughed out plan that the bandits have devised and the role of each of the characters in it.

Norril Darkeyes is the leader. Quiella Arroway is his second. Shaben Swordhand is the muscle, and Kenneth Silverkin is the patsy. The plan is as follows:

1. Shaben sets up on the far side of the bridge. Quiella hides in the bushes behind him. Norril is on the side that the party is approaching from and Kenneth is hanging below the bridge about half-way across.
2. Quiella detects magic on approaching traffic. If she detects anything she sends Shaben out to halt them. He will do this only after any forward scouts have passed him.
3. Shaben calls for them to halt and poises his crossbow to kill the driver if he attempts to run.
4. Once the wagon halts, Kenneth is responsible for searching it.

In the case of the party's wagon, Kenneth will find nothing. When he tells Shaben this, Shaben will attack the party. In all likelihood, the party will start attacking long before Kenneth is allowed to fully search the wagon.

When battle begins, Norril will come out from his hiding place and begin attacking the party from the rear. Kenneth and Norril will work in pairs in an attempt to flank. Quiella will hide herself as much as possible and used ranged spells and weapons from the bushes. Shaben will only fire a few shots before he switches to melee combat.

It is also very important that Toven fights with the PC's. The fight has been tiered as if he was a member of the party and will overwhelm the PC's if he is not involved. It is his absolute duty to defend the wagon and its contents to the death. If any of the bandits flee he will task the adventurers with their chase and capture so that

they may be brought to justice. Even though the bandits attacked without provocation, he would prefer that they face justice rather than death. Any survivors will be bound and brought with the party to Harskern.

One last thing to note is this, since Shaben steps forth and threatens the party the thugs have established themselves as thieves and the party members are therefore free to attack and subdue them. If this were not the case, Toven would have prosecuted the party members for attacking without provocation.

HARSKERN

The next set of encounters is the flow through Harskern. During this section the party is free to go about the investigation as they please. The people that they meet will give them information that will direct them to other people. There are three possible ways to get to the final battle. Try and put the part on at least one of the paths. If the just aren't getting it, have Videric meet up with them and send them to Areagne. In the descriptions of the people and their reactions, additional townspeople are listed. Some of them have numbers in parenthesis next to them. These are the encounter numbers where these people can be found. I attempted to list them in the possible flow order, but due to the choices of the players some jumping may occur.

It is very important to remember the following:

1. Toven is a follower of Pholtus and as such will not stray from the law. The law in this case is that he must await trial and believe that his innocence will set him free.
2. The laws of Nyronnd apply here. Only the primary NPC villains are a direct threat to the party. Murder of any of the other townspeople is an evil act, punishable by death. Torture for information is also an evil act and a punishable offense.
3. Illegal acts used in the investigation are still illegal acts. Though the cause may be just, if any of the party members are caught they will most likely serve a jail sentence of some kind.

ENCOUNTER 5 - OUTSKIRTS OF TOWN

The chill of early evening is a welcome respite from the warm day. The sun has long since set and your way is lit only by the lantern hanging from the wagon and the lights that you carry. The darkness seems to have brought with it a stillness that keeps you on edge. The baying of wolves and whispers of the night birds keep your heads turning as you venture onwards.

Further down the road signs of civilization appear in the form of farms. Along the road you see fields of maize, a few contain wheat with one or two groves dispersed between them. Most of them are the final stages of being harvested.

The few farmers you do see seem to follow your progress with great interest. Many of them whisper to each other as they wait for the party to pass. One even pushes his children towards the house and heads to the barn.

Most of the farms are shut tight. All of the animals are enclosed in barns and coops. Even the dogs have been taken inside. Through the shutters light can be seen, and smoke is visibly coming from the fireplaces, but no one will answer the door. Those farmers that are outside will retreat to their homes if approached.

Toven will only stand for a few attempts at getting the farmers attention. He will haul any of the party to the watch if they attempt to break into anything. After a few minutes he will assure the party that accommodations can be found within town.

ENCOUNTER 6 - TOWN SQUARE

As you approach town, the number of farms decrease and more houses line the road itself. Many are shut against strangers. The few people on the street give you a wide berth. As you approach, one woman stops her sweeping and rushes inside. The latching of doors and windows can be heard as the party continues on. Despite Toven's assurances, your hope of finding any welcome is quickly dwindling.

After a mile or so, the road transitions from dirt to cobblestones. The street, now wide enough for two wagons abreast, is lighted by lanterns on poles. This road soon joins with another from the East forming the Northern and Eastern sides of the town square.

The square is comprised of four roads that depart in each of the cardinal directions. Storefronts line the periphery of the square, each providing its own unique quality to the quaintness and small town feel. As well traveled as you are, you get the feeling that this is a small town that adamantly wishes to grow.

Within the center of the square stands a park. Trees and shrubs are scattered through the grass that covers the area. Lantern lit paths lead from the street to a gazebo that stands at its center. It seems oddly devoid of people.

Toven steers the wagon to the North side of the square. As he dismounts he asks that you and the rest of the party secure the wagon in the stable behind the inn, while he sees to the accommodations.

The sign on the front of the inn reads "Farlanghn's Rest". The first story of the inn is made of stone, while the second is constructed from wood. A single chimney rises from the thatch roof. Two windows stand to the right of the front door. Each are shuttered and closed. A flickering light glows through them, giving the only indication that someone is home. Windows line the outside of the second story. Not all of them are shuttered, but none of them look into lit rooms.

Behind the inn is a barn with 6 stalls. Attached to it is a fenced in area. No stable boy seems to be available at this time of the evening, so the party must clean and take care of the horses themselves. A barrel of oats stands within the doors of the barn and there is plenty of hay in the loft of the barn. Though the town seems shut tight, it seems that it is not from fear of theft. The party is not

disturbed and no one appears during the process of handling the animals.

If the party wishes to inspect the rest of the buildings before following Toven into the inn they will find all of them shut. Though most of the locks can be picked with an open lock check (DC 35) the odds that they will be caught are by the watch are 75% (-%5 per rank in *hide*, *listen*, *move silently* or *spot*, whichever is highest) and for the few gold that they might find (1d10 per shop) it probably won't make up for the jail time they will serve as punishment. The park though deserted is elegant in its simplicity, and would be quite pleasant if it weren't so late and the party so tired.

ENCOUNTER 7 - FARLANGHN'S REST

The interior of the inn is a stark contrast to the unfeeling nature of the town. A large hearth, with the dying embers of the day's fire, stands across from the door. Next to it sits a chair that might hold a willing bard during the peak hours. Large tables take up the majority of the wooden floor. Benches on either side suggest a friendlier side to the town. The left corner of the room holds the staircase to the upper levels while doors lead out to both the North and the West. Along the eastern wall stands the bar. Upon one of its stools sits an obviously distressed Toven talking to a plump woman.

Moving closer you over hear bits and pieces of the conversation. It seems that Genofeva, the innkeeper, is trying to explain why Toven should pack up his belongings and leave as quickly as possible. As you continue forward hoping to get a better idea of what is going on, the front door of the inn swings open. A man and woman enter and quickly shut it behind them.

The man yells "Hold!" placing his hand on the pommel of his longsword and glancing carefully between you and Toven. After giving Toven a thorough once over, he seems to relax. He then nods to the woman, who passes by you and begins to whisper to Genofeva.

"My name is Videric, captain of the watch." he says with a pause, attempting to gauge your reactions. "Lantaura was good to bring me here, for your friend here indeed bares a resemblance to the ones that have been attacking."

To Toven he states, "By your leave sir, if I don't take you in now I fear that many innocent townspeople would be hurt in the outcome. Though I can tell the difference, the townspeople, in their grief and anger, will not wait for confirmation before attacking. Though they may not overwhelm your party I would hate to have either their deaths or your own on my hands."

To you he says, "I wish there was time to tell you the whole story. For tonight, Genofeva should be able to provide you a room. She might even be able to tell you a bit about what's going on. Come by the watch tower in the morning and I will be able to explain the situation to you."

Nothing the party does will convince Toven that it is not in everyone's best interest to go with Videric. Though he knows that he has done nothing wrong, his faith is firmly based in Law and believes that justice will prevail in the end. Toven will also not condone an attack on Videric. If the party chooses to do so Toven will fight against the party and help take them into custody. Glances out the window will show that Meinsent has indeed gotten a mob. They are standing outside the inn with torches and pitchforks trying to decide on the best course of action.

Toven is the only one in danger. Jarag (one of the villains) is of the same height, build and stature as Toven. When Jarag is disguised as a cleric of Pholtus it would be difficult to tell them apart since Jarag wears a helmet during the attacks. Videric will also suggest that any of the party members that worship Pholtus hide their holy symbols. If the followers do not, NPC's initial attitudes will be Unfriendly (see page 149 in *Dungeon Master's Guide* for details).

With the help of the other watchmen that Videric left outside, Toven can be safely escorted to the watch building. Videric will not allow the party to accompany him for it will tie the two together and be bad for all involved. At this point Videric can also lock up any thugs that might have been captured during the bridge encounter.

Genofeva is shaken by the whole incident and will not tell the party much this evening. It is late and now is not the time for stories. Lantaura feels the same way. Both of them will promise to answer any questions in the morning.

Breakfast in the morning consists of gruel, warm bread, cheese, and a choice of goat's milk, water, or apple juice. If the adventurers take their breakfast in the common room, Genofeva will tell what she knows of the story in between serving the customers. If they take it in their rooms, or leave without eating, they will not hear it.

It seems that for the past three weeks a band of Clerics dressed in full Pholtan regalia have been riding into town and dragging worshipers of Iuz into the gazebo in the park. There the person is exposed to the "Light of Pholtus" to cleanse them of their sins. The Clerics say that if the person is without sin then they shall pass unharmed. No one has yet to pass the trial. All who have been exposed were left blind and feebleminded, barely capable of movement, let alone taking care of themselves.

Genofeva's husband, Burchard, was the second to be taken. She visits him at the Church of Pelor every day. His condition has not improved. She prays that the head priest will make it back from Rel Mord in time to help him. She has no idea what this business about Iuz is. Her husband was an honest and generous individual. She cannot understand why Pelor has forsaken them. She can't think of any reason why her husband might have been harmed. All Genofeva can tell the party is that Burchard had met a few times with the town council. This was neither unheard of, nor strange. The town council includes Hunulf (previous captain of the watch and first to be tried), Fredegar (14), Thegan (13) and Majorian (15).

Lantaura is serving food to the other patrons. If asked directly Lantaura will tell the party what she knows. She watched helplessly as Burchard was drug from the inn. Since then she has hid in the kitchen during all of the attacks. Though Genofeva has dismissed it as child's folly she has a deep suspicion that Bertruda (16) has something to do with the attacks. She is rarely wrong about these things but has no proof. Lantaura will suggest that the party either watch Bertruda to see if they can get proof, or possibly see Basina (17) about it.

Meinsent is serving drinks. She will answer none of the party's questions directly, but will hint that a bit of coin might loosen her tongue. If the party gives her any more than 5 sp she will tell them what she knows. She will tell them how atrocious Godecin (13) is and how she knew that her and her father were evil the day they set foot in the village. Both of them conning and cajoling the local citizenry until they had positions of power within the town. Of course she has no proof of this, but if the party were to watch them then obviously they would find enough to convict them.

ENCOUNTER 8A - WATCH TOWER

The songs of birds can be heard from the park as you walk across the square to the watchtower. The watchtower is constructed from solid stone, with the roof topping out at almost 70', easily making it the tallest building in Harskern. Even in the early morning a lookout can be seen walking its top, scanning the horizon for possible raiders or the more likely event of fires or loose livestock.

As you walk closer you notice that not only the walls are reinforced, but the doors and windows as well. You get the feeling that if anything drastic were to happen this would be the fall back point for the citizenry. Now though, the door stands open, as do the windows.

Videric meets you at the door and escorts you in. "Welcome. I must apologize for yesterday. As you probably saw, it was for the best. We're holding Toven in a cell for his safety. I can let you see him if you'd like, though I would suggest that you keep your contact limited. He is as comfortable as we can make him, I assure you. Marcormir, my second, is keeping watch while Hilderic is on the tower."

"Please sit," he says as he directs you to some chairs and takes the seat himself. "Last night I promised to explain what is going on." Once everyone is seated he begins.

"The trouble started about four weeks ago with the disappearance of four of our farmers. The harvest had just begun and though it is normal for newer hands to get fed up with the work and move on, the farmers are always on task and there to lead their families during this part of the year. Thus we took their absence seriously. Unfortunately there was little evidence left on the scene. No sign of foul play and more reasons for them to stay then leave. It has left us all quite baffled.

"What happened next was even stranger. I'm sure that some of you might have heard the rumors that those

in power here are worshipers of Iuz. It was one of the many reasons those hit hard by the wars came up with for why we survived relatively intact. It is pure folly I assure you, but the rumors still abound. Well, it seems that rumor has found its way to some vigilantes.

"Three weeks ago a band of Pholtan clerics rode in to town. Though we were cautious, we had no reason to fear them. Thus they caught us off guard when they took Hunulf. He was my captain you see. They took him from the inn, while he was eating dinner no less. From there they drug him out to the square and called everyone to witness his judgment.

"While we all watched on, stunned by their actions, they claimed that Hunulf was a follower of Iuz and through the light of Pholtus he was to be judged for the sins of his past. At that point there was a brilliant flash of light that blinded us all. When we could see again Hunulf was there feeble and blind. He could barely remember his name let alone take care of himself. We left him in the care of Unimund at the church across the way. It was at that point that I took over.

"Then two weeks ago they rode into to town and took Burchard, Genofeva's husband, and claimed that he too was a follower. The same performance left him feeble and blind as well. This time both my guardsmen and I tried to stop them but we were held in place. Seeing us disabled, the rest of the town could only look on in horror.

"Then just last week they stormed in and abducted Bilimer. He is one of the most prominent citizens in the town. Besides Marcoul, Bilimer is the most influential person in town. Again we were helpless to stop them and most of the townspeople are too afraid to stand up to them at all.

"Each time the band rides off, they leave in a different direction. The trail only leads for a short way out of town and then disappears completely. We are a small town and don't have the resources for a full out search of this magnitude. Certainly not with most of the people working hard to bring in the harvest or shut in their homes, to frightened to come out. I fear for the worst. The town has ceased to function and we are nearing the time of year when we do the work that will see us through the winter.

"I would gladly accept any help you can give me in this investigation. I can stall the townspeople for three or four days before I have to do something with Toven. Tell the townspeople that I have asked you to help and most of them will tell you what they know. I suggest that you start with the families of the farmers. Ronduulf, Gisler, and Vulmar live to the west of town, while Syagris lives to the north. If you need assistance or find anything out, please let me know. I will do what I can from here."

Videric truly knows little more than what he tells the adventurers. There was no evidence left at the scene. All of the clothing of the attackers seemed authentic. Hilderic and Marcormir can't tell them anything else either. Both of them were either working the tower or were helpless when the attacks occurred.

Nothing seems to tie the three men together. All of the people that were attacked are currently being treated at the Church of Pelor. They are hoping that Vicelin the head priest will return from Rel Mord soon so something can be done to help them.

ENCOUNTER 8B - JAIL

Toven (and any other party members) are being kept in a cell(s) on the third floor of the tower. Though the door is reinforced wood and the window is covered in bars, the inside seems pleasant enough. Toven is comfortable in his surroundings, noting that it is not much different than the church cells that he has spent so many nights in before.

Toven is cordial to Marcormir, and Marcormir does not display any animosity towards Toven. Toven urges you to do what ever you can to assist Videric with the investigation. The sooner that you can clear his name, the sooner the mission can be completed.

Toven is out for the time that the party is in Harskern. If the party returns to talk to Toven, after they have investigated at least one location, there is a 50% chance that he heard the following, during the evening. Underneath the window to his cell he heard an argument between Molet and Lambert. Lambert was roughing Molet up for mentioning Marcoul's name. In a fit of rage he actually referred to Molet by name. Lambert's name is not mentioned during the argument.

FARMS

Time will not allow for the party to visit all four farms. They are meant as a step along the path and not the final destination. Two will lead them down one path, while two more will lead them down the other. Let the party decide which farms they will visit and in what order, but try and convince them that they have found out what they need after visiting a couple. This will speed the investigation along.

ENCOUNTER 9 - RONDUULF FARM

The Ronduulf farm covers a few acres scattered between the hills that lie between the western road and the Flessern River, just outside of town. The road to the house is bordered by cornfields on either side.

The house at the end of the road is a wide single story wooden home with a thatch roof. Behind it stand a silo and a two story wooden barn. In the distance you can see a third and fourth field between the house and the river. Both of fields have been harvested.

Four men, though closer to boys than men, are working hard to strip the ears from the stalks of the front fields. They all look up and watch you approach

the house. As you get within hearing distance of the porch a pair of dogs jump up and start barking. The front door opens and a woman steps out with a crossbow.

"Me husband may not be here, but he taught me how to shoot. I may not git all of ye, but I recon I can kill at least one. My boys'll put up quite a fight as well. So I suggest you state your business and be quick about it."

The woman on the porch is Ronduulf's wife Ideswif. The PC's should be able to convince her that they are truly adventurers and working for Videric (Diplomacy DC10) Once they have done that she'll lower the crossbow and signal to her sons that everything is okay.

She will answer any questions that the party has. More than anything she's happy that someone more competent is looking into the matter. Videric can handle the stray cow every now and then, but murder and abduction are quite beyond him.

Unfortunately she knows very little about the evening that Ronduulf disappeared. He was out checking the animals during the evening. She didn't think anything of it. The area had been quite safe as of late since it was cleared and the war moved further north. The boys had long since gone to bed and she drifted off. When she woke in the morning she realized that Ronduulf hadn't returned. The family searched the area, as did Videric. Some tracks lead towards the river but they couldn't be followed much further than that. There was no sign of a struggle and the barn was shut tight and the animals seemed fine. It was as if he had just walked away, but everyone knows that he wouldn't do that.

Now they're a hand short and harvest time is almost up. She and the boys don't have the time to put on a proper search until everything is gathered. They just hope that Ronduulf can hold out until they get it done.

After a bit, she'll mention one thing she does remember. It seems that Ronduulf was worried about something he'd seen. He'd planned on meeting with the Fredegar (14) the next evening to talk with him about it, but wouldn't tell her what it was. Maybe the council members might know something.

The sons, though good boys and wishing that they could do something to help their father, don't remember a thing from that evening. They had all been asleep at the time and didn't know anything was wrong until their mother woke them in the morning.

ENCOUNTER 10 - VULMAR FARM

The Vulmar farm is a small parcel north of the western road. A few small wheat fields lie behind the farmhouse that sits just off the road. The house itself is a small wooden structure with a slate tile roof. It looks as if it as old if not older than most of the buildings you saw in town. Behind it stands a barn with some livestock and horses roaming in a field just off the side of it.

The fields lie behind the house. It looks as if most of the wheat has been harvested and stacked. As you

approach you can see that three boys are working at loading the bundles in to an ox cart. As you get closer to the house, one of them walks up to greet you.

“What can I do for you sirs? Pardon me for saying so, but you don’t look much like the folk we normally get ‘round here.”

The boy Folcard, Vulmar’s eldest son, is the one who steps up to meet the party. His brothers are Reginar and Borani will continue with their work once Videric’s name is mentioned. All three know that Videric is doing everything in his power to help them and that their father would want them to finish with the crop before they spent time worrying about him.

Reginar and Borani know very little about what went on that evening. Reginar is a boy of about 15, while Borani couldn’t be much older than 12. They had gone to bed long before anything happened the night that Vulmar disappeared. They are both shy around strangers and will only answer questions directed at them, otherwise they will continue with the work in their brother’s absence.

Folcard also doesn’t remember much about that night. He had been talking with his father about the chores for the next day. Vulmar had mentioned that he had to go into town to speak with Thegan (13). He wouldn’t tell him what about, claiming that it was “Too dangerous for him to know.” Folcard retired for the evening and left Vulmar on the back porch with his thoughts and his brandy.

When the boys woke up in the morning Vulmar was gone without a sign. The snifter was still sitting by the rocker and nothing was disturbed. They searched for any clues but only found tracks of three men leading off to the North that ended shortly beyond the fields. One of the boys will begin to tear up at this point and Folcard will become agitated. He knows there is little they can do, but the farm work must be done. The three of them made a pact that they would find their father together once the harvest had been brought in.

If asked about their mother, they will become sullen. She died from a disease that even Basina couldn’t cure just the year before. All four of them had been devastated, but the sickness was drawn out and the death was almost welcome by the time it came.

ENCOUNTER 11 - GISLER FARM

About a half a day’s ride down the western road lies the 20 acres that make up the Gisler farm. The farm was one of the largest olive groves in eastern Nyronde before the wars, and is probably the largest since most of the rest fell to the ravages of Ivid’s forces. The grove itself has been in the family for two centuries. Careful preparation has gone into its creation and the byproduct is some of the best olive oil that Nyronde lays claim to.

The farm’s buildings are out of site as the party rides up the road. Olive trees line both sides of the path and only small glimpses of anything can be seen through the many trunks. The chirping of birds can be heard as they continue along the path and a few

disturbing shadows pass beneath the trees, just out of site.

The end of the lane brings the party to a large clearing. A two story stone home sits at the end of the path. Behind it sit a large wooden barn and a stone bunkhouse. To the right of the house sits a small hut with a chimney. Around the exterior sit pottery bottles that give evidence to the kiln that it contains.

Across the end of the path stands a line of eight farmhands, each with a farming implement of some kind, ready to defend him. As they get closer a woman steps through the line. She is dressed in leather armor and has a sword in her hands. She keeps it aimed down, but seems quite capable of bringing it to bear if the situation should arise.

“Now is not the time for strangers to be wanderin’ these parts,” she says. “I suggest that you turn around and head back to where you came before things get ugly.”

The woman is Adalind and, as a war veteran, very capable of handling the sword that she carries.

The line of farmhands is just that. They are there to back her up in numbers if not skill. It will take some tact to convince her of the party’s peaceful intentions (Diplomacy (DC 15), -5 if they have a writ, -10 if they have not drawn weapons, +10 if they have a half-orc in the party).

If the party cannot convince her that they were sent by Videric, they will have to leave. Since the party is trespassing they are not within the law to forcefully interrogate anyone. If they do convince her she will answer any questions that they ask.

Unlike Vulmar and Rondulf, Gisler was not abducted from his home. The last that Adalind had heard he was headed to see Marcoul when he disappeared. Gisler and Marcoul have had a working relationship for years. Marcoul has exclusive rights to trade the olive oil that Gisler produces. Gisler’s absence was deemed a disappearance due to the fact that this is the most important time of year for him. Though he has complete faith in his workers, he enjoys overseeing this part of the process. He left by horse in the morning and never reached Marcoul’s (18). By the evening someone had arrived to check on him. Neither he, nor his horse, was found and any evidence of tracks would have been covered in the day’s use of the road.

Though little is known of the attacks that go on in town, what rumors have drifted to the farm have lead them to believe that the clerics are responsible for Gisler’s disappearance as well. Adalind would welcome any knowledge of Gisler’s whereabouts or even whether or not he still lives.

None of the farmhands will talk with the party. They are employed to farm and as such do not have time to speak with them. Even if the PCs press the issue, the farmhands know nothing of any use.

ENCOUNTER 12 - SYAGRIS FARM

Along the North road, back towards Womtham, just beyond where the houses begin to thin out, stands the vineyard that makes up Syagris's farm. The 16 acres lies in one of the hillier areas within a day's travel of Harskern. As such, it would make horrible farmland, but Syagris has managed to turn it into one of the finer wineries in the area.

The grape vines are spread throughout the hills. The path parting from the main road leads off, winding along the valleys in what would seem to be the wash path during the rainy season.

The farmhouse is quite evident, even from the road, as its second story and peaked tile roof stand well above the vines. As you pass along the rows of grapes you notice quite a number of people moving through them. Few pay you any heed and those that do only turn to notice you're passing.

Within 50' from the house you break out of the vineyard and into a clearing. The house is quite extravagant and of an unusual style. A large wooden porch with stone columns holds a balcony for the second floor. The first floor is made of stone while the second is made of wood.

Behind the house stands a clearing with a fire pit and a large collection of multi-colored tents. A few dogs and children play between them. Behind the tents stands a shed. It has no external indications as to its purpose.

Seeing no one old enough to assist you, you head up to the front door of the farmhouse. After 5 or 10 minutes of knocking someone finally answers the door. It opens from the pull of an older woman with a flour-covered apron. She glances over the party, takes a careful look at your armor and weapons and then asks simply, "What can I do for you folks?"

Irmegard, Syagris's wife, is the one who answered the door. The family uses transient labor to harvest their crop and thus is no stranger to unexpected visitors. Coming to the only conclusion that she can, she assumes that the party is looking for work. Unfortunately they have all that they need.

After a few moments of confusion, the party should be able to convince Irmegard that they are there working for Videric and she will invite them in. The house, though unusually built is not lavishly furnished. As she leads them back to the kitchen, it is obvious that money is spent on functional items rather than those built to impress.

Once in the kitchen, Irmegard will continue cooking the bread that she was working on when they knocked. They are welcome to ask any questions they wish.

Irmegard unfortunately knows very little about Syagris's disappearance. He'd left in the morning to visit Marcoul (18). When evening arrived and he hadn't returned she asked one of the workers to ride into town and see what might have happened. He returned late in the evening to tell her that Syagris had started home in the

early afternoon. No one outside of town knew where he'd gone.

The next day some of Marcoul's men came by to tell her that they had searched the road but found no trace of him, his horse, or any tracks that might give clues to his current whereabouts. They informed her that Marcoul would do everything in his power to make sure that he was found. She has complete faith in Marcoul and his men.

The workers are from different parts of Nyrond. Many of them are families that travel together during the harvest season. Some of them are loners that were just looking for some work. None of them have left the farm since they arrived and none of them know anything about what is happening in town.

ENCOUNTER 13A - BLACKSMITH'S SHOP

With a town the size of Harskern and a man as well liked as Thegan, finding the blacksmith's shop takes little time at all. The street itself ends at the double gate in the wall that surrounds the shop.

To the left of the opening stands a two story stone building that seems to serve as both the smithy and Thegan's residence. From there extends a stable that runs the length of the wall. In the back right corner stands the barn used for repairing wagons. To the right of the opening stands a small group of livestock pens.

The sound of gruff speech and a thundering hammer come from within the smithy. From what you overhear, it seems that Thegan is teaching someone the finer points of flattening iron. You also notice that a beautiful young woman is throwing seeds to the chickens in the yard.

If the party enters the smithy, it will take some yelling to get Thegan's attention over his instruction. Once they do though he will have Rechiar continue while he approaches the party. He will approach the most lawful looking member of the party first. He is expecting the party to want weapons or armor of some kind, or possibly horseshoes. See the description below for Thegan's mannerisms.

If asked about the attacks, Thegan will escort the party up into the residence and discuss it with them. Thegan is part of the council and they have been trying to determine who is responsible for the attacks since they began. They know that it is someone within the town. The attacks are too well planned and the cleric's knowledge of their victim's location too good to be mere coincidence. The council also has some theories of the specific townspeople behind the attacks. Their greatest suspicion lies on Marcoul, but he is a very prominent citizen and they can do nothing without proof. Thegan will suggest that they visit Edeberga (19) and see if she has any additional information about Marcoul.

If asked about Vulmar, Thegan will tell them very little. He knew that Vulmar wanted to tell him something and hoped that it would help the council with the attacks.

Unfortunately he never made it to their meeting so Thegan has no idea what he wanted to say or where he is.

Thegan (Male Human (Oeridian) Ftr5/Exp6) is both tall, standing well over 6', and well built at 240 lbs. He is a man of strength rather than a man of sheer weight. At the age of 42 he has seen many things in his time and has wisdom born of both triumphs and tragedies.

Thegan is a veteran of both the battle at Nutherwood and the Greyhawk Wars. The fact that he survived both conflicts says volumes about his skill as a fighter. In the years following both wars he used the knowledge that he had learned as a fighter and the skills his father taught him as a blacksmith to design better armor and weapons.

In the last few years the fighting has taken its toll on him and with Godecin reaching a marriageable age he felt it was time to settle down. To that end he retired to Harskern to work on tools that help growth rather than those that kill. He is still remembered by some of his commanders and they will send work his way, both out of respect for his skill and remembrance of his deeds. They allow him to make sure that Godecin's dowry is provided for and that she and her betrothed will have a decent life.

He believes in the purpose behind the law, though not always in the laws themselves. He knows that the power of the lawmakers can be used for evil as much as good and that some laws serve those in power more than the common man. Thus he follows his own code of ethics built upon what he feels is best for those around him and the underlying belief in the goodness of humanity.

Rechiar is young and inexperienced. He was born and raised in Harskern and left to find adventure at a young age. He had lost his father to the Greyhawk Wars and wanted to know a fighter's life to get closer to the memory of him. When news of his mother's sickness reached him, he returned. While he was here he fell in love with Godecin and asked Thegan if he would teach him the ways of a smith so that he could provide for her. Thegan accepted and he Rechiar has been apprenticing for the last three years.

If asked about the attacks he will tell the party little. He was working in the smithy during all of the attacks and saw little of what went on. He is timid and will apologize for not being able to help them. A successful sense motive check (DC 15) will tell the party that he is hiding something, but nothing will tell them what.

Godecin (Female Human (Oeridian) Com2) is more girl than woman. From what you can tell she is probably in her early teens at the latest. Though she wears commoner's clothing, you can see that one day she will indeed grow into a beautiful woman. Filled with a child's innocence, and no lack of naivety, she greets you with a smile that would warm even a dwarf's heart.

If approached she will introduce herself as Godecin, Thegan's daughter. She will expect that anyone who approaches her is there to see her father and direct them to the smithy on the other side of the yard and return to the chickens.

Attempting to capture Godecin without telling her about the charges will cause her to scream for her father and Rechiar. They will of course come to her aid. Since there is no formal evidence against Godecin and only Meinsent's word on the matter, Thegan and Rechiar are in the right in attempting to defend her. Killing Thegan, Rechiar, or Godecin in this manner would be considered murder.

If the party tells Godecin of the charges that Meinsent has leveled against her she will clue the party in to the true motives behind them. It seems that Meinsent and Rechiar were friends when they were young and it was Meinsent's belief that one day Rechiar would return and take her away from all of this. Then Godecin and her father came and Rechiar returned and began courting Godecin. Meinsent was furious and has spent every waking moment attempting to break the union.

If the party asks if she knows anything about the attacks or who might be behind them, have them make a diplomacy check (DC 15). If more than one party member makes the check, randomly choose between those that made it. Godecin will pull this person aside. She will whisper the following. She has suspicions about someone, but cannot speak now. Her father and Rechiar will be returning a wagon to one of the farmsteads on the morrow. They should be gone by the afternoon and not return for a few hours. She can tell them then what she knows. See encounter 13B.

ENCOUNTER 13B - RECHIAR'S ROOM

When the party returns Godecin is waiting outside the smithy. She directs the party to close the doors of the fence and peaks around to make sure that they were not followed. She then moves to speak to the party.

"Before I begin, I must make sure that you understand the danger that I'm placing myself in. If you are not careful and Rechiar suspects that someone has disturbed his things then my father and I will pay dearly for helping you. If you tell anyone that I was the one that helped you, I will be the next one attacked. I besiege you, be careful who you provide this information to.

"When Rechiar first arrived I fell in love with him. I was young and he was older and handsome and I had never had anyone fawn over me the way that he did. To my dismay, things changed within the last year. He pays less and less attention to me, and more to my father. Rechiar feeds my father his opinion in hopes of influencing the council. He disappears late at night doesn't return until daybreak. I believe that he is in league with the attackers, but I fear for our safety.

"I will let a few of you into his room, but you must be quick about it. See if you can find anything that would lend credence to what I have said. If you cannot, speak of our meeting to no one. If you can, take it immediately to Videric. Any delay could mean the death of my father and me."

She will only lead two of the party to the room. The rest must remain downstairs. The path to the third floor grants the party members only a brief glance at the second floor, and Godecin will not allow them to stop. Rechar's room takes up a portion of the third floor.

Rechar's sleeps in a 10' x 10' room on the third floor. It is a small room with a stone wall on two sides, and wooden walls on the two opposite. One of the two stone walls holds a window that looks out on to the town. Below the window sits a desk. Across from the door sits a single bed. Its mat and covering neatly tucked away. A chest lies at the foot of the bed.

The desk is unlocked and contains some writing materials. Most of the papers on the desk and in the drawer are notes about blacksmithing and its techniques. A cleaned quill and ink bottle sit upon the desk along with a lantern. The bed is tightly made. Neither the mattress nor the blankets contain anything of value. The chest at the foot of the bed contains clothes, a pair of boots, and a well made, slightly used shortsword.

The party has time to take 20 on the search. They have as much as two hours if they wish. If they have a search check (DC 25) they will find that one of the stone walls contains a cubby hole. Within the hole is a set of notes (player handouts 1 and 2).

ENCOUNTER 14 - FREDEGAR

As you ask for Fredegar and his whereabouts you get as many sneers as you do helpful remarks. Each person that you ask directs you toward his home in the more affluent side of town.

Fredegar's home is posh even for this area. Two stories, both of stone, topped of with a clay tile roof. Two towers with conical roofs frame the front entrance. The front yard is a well manicured assortment of shrubs, grass and trees rivaling that of the park in the square.

Your knock on the front door is answered by a man in chainmail bearing a longsword. After stating your business he closes the door. A moment later the same man appears to escort you in. He asks that you leave your weapons on the table at the door. Once you have done as he asks he shows you through the grand entrance hall to an adjoining office.

The office is just as opulent as the house. 10' bookcases line the walls. All made of the deepest cherry. An overly large cherry desk dominates the corner furthest from the door. Behind it sits a squirrelly little man of about 40 years. He sits in the only chair available in the room.

"Welcome," he says. "Videric mentioned that you might stop by with some questions. Please be quick, I have other appointments to attend to today."

Fredegar is an unpleasant little man. He is dressed as a man of his station, were he to hold the position in a town of many thousands rather than a few hundred. He sees the world from behind a tiny set of spectacles that pinch his nose to the brightest shade of red.

Even from the first few sentences from his mouth you get the feeling that he complains about everything. It seems that he would rather serve as dictator rather than simply the chief magistrate. The party gets the distinct impression that anyone that can help Fredegar earn more power will have access to both his ear and that newly acquired power.

When asked about the attacks he will tell the party that he is truly at a loss. For all his time as magistrate he has never had to deal with an issue of this magnitude. At best he's had to deal with a petty theft or a land dispute. These are the first murders in the town that were not clearly the result of bandits or invaders.

He has heard the council speak of their suspicions of what and who are the cause of the attacks. He feels for their determination to discover who is behind them, but does not believe in blind accusations without proof. Though it is possible that Marcoul is behind it as they say, it is just as plausible that the clerics are the invaders that they appear to be. If the party wishes to follow through on the council's suspicions they should speak with Edeberga (19).

If the party is here to ask for a writ to search someone's home they must have more than the hearsay of one of the townspeople. Since there is little else than hearsay, it is unlikely that they have such. If the party does have hard evidence that one of the townspeople is behind the attacks then he will be more than glad to issue a writ for their arrest. Unless they can provide that proof there is little he can do.

ENCOUNTER 15 - MAJORIAN

The mill lies west of town along the banks of the Flessern River. Raised on pilings well above the water, the mill is safe from the seasonal flooding. The rains of late have the wheel sitting somewhat higher than it would normally during this time of year.

The building is made out of wood with a slate roof. A planked pier runs along the perimeter of the building. A few wagons of grain wait at the double doors on the western side, while others filled with bags of flour wait out front.

Inside the building is a bustle with work of grinding. The grinding wheel is huge dominating most of the first floor. Three workers are tasked with unloading the grain from the wagons while another is loading the flour into bags. A fifth man stands back and observes the actions of the workers, making suggestions when necessary.

Hearing you enter, he turns to you with a smile that quickly flattens when he notices your weapons and armor. "Shoo," he says, "back out the way you came. Any further and you'll destroy all that we've managed to accomplish this morning."

When he's done backing you out the door, he asks. "What brings you here? You've obviously no grain to sell." After waiting a moment he says, "Well, quick, quick. I've lots to do today. I can't spend it lollygagging around out here."

Finding Majorian is easy, since he is the only miller in town. As such he is the only place all of the farmsteads have to convert their grains within town. Some of what he makes stays in town, but most of it travels by barge to Narsel Mendred, or by wagon to Womtham or Cordrend. His place in the financial structure of the town has earned him a seat on the council at the tender age of twenty-five.

He is fanatical about his job and always concerned with the yield. The mere presence of all of the dirt and grime that the party introduced into the mill distresses him to no end.

He has very little time to talk to the party. He knows very little about the attacks. Most of them occurred while he was working at the mill or asleep. He does know that evidence about who is causing them is limited and that some of the council members are thoroughly convinced that it is Marcoul. He is quite sure that it isn't. Majorian has been dealing with Marcoul for years and nothing he's seen would indicate that Marcoul is evil. On the contrary, he is one of the fairest businessmen in town. He certainly has the best network of carters and barges.

If the party insists that the attacks are perpetrated by anything other than the clerics that they obviously are, then they might want to speak to Edeberga (19). She is one of the oldest town members and the most likely to have pried into other people's private lives. The council was to speak with her tomorrow, but he was looking for a way out of it anyway.

ENCOUNTER 16A - BERTRUDA

Most of the people in the square can easily point you towards Bertruda's, since it is the better of the two bakeries in town. It is snuggled in with the other single story shops that border the edge of the square. Each has a well-kept slate roof and a stand or window that opens to the street.

As you approach birds scatter from the few crumbs outside the window from which Bertruda sells her wares. The air is thick with the fragrance of baking bread and pastries of all kinds. The awning shades potential customers and friends alike. Many of which are there now. Beside the window is a door that leads to the bakery proper.

As you pass by Bertruda greets you warmly and asks if you would like to sample one of the pastries that she just made, or possibly a slice of sweet bread.

Bertruda is the motherly type. In her late thirties she wears the floured badge of her trade with pride. Even covered, the blush of her cheeks shines through. Though she is not stunning, she has that simple beauty and charm that seems common amongst farming communities.

Bertruda is welcoming as any merchant would be. She will push her wares on the party. If asked about the attacks she will feign ignorance and attest to the fact that she was in the kitchen cooking when the attacks occurred. If asked about Lantaura's accusations, she will deny that she has any connections to the attacks, and certainly no

connections to Iuz or any of his followers. She knows of no animosity between her and Lantaura or why the girl would make up such stories.

She will not allow any of the party to search her residence while she is there. They have nothing but hearsay to go on and no authority to disrupt her business. This is accentuated by the fact that two or three patrons are waiting in line behind the party to purchase items. If the party cannot get to the point, or will not leave, she will move on to the paying customers and leave them alone.

If the party discretely watches the shop (hide check DC 10) or has prior knowledge of the event, they will see that she leaves every Waterday (party arrived in town on Godsdays) to have lunch with her friend at the Fallen Oak. This is the only time that they can access the bakery without her knowledge. If the party fails to make their hide check she will not leave for lunch.

The party must enter the bakery through the back door. Entrance from the front is possible (open locks DC 20) but will alert the other merchants because no one should be entering that way. There will only be a 5 minute window before Videric shows up and hauls them off for breaking and entering, whether or not they visited him for permission to enter. If they enter through the back they have two hours before Bertruda returns.

ENCOUNTER 16B - BERTRUDA'S RESIDENCE

The width of the front belies the true size of the bakery. Most of the buildings room is built into its length. The back door leads from an alleyway into the kitchen. It extends most of the length of the building, but is very narrow. A door on the other end leads to the shop area. There are two doors along the left wall.

One leads to the storage area. It is filled with oils, flour, herbs and other ingredients. You also notice that a small area of the room contains more common items used for day-to-day meals.

The second door leads to the residence. It is quite large and made up of a single room divided by curtains. Along one wall sits a desk with papers strewn across it. Opposite that wall sits the bed with a chest at one end. A nightstand with a small lantern sits beside the bed. A boudoir stands on the wall that the entrance is on.

A search check on the boudoir (DC 25) will reveal a hidden compartment in the bottom. Within it will be a set of letters (player handout 3 and 4). A search of the chest and the boudoir itself will reveal clothes. The bed is simply a bed and the desk contains no more than correspondence about trivial matters between Bertruda and her acquaintances. The nightstand is empty with the exception of the lantern.

ENCOUNTER 17 - BASINA

The path to Basina's home takes you along the eastern road beyond the last vestiges of town. The forest that lines the road is filled with wildlife both large and small. Most seem comfortable with your presence as if they are confident in their safety. You pass quite a few

game trails before coming to her home, just off the road, tucked within the trees.

The main building is a small single story wooden structure with a high peaked thatch roof. A small shed sits off to the right of the house. Behind the home sits a group of six burrows. Each is a small hill of dirt with a short door leading inside.

Just before you knock on the front door a voice from inside says, "Please come in. It is not nice to make an old woman get up from her chair."

As you enter you see an older woman sitting at the end of a table that takes up most of the room. On the table in front of her is a bowl of water, a mortar and pedestal, some empty vials and some dried herbs. Around the table sit enough chairs for the party as well as the one that she is in. Along the left wall stands a fireplace cheerily burning and warming the room to a pleasant level. Behind her is an open door that leads into what you believe is the kitchen. A cool breeze comes in from a large window in the right wall.

As you all make your way through the entrance, the woman says, "Sit. Please sit. What can Basina do for you?"

Each of the burrows is closed and the door locked (DC 25). Opening the door will cause bells to tinkle. If any of them are opened Basina will turn the party away without helping them. Within the burrows are cut plants and fungus of all kinds. Some in jars, many are out on shelves. The walls of the burrow drip with moisture. The idea of the burrow itself seems to be to keep the plants cool and moist.

The shed is a pen for animals. There is a cow, some chickens, a goat, an old mare and a small cart. There are the necessities to care for such animals and, though the shed itself is not orderly, the animals themselves seem very well cared for.

The main room is both her living room and her receiving room for guests and clients. It has just enough chairs for each of the party members and her. She will address each of the party members by name, and seems to know what the party is there for even though she'll let them go through the motions of asking. As they are talking she will hand three *cure light wounds* vials to the party members that need the most healing.

Besides any initial potions, Basina will wait to be asked before she will do anything for the party. She can perform small divinations, heal to the best of her abilities, and prepare potions (potions and spells are cast at the listed cost, plus the cost of materials).

If asked about the attacks. She will say that she feels awful about the people that have been attacked and is pained by the fact that she could not help them. She has known many of them for years and knows full well that none of them were involved with Iuz in any way.

If asked about Bertruda she can tell the party the following. First, she knows, as do most of the people in town, that Bertruda meets a friend for lunch at the Fallen Oak every Waterday. Second, she's been told that

Bertruda keeps documents stashed within her boudoir. Though not condemning, if the party has heard additional evidence, this may come in handy. (This knowledge will give the party a +15 circumstance bonus to their search of Bertruda's boudoir). Beyond that she knows little of Bertruda other than she is well liked within the community had makes wonderful tarts.

If asked about Rechiar she can tell the party the following. First, she has never felt comfortable around him. She can't say why, but it seems that the face that he shows the townspeople is a façade rather than his real character. Second, she can tell the party that he fiddles with his walls constantly, though she has no idea why. (This knowledge will give the party a +15 circumstance bonus to their search of Rechiar's chamber).

If asked about Marcoul, she can't tell the party much. He has been here nearly as long as she has. He is shrouded in mystery. No one in town really knows anything more than what he wants them to know. This leads her to believe that he's hiding something, but she has no idea what.

Basina (Female Human (Oeridian) Adp12) is getting on in years. At the ripe age of 52 she is the oldest living citizen in Harskern. She is also one of the most influential and informed, though few really know this. Most of what Basina knows about the people of the town is kept between her and Matinson. She stands at a mere 5' tall and weighs little over 90 lbs. Though age has made her body frail she still has an inner strength and the wisdom behind her solid black eyes keeps most from attempting to speak with her, let alone attack her in any way.

Basina is the town's hedge-witch, providing healing to those that do not wish to sacrifice their personal beliefs for the healing at the church and those that believe in the power of nature over that of the gods. She also performs divinations when she can, pushing people towards their potential when their minds keep them from moving forward. Of all of her abilities, her skill at preparing draughts of all kinds has earned her the highest regard of her fellows and quite a stash of money - which she uses to take care of herself and those she cares about.

Specifically she is capable of casting up to *Cure Critical Wounds*, though only 3 times a day. She is capable of creating potions of *Cure Serious Wounds*, *Cure Moderate Wounds*, and *Cure Light Wounds*. She is also capable of minor divinations. These may be used to direct the party if necessary.

Basina's familiar is a mavis (song thrush) named Matinson. He is her link to what is going on in town. She both scrys through his eyes, and has him speak to the other thrushes. Between these two abilities she has an information network that rivals that of some of the largest thieves' guilds. The birds are prevalent enough that they can appear almost anywhere without attracting attention. Though she will willingly tell what she's learned to people, she is very guarded about how she knows. Most people chalk it up to old world magic.

ENCOUNTER 18A - MARCOUL'S WAREHOUSE

The ambient noise dwindles as you approach the docks until all you can hear is the whisper of the wind and the slow lapping of the waves against the bank of the river. The Southern road ends in what would be the Warehouse District in a larger town. In Harskern it is simply a clearing with four rather large buildings that sit near the docks.

Of the four buildings only two seem well kept. The third is salvageable, but seems unoccupied and the fourth is little more than a shell. The largest of the four, and coincidentally the closest to the road, is the only one with any activity this day.

Two 15' wide doors are swung open allowing easy access to the wagons that are unloading there. A pulley system is hung from just inside the doors to speed the job of loading and unloading the wagons. Three barges are tied to the dock behind the warehouse. A fourth is moored farther down. Used to city life the lack of masts seems odd until you remember that the Flessern is too shallow for much more than barges.

When you inquire at the warehouse doors you're directed to another entrance around the side. A sign hangs from above the door that reads "Marcoul Trading Company".

If the party knocks, they will be told to enter. If they try the door it will open easily. The door opens to a small room furnished only with a desk and a chair. Across the room stands another door, which is currently closed. A small beady-eyed man sits at the desk, frantically writing in a ledger. His name is Thierry. He knows very little about what is going on in town and will ignore most other questions. If the party asks to see Marcoul, he will leave then return to show them the way.

The second office is larger. It has bookshelves lining every wall, with breaks for only a couple of small windows that let barely enough light into the room. At the far end is a large oak desk strewn with papers. Behind the desk sits an older gentleman in an extravagant leather chair. Thierry will announce the party and then return to his office, closing the door behind him.

Even though Marcoul is in his late forties, he is still spry and well built for someone in his profession. He is extremely well mannered and though he may talk down to some of the less intelligent members of the party, he does what he can to put them at ease.

Marcoul has worked in this town for well on 28 years. In that time he has managed to establish quite the empire. He controls both trade to Womtham and Narsel Mendred. He trades in everything from basic necessities to high priced luxuries. He gets everything the townspeople need and sells their products to the outside world. Not only is he a town hero, without him Harskern would be an isolated town in the middle of nowhere.

If asked about Syagris he will mention that he put all of his men to the task of finding him when he had heard that Syagris was missing, but they turned up nothing. He

feels for Syagris' wife, but he felt that he did what he could. He and Syagris were meeting to finalize the details on this year's harvest.

If asked about Gisler he will tell them that Gisler never appeared for their meeting that morning. He knows that Gisler would never leave his family, but Marcoul is a busy man and has many such appointments every day. He and Gisler were meeting to finalize the details of this year's harvest.

If asked about either Vulmar or Rondulf he will say that he knows little more than the rest of the town. He had heard that they had disappeared along with Gisler and Syagris. He had never dealt with either personally. It is quite possible that he shipped off some of their merchandise. It is just as possible that Emmeran handle their wares.

If the party asks Marcoul about the attacks he will say that he knows very little. For most of them he was in the office and far enough away that little of the commotion ever reached him. He only knows what he's heard from his workers and the other people in town.

Watching the warehouse won't provide any information to either Marcoul's innocence or guilt. At dusk, Marcoul, and all of the workers in the warehouse proper will leave and go home. About 3 hours later, Thierry will leave, locking the main entrance and checking all of the other doors.

ENCOUNTER 18B - WAREHOUSE AT NIGHT

The Warehouse is an imposing structure even in twilight. Dwarfing the other two warehouses, Marcoul's warehouse stands a good 30' including the high peak of the roof. The slate roof and thick timber walls seem capable of withstanding any weather condition Beory might throw at it.

The building seems deserted. Both the wagon doors and those that open to the docks are locked down tight. Curtains are drawn over the windows and the front entrance is locked as well.

The double doors, for wagons, and the door in the back that leads to the dock are locked and barred. Built from reinforced timber, nothing short of a battering ram could open them. A search check around the perimeter (DC 40) will uncover a secret door near the side of the building. The door doesn't seem to open from this side though.

The entrance to Thierry's office is locked. An open lock check (DC 30) will open it. Another open lock check (DC 30) will open the door to Marcoul's office. If the party checks the windows they will find that one of the one's into Marcoul's office seems worn (Spot DC 15). An open lock or disable device check (DC 15) will open the window. If the party attempts to break the glass of any of the windows, the guards in encounter 18C will have a surprise round.

Searching Thierry's office will turn up little. His ledger is an accurate inventory of all of Marcoul's

legitimate holdings. There is little else in the desk except an ink pen, vials of ink, and a blotter.

Searching Marcoul's office will turn up volumes of paperwork. Most of them bills of lading, trade agreements, and other documents associated with the business. Marcoul's library, scattered throughout the shelves in the office, is quite extraordinary. Tomes of all kinds and subjects are there. Most of them are fictional, historical, or have some tie to business. Searching the bookshelves (DC 15) will turn the latch that opens the secret bookcase door.

ENCOUNTER 18C - GUARDED STORAGE AREA

The bookcase twists to allow entrance into the guarded area. The door opens in providing a 2 ½ x 5 foot hallway into the room. Guard 1 is at the end of the hallway.

The room behind the bookcase is dim in the lantern light. It extends 20' beyond the bookcase towards the back wall of the warehouse and is as wide as Marcoul's office. In the far back corner stands a lock box. To your left is a bunk standing against the far left wall. In front of you stands a guard, sword drawn, while another quickly dons his armor.

Guard 1 has his sword drawn. Guard 2 is donning his armor. He has 1 round left before he will attack. Both of them have sworn allegiance to Marcoul and are tasked with protecting the lock box at all costs.

See Appendix A for stat blocks on the guards. See Appendix C for the map of the encounter. The other guards do not arrive until 4 rounds into the battle. They were alerted by the noise and came from upstairs. They will enter through the door that separates Thierry's office from Marcoul's.

If it looks like the guards are going to loose, one of them will make an effort to burn the lock box by tossing the lantern onto it. Within 5 rounds the flames will have burned through the box. At the end of the 6th round the contents of the box will be destroyed. If the party extinguishes the flames before then, the contents will be saved. The lock box has a good lock on it. It contains player's handouts 5, 6 and 7.

Once in the room the party will notice a trap door in the floor. It leads to a tunnel that opens to a secret door outside. Since the exit opens only one way, it looks as those it is used mostly to escape the notice of unwanted guests.

ENCOUNTER 19 - MONEY LENDER

If the party is coming to speak with Edeberga take them through both 19A and 19B. If they are coming to see Molet take them through 19C.

ENCOUNTER 19A - EDEBERGA

Edeberga's residence is a 3-story stone structure in the wealthy part of town. The roof is adorned with battlements while towers stand at the two corners closest to the street. A solid oak, reinforced door stands at the

end of the front walkway. Trees and bushes grow throughout the park that covers the area between the street and the house.

A tall, pale skinned man answers your summons at the front door. He escorts you up two flights of stairs to the third floor. In a sitting room off the main staircase sits an elderly woman in a rocking chair. A coverlet is tossed over her legs and a fire in the hearth makes the room almost uncomfortably warm. After showing you to Edeberga, the butler leaves and returns downstairs.

Edeberga welcomes you into the room and asks you to sit where you may. She apologizes for not having enough chairs. She was not expecting company and doesn't feel well enough to make it down to the formal parlor.

Edeberga is an elderly woman in her early fifties. She moved to town about 30 years ago with her husband Mauger. It seems Mauger owned a few mines in the flinty hills and made quite a profit. When the border wars started heating up he took his money and moved to Harskern. Here he and his wife established a nice home and invested in the community. Mauger died about 8 years ago leaving Edeberga all of the money to do with as she wished. She has continued the generous trend set forth by her husband. Each year she gives what she can to the community and they in turn take care of her and make her feel welcome.

She feels awful about the attacks. Though she has not witnessed any of them personally, she has heard about them in detail from her servants. She has met each of the victims personally and knows that none of them were followers of Iuz.

She has no concrete evidence on anyone in town, but her instinct says that Marcoul is the one behind them. She was here before he arrived and she has seen the town change as he grew in both power and influence. He puts on a fine face but every time she has been in his presence he's made her skin crawl. She will suggest that the party talk to Marcoul themselves. Then watch him, for no one can keep up all appearances under intense scrutiny.

ENCOUNTER 19B - MOLET

The butler returns to escort you out. Once he has shown you to the porch and closed the door you hear a slight hiss coming from the corner of the house. Looking in that direction you see a small hand waving. Intrigued, you head in that direction.

When you reach the corner you find nothing there. You do hear another hiss and hand waving from bushes further away from the house. The bushes provide almost complete cover from all directions. When you reach them you are confronted by the sight of a small gnome.

Had you ever imagined a 3' tall mole to walk upright, don clothes and spectacles, it couldn't have taken better form than what is before you. Shielding his eyes from even the dim glitter that makes it through the canopy the gnome begins to speak.

“My name is Molet. I am Edeberga’s clerk. I’m in charge of all of the finances that she throws away on the people of this town. I overheard you mention that you’re working with Videric to get to the bottom of these attacks. I can help you, but it’ll cost you.”

Molet is exactly what he seems. Ever the pragmatic opportunist he has seen a way to save his own hide. For the last 5 years he has been handling the second set of books that Marcoul keeps. Recently things have gotten too dangerous for him. He fears that he will be the next one to get attacked, and he knows that he won’t survive it.

If the party promises to make sure that Marcoul is taken into custody or killed he will help them. If they go to Videric with the information that he tells them without investigating it first his life will be compromised and he will disappear without a trace.

Once the party has made a promise not to tell anyone about him and to make sure that Marcoul is locked away, Molet will tell him what he knows. He will tell them of the secured storage area behind Marcoul’s office in the warehouse, where to find the second set of books, and give them a key to the front door and the office door of the warehouse.

He then tells the party that he is disappearing for a while until this whole mess blows over. With that he disappears into the shrubs leaving no trace.

ENCOUNTER 19C - MOLET’S OFFICE

Edeberga’s residence is a 3 story stone structure in the wealthy part of town. The roof is adorned with battlements while towers stand at the two corners closest to the street. A solid oak, reinforced door stands at the end of the front walkway. Trees and bushes grow throughout the park that covers the area between the street and the house.

A tall, pale skinned man answers your summons at the front door. He escorts you through a few well-furnished rooms to a small closet like office in the back of the house.

The office is overwhelmed by the desk and chair, more from the small size of the office than the side of either the desk or its occupant. Behind the desk sits a gnome.

Had you ever imagined a 3’ tall mole to walk upright, don clothes and spectacles, it couldn’t have taken better form than what is before you. Shielding his eyes from the light of the door, he motions for you to enter.

Once you have all crammed yourselves into the office and closed the door he speaks to you in a harsh whisper. “My name is Molet. I am Edeberga’s clerk. I’m in charge of all of the finances that she throws away on the people of this town. People have mentioned that you’re working with Videric to get to the bottom of these attacks. I can help you, but it’ll cost you.”

Molet is exactly what he seems. Every the pragmatic opportunist he has seen a way to save his own hide. For

the last 5 years he has been handling the second set of books that Marcoul keeps. Recently things have gotten too dangerous for him. He fears that he will be the next one to get attacked, but he knows that he won’t survive it.

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After he finishes telling the party this he talks at full volume insisting that he knows nothing about what they want and they should leave immediately and let him get back to work.

ENCOUNTER 20 - EMMERAN

Emmeran can normally be found in Fharlanghn’s Rest most afternoons as well as most evenings. He seems to be drowning his sorrows in ale.

Emmeran was the son of the most prominent merchants in Harskern. That was before Marcoul showed up. Marcoul managed to run Emmeran’s father out of business and into an early grave. Marcoul then managed to steal all but a few clients of Emmeran’s as well.

What little is left of his business is purely out of loyalty for his father and barely covers the cost of taking the barge to Narsel Mendred each year. He does what he can though. When everything has been brought in for the year he will make another run. He has resigned himself to his lot in life, even though he constantly dreams of the position that his father once held.

If asked whether or not he handles Vulmar’s and Randuulf’s crop he will tell them that he does. Their fathers trusted his father and through that relationship, they are among the few that have stuck with him through the years.

When asked what he might know about the attacks. He will tell the party that he knows very little. The only thing that he does know is that his drinking buddy Molet (19C) has been quite edgy since the whole thing started.

ENCOUNTER 21 - CHURCH OF PELOR

The church is situated within the houses that make up the common district of Harskern. It is surrounded by a short stone wall, more to keep the wildlife from picking at the garden, than to prevent anyone from entering.

A cobblestone walkway passes through the wooden gate and winds through the garden up to the steps of a stone dais. The dais is raised 4’ off the ground. In the center sits an altar, engraved with the symbol of Pelor on all sides. At equal intervals around the perimeter of

the dais stand 20' tall columns. Each column is topped with a mirror that reflects the sun's rays in to the center of the altar.

Behind the dais stand a collection of single story stone buildings. Each topped with a slate roof, both roof and walls showing the signs of many years of rough weather. Acolytes and parishioners move in and out of these buildings, quietly attending to the gardens and grounds as service to their church. A single cleric moves to each of the columns, adjusting the angle of the mirror for the sun's new position.

The cleric is Unimund. He is an acolyte of Pelor. He is also the highest ranking cleric currently at the temple. Brother Vicelin left for Rel Mord some five weeks ago. He isn't expected back for another three or four weeks. Unimund is in desperate straits. The people of the community are looking to him for spiritual guidance of a level he has not yet been trained for.

He is well aware of the attacks. He has visited with each of the families that were involved. He had met with the victims before they were attacked, but did not know any of them intimately. He cares for them now. He hopes to keep them alive until Vicelin returns. They are beyond his power to heal, but their health does not seem to be fading. He and some of the other acolytes have been walking them through the gardens and taking care of their needs. He can show the party to them if they wish.

Unimund shows you into one of the larger buildings. Within are rows of beds. Along one wall are cabinets containing bandages, vials, and jars of herbs. Hunulf, Burchard, and Bilimer are mere husks of themselves. They are unable to communicate coherently. Though they are capable of physical tasks, they will not maintain a course once directed. The actions of the three reveal that they are blind, though their eyes show no signs as to why. They can provide no information to the party about the attacks or why they were involved. Each of the three has had *Feeblemind* and *Blindness* cast upon them. Detecting magic will reveal the auras of these spells upon all three.

Unimund can help the party with little else. He can help them with any healing that they might need, both in spell and scroll form. If they need his assistance, all they need to do is ask.

Unimund, Male Human (Oeridian) Clr4

Deity: Pelor

Spells Prepared: (5/4+1/3+1, base DC = 12 + spell level)

0-Cure Minor Wounds, Detect Poison, Guidance, Light, Read Magic

1-Comprehend Languages, Cure Light Wounds, Detect Undead, Endure Elements, Magic Weapon

2- Cure Moderate Wounds, Divine Flame, Heat Metal, Zone of Truth

Domains: Healing (Cast healing spells at +1 caster level). Sun (Once per day, perform a greater turning against undead in place of a regular turning (or rebuking). Undead creatures that are affected are destroyed).

ENCOUNTER 22 - AREAGNE'S GROVE

Following along the path that Videric indicated, the party heads northeast from town. Soon after reaching the path, all signs of civilization cease and are replaced with the serene trappings of nature. Wildlife, both small and large, bounds through the trees and bushes. By the number of them, it looks like no one has hunted in this area for quite some time.

After a little over two hours of walking, you come upon a clearing. Though it is more an area of sparse undergrowth than a clearing, the area is still filled with grass and small shrubs. Near the back edge of the clearing sits a small home. To your amazement it seems to be constructed from trees that have been carefully trained to grow into walls and a canopy. No chimney is apparent, and no cooking fire can be seen.

As you approach, a young female half-elf steps from behind a curtained doorway. Behind her a large gray wolf also exits the hut. "You would not have found my home if someone had not set you upon the path. I take it you're here at Videric's request?"

The woman is Areagne. She took over the care of the grove when her adoptive mother Emecin died a few years ago. Since then she has taken care of the animals and plants, maintained the agreements with the council of Harskern, and made sure that the loggers did not over cut, leaving the landscape barren.

She wanted to tell Videric about some odd happenings in the forest. For about three weeks the animals have been telling her of people traveling through the denser parts of the forest, but she figured that they were just lost or foraging for food. Then last week animals began to die. She thought it might be poachers, but the carcasses were left to rot rather than being collected. It all seemed odd to her. She also noticed that it seemed to be concentrated in a small area about 3 miles east of town.

Last night she and her wolf Mouchard went to the area to investigate. They only managed to get within a few feet of the area before they were shot at by someone hiding in the brush. She did manage to see one of the missing farmers through the trees. She didn't know what to make of it, but knew that Videric had been looking into the matter so she felt he should know.

That's about all she can tell the party. She can point the area out to them and give them a pretty good idea on how to get there. With that she asks that they go back the way they came. She does not want the animals that live around her home to be disturbed any more by the party's presence.

Areagne, Female Half-Elf Drd3

Spells Prepared: Druid: (4/3/2, base DC = 12 + spell level) 0-Cure Minor Wounds, Detect Poison, Know Direction, Purify Food and Drink 1-Animal Friendship, Pass without Trace, Regenerate Light Wounds 2-Animal Messenger, Speak with Animals

Areagne is a beautiful young half-elf. A mere 25 years old and already in charge of a grove that requires constant watch to prevent human encroachment. What she lacks in age, she makes up for in sheer will and maturity. She has the strength to fight with the older men on the council of Harskern, and yet the wisdom to know which battles must be fought and which can be let go. If her future is even half of what her past has been she will be a truly formidable power in the years to come.

Areagne was abandoned by both her elven mother and her human father. Left to wander the forests of Northern Almor, she was found and raised by her adopted mother Emecin. It is from Emecin that Areagne learned the ways of the forest and the responsibilities of a Druid. With only Emecin and the animals of the forest to raise her, Areagne has grown to distaste other humanoids. She does not hate them, but she has no love of them and is disgusted by their destruction of the forest. She prefers the company of the animals and the solitary life she has here in her forest home. She will not deny anyone the healing that she can provide, but she will not go out of her way to find people to help.

She has a give and take relationship with Basina. Though they have different views on man's place in the forest, they share a love of nature and a desire to keep the animals of the forest safe. Together they have managed to keep this area of the Adri from being harvested into extinction.

ENCOUNTER 23 - CLEARING

The path Areagne directed you to is little more than a deer path through the forest. As it breaks even further away from the eastern road you have doubts about Areagne's story. There is little on the trail to indicate that it has been traveled by the creatures of the forest, let alone seen the traffic of men on horses.

As you walk further on the sounds of the forest seem to drop away. After a few more minutes of walking they have disappeared altogether. The silence continues for a while until it is disrupted by a few harsh whispers and the occasional neighing of horses.

Another 100' down the path will lead the party into the encampment of the attackers. The clearing that they are camped in is about 75' across. In the middle of the clearing is a large oak tree. A fire sits just south of it, underneath the edge of its canopy. About 5' south of the fire sits a tent large enough for four people. See Appendix A for stat blocks and Appendix C for the map of the clearing.

Northeast of the fire is Ebbo. He is dressed in armor with vestments, bearing the symbols of Pholtus, draped

over it. Fulk is sitting to the south of the fire. He is dressed in full robes that also bear the symbols of Poltus. Fulk and Ebbo seem embroiled in a quite conversation. Jarag is keeping watch from the tree itself. He is scanning the forest for people approaching.

On the side of the clearing, opposite the path's entrance are Syagris and Gisler sitting around their own small campfire. Each of them is wearing fairly dirty farmers clothing. A small tent, barely large enough for the two of them is just to the north of where they are sitting. There doesn't seem to be any sign of Vulmar or Rondulf. If the party calls to them they will pretend not to hear, but indicate to Jarag that someone is there.

In the northeastern corner of the clearing are three posts. Tied to two of them are seven very well bred heavy horses. Lying next to the horses is a tarp covered pile of what seems to be extremely well made tack. The tack is very good. Some of the blankets bear the symbol of Poltus. The horses are very well bred and any move to try and scare them would be met with an apathetic response.

On the third post are tied three very dingy mules. It is apparent that they were responsible for the hauling of the crates and barrels of food that sit to the west of where they are tied. There seems to be enough food to feed the seven people and the animals for another two weeks or so.

Ebbo is a Cleric of Iuz, though he currently wears the vestments of Pholtus. He is just as inclined to impale you with his great sword as he is to cast *Hold Person* on you and toy with your inert body. He loves death and mayhem, especially if it is wrought by him. When he fights he mixes his spells in for protection of himself and confusion of his enemies. He then takes every opportunity to deal damage with his sword.

Fulk is a necromancer of some repute. He thrives on all things death. He fancies himself as someone who will one day control it. His favorite tact is to immobilize his enemies and then attack them with spells from afar. He will exhaust his magic arsenal before he ever moves to attack with a weapon. At higher APL's he'll *Enlarge* Ebbo before going into battle.

Jarag is a ranger. He follows Iuz for the sole reason that he believes it will bring him untold riches and immortality. He is a sniper by nature. Thus he will hide in the tree and take as many shots at the party as possible. Once spotted he will switch to two weapons and drop down to attack.

All three men are not afraid of death. They will not rush to meet it, but will not flee from it either. They realize that capture means a trial and death and would rather wreak as much havoc as possible then die at the end of a rope. None of them would think twice about hurting a companion in the process of killing an enemy.

Gisler and Syagris are initiates into the order. They were recruited more for numbers than for their ability. At lower APL's they will flee the clearing hoping to get away without being implicated. At higher APL's they will join with the others against the party.

When the party gets a chance to investigate they will find Ronduulf and Vulmar in one of the tents. They were the first two attacked. Rather than let them wander and die, Ebbo and Fulk have been “toying” with them. They are in really bad shape both mentally and physically.

ENCOUNTER 24 - CONCLUSION

Once the combat is complete, you search the camp. Within the larger of the two tents you find a chest containing the remainder of the vestments bearing the symbols of Pholtus. You also find a Feeblemind scroll and two Blindness scrolls. As you step out of the tent you see Videric, Marcormir, Hilderic and Toven approaching.

Videric thanks you for rescuing the farmers from their enslavement. He returns to the tent with you and inspects its contents. He then has Marcormir impound it as evidence, along with the rest of the equipment in camp. He then tells you that while you were following the trail to the clearing. He managed to capture Marcoul. Unfortunately Bertruda managed to escape and Rechiar was killed during the attempt to capture him.

Videric then goes on to say that while he was attempting to capture the culprits involved, Vicelin had returned from Rel Mord and managed to heal Hunulf. Hunulf then told Videric that he had managed to gain evidence implicating Marcoul as a follower of Iuz.

It seems that the whole incident was designed to get rid of anyone in town that could implicate the three as the true followers of Iuz. Videric mentions that, though he may never know for sure, he believes the Pholtan vestments were used to throw suspicion towards the Pale and possibly increase the tensions between the two countries.

Now that Toven is free, he is anxious to be on his way. The evidence is more than enough to convict Marcoul, and from what he's seen and heard he knows that the trial will be fair and just.

The council apologizes to Toven for holding him without cause and offers to pay Emmeran to take the party the rest of the way to Narsel Mendred. Toven accepts and the rest of the journey is sped to conclusion.

The rubble of the once great town begins to emerge from the forest as you reach the outskirts of Narsel Mendred. Though most of the outer wall and town were razed, a few remnants barely peek above the bushes and saplings that have returned to the area. Once you reach the inner wall you see a town reborn. Most of the wall has been repaired as well as many of the houses and buildings within it. The harbor seems busy, though nowhere near the traffic it once saw.

Once docked, the caravan moves through town to the Cathedral of Pholtus. The people, having survived the waves of destruction perpetrated by the Orcs are happy simply to be alive and most of them walk the streets enjoying the simple tasks of their day-to-day lives.

The Cathedral is in the process of being rebuilt. Though it looks as if it was barely standing when

reconstruction was started, great progress has been made in returning it to its original glory. You are met at the doors of the Cathedral by three very well dressed paladins riding tall white stallions. For your service you are thanked by Toven and Kamir, the highest ranking of the three. Toven offers the simple but free lodgings of the church for the night if you wish, or bids you good journey if your path takes you from the town sooner than that.

Most of the contents of the clearing are taken into custody. Those that aren't, are listed in the treasure summary. Toven may give some of the treasure over to the farmers in payment of the hardship that they endured at the hands of the followers.

Vicelin will cure and raise any of the party that wishes before they leave Harskern. Though he would like to do it for free, he must charge the going rate for these services.

Before the party disperses, and the wagon is taken away, Toven will take aside any followers of Pholtus that are in the party. Opening a secret compartment within the bottom of the wagon, he will pull out a finely crafted quarterstaff. For following the true light and clearing the name of all followers of Pholtus, Toven grants them a +1 Quarterstaff of Storing. Only two of the quarterstaffs can be given. They must be given to a Cleric or Paladin of Pholtus that is in good standing with the church and is up to date on his or her tithes.

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 role-playing) to each character.

Encounter 3-2 - The "Toll" Bridge

APL2 150xp; APL4 210xp; APL6 270xp; APL8 330xp

Encounter 18C

APL2 120xp; APL4 180xp; APL6 240xp; APL8 300xp

Encounter 23

APL2 120xp; APL4 180xp; APL6 240xp; APL8 300xp

Helping out K'Martus

APL2 30 xp; APL4 30 xp; APL6 30 xp; APL8 30 xp

Freeing Elia

APL2 30 xp; APL4 60 xp; APL6 90 xp; APL8 120 xp

The party provided hard evidence against one or more of the followers.

APL2 120 xp; APL4 180 xp; APL6 240 xp; APL8 300 xp

Discretionary role-playing award

APL2 30 xp; APL4 60 xp; APL6 90 xp; APL8 120 xp

Total Possible Experience

APL2 600 xp; APL4 900 xp; APL6 1,200 xp;
APL8 1,500 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.

Encounter 4D-1

L: Looted gear from enemy
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)
APL2: L: 0 gp; C: 800 gp; M: 0 gp
APL4: L: 0 gp; C: 1,600 gp; M: 0 gp
APL6: L: 0 gp; C: 2,400 gp; M: 0 gp
APL8: L: 0 gp; C: 3,200 gp; M: 0 gp

Encounter 3-2

L: Looted gear from enemy
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

APL2: L: 330 gp; C: 0 gp; M: 0 gp
APL4: L: 405 gp; C: 0 gp; M: 0 gp
APL6: L: 632 gp; C: 0 gp; M: 188 gp
APL8: L: 1,009 gp; C: 0 gp; M: 188 gp

Encounter 18C

L: Looted gear from enemy
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)
APL2: L: 274 gp; C: 0 gp; M: 0 gp
APL4: L: 411 gp; C: 0 gp; M: 0 gp
APL6: L: 1,510 gp; C: 0 gp; M: 0 gp
APL8: L: 1,510 gp; C: 0 gp; M: 0 gp

Encounter 23

L: Looted gear from enemy
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)
APL2: L: 0 gp; C: 0 gp; M: 175 gp
APL4: L: 0 gp; C: 0 gp; M: 487 gp
APL6: L: 0 gp; C: 0 gp; M: 587 gp
APL8: L: 0 gp; C: 0 gp; M: 600 gp

Total Possible Treasure

APL2: 1,579 gp
APL4: 2,903 gp
APL6: 5,317 gp
APL8: 6,507 gp

JUDGES SUMMARY

The purpose of this summary sheet is to provide information to the Nyronnd Triad to see how events in this scenario influence future happenings in Nyronnd. Return this survey to the event coordinator.

1. Did Toven Shieldheart, the caravan and all of its contents survive the journey to Narsel Mendred?
2. Did the party find the necromancer's tent and free Elia?
3. Was physical evidence found against Marcoul?
4. Was physical evidence found against Bertruda or Rechiar?
5. Did Ronduulf and Vulmar survive the final battle?
6. Did the party do anything beyond the context of the module within Harskern? If so, please provide an explanation.

APPENDIX A - ENCOUNTER STAT BLOCKS

APL2

ENCOUNTER 3-2 (EL 5)

Norril Darkeyes, Male Human (Oeridian) Rog2

CR 2; Size: M Type Humanoid; HD (2d6); hp 12; Init +3 (+3 Dex, +0 Misc); Spd Walk 30'; AC 16 (flatfooted 13, touch 13), Crossbow (Hand) +4 30'/P (1d4 19-20/x2 Primary T) or Dagger +1 0'/P (1d4 19-20/x2 Primary T) or Dagger (Thrown) +4 10'/P (1d4 19-20/x2 Primary T) or Sword (Short) +1 0'/P (1d6 19-20/x2 Primary S); SA: Sneak Attack +1d6, Evasion; Vision: Normal AL: NE; Sv: Fort +0, Ref +6, Will +0; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 14

Skills and Feats: Appraise +7, Disable Device +7, Escape Artist +7, Gather Information +7, Hide +7, Listen +5, Move Silently +7, Open Lock +8, Search +7, Spot +5, Use Magic Device +7; Armor Proficiency (Light), Dodge, Exotic Weapon Proficiency, Martial Weapon Proficiency, Mobility

Possessions: 20 Bolts (Crossbow), Crossbow (Hand), Dagger, Flint and Steel, Outfit (Explorer's), Pouch (Belt), Studded Leather, Sword (Short), Thieves' Tools (Masterwork), Waterskin

Quiella Arroyaw, Female Human (Oeridian) Sor1

CR 1; Size: M Type Humanoid; HD (1d4)+3; hp 7; Init +0 (+0 Dex, +0 Misc); Spd Walk 30'; AC 10 (flatfooted 10, touch 10), Crossbow (Light) +0 80'/P (1d8 19-20/x2 Both S) or Shortspear -1 0'/P (1d8-1 20/x3 Primary L) or Shortspear (Thrown) +0 20'/P (1d8-1 20/x3 Primary L); SA: Summon Familiar; Vision: Normal AL: NE; Sv: Fort +0, Ref +0, Will +2; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 18

Skills and Feats: Alchemy +6, Concentration +4, Knowledge (Arcana) +6, Scry +6, Spellcraft +6; Combat Casting, Simple Weapon Proficiency, Toughness

Possessions: Backpack, 20 Bolts (Crossbow), Crossbow (Light), Flint and Steel, Pouch (Spell Component), 5 Rations (Trail/Per Day), Sack, Shortspear, Waterskin

Spells Known: (5/4, base DC = 14 + spell level) 0-Daze, Detect Magic, Ray of Frost, Read Magic 1-Detect Secret Doors, Magic Missile

Shaben Swordhand, Male Human (Oeridian) Ftr1

CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +1 (+1 Dex, +0 Misc); Spd Walk 30'; AC 17 (flatfooted 16, touch 11), Crossbow (Heavy) +2 120'/P (1d10 19-20/x2 Both M) or Sword (Bastard) +5 0'/S (1d10+4 19-20/x2 Primary M); Vision: Normal AL: NE; Sv: Fort +4, Ref +1, Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Jump +4, Ride +5; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Exotic Weapon Proficiency (Bastard Sword 1-H), Iron Will, Martial Weapon

Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency

Possessions: Backpack, 20 Bolts (Crossbow), Chain Shirt, Crossbow (Heavy), Crowbar, Flint and Steel, Lantern (Hooded), 3 Oil (1 Pt. Flask), Outfit (Explorer's), Rope (Silk/50 Ft.), Shield (Large/Steel), Sword (Bastard), Tent, Waterskin

Kenneth Silverkin, Male Human (Oeridian) Ft1

CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +8 (+4 Dex, +4 Misc); Spd Walk 30'; AC 17 (flatfooted 13, touch 14), Crossbow (Light) +5 80'/P (1d8 19-20/x2 Both S) or Rapier +5 0'/P (1d6 18-20/x2 Primary M); Vision: Normal AL: NE; Sv: Fort +4, Ref +4, Will +0; Str 10, Dex 18, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Climb +3, Jump +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse (Rapier)

Possessions: Backpack, 20 Bolts (Crossbow), Crossbow (Light), Flint and Steel, Rapier, 5 Rations (Trail/Per Day), Sack, Studded Leather, Waterskin

ENCOUNTER 18C (EL 4)

Guards 1 & 2: Male Human (Oeridian) Ftr1 CR 1;

Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 17 (flatfooted 16, touch 11), Sword (Long) +4 0'/S (1d8+2 19-20/x2 Primary M) or Crossbow (Heavy) +2 120'/P (1d10 19-20/x2 Both M); Vision: Normal AL: LN; Sv: Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +0, Jump +0, Ride +5; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Long))

Possessions: Bolts 20 (Crossbow), Crossbow (Heavy), Scale Mail, Shield (Large/Steel), Sword (Long)

Additional Guards (2): Male Human (Oeridian)

Ftr1 CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 17 (flatfooted 16, touch 11), Sword (Long) +4 0'/S (1d8+2 19-20/x2 Primary M) or Crossbow (Heavy) +2 120'/P (1d10 19-20/x2 Both M); Vision: Normal AL: LN; Sv: Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +0, Jump +0, Ride +5; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Long))

Possessions: Bolts 20 (Crossbow), Crossbow (Heavy), Scale Mail, Shield (Large/Steel), Sword (Long)

ENCOUNTER 23 (EL 4)

Ebbo, Male Human (Oeridian) Clr1 CR 1; Size: M Type Humanoid; HD (1d8)+2; hp 10; Init +0 (+0 Dex, +0 Misc); Spd Walk 20'; AC 16 (flatfooted 16, touch 10), Sword (Great/Masterwork) +3 0'/S (2d6+3 19-20/x2 Both L) or Crossbow (Light) +0 80'/P (1d8 19-20/x2 Both S) or ; SA: Spontaneous Casting, Rebuke Undead 4/day; Vision: Normal AL: CE; Sv: Fort +4, Ref +0, Will +4; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 12

Skills and Feats: Bluff +2, Concentration +6, Disguise +2, Hide +6, Knowledge (Religion) +1, Spellcraft +4; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Combat Casting, Martial Weapon Proficiency (Sword(Great)), Shield Proficiency, Simple Weapon Proficiency

Possessions: 10 Bolts (Crossbow), Crossbow (Light), Holy Symbol (Silver/Masterwork), Outfit (Explorer's), Scroll (Hold Person), Splint Mail, Sword (Great/Masterwork)

Deity: Iuz

Spells Prepared: (3/2+1, base DC = 12 + spell level) 0- Inflict Minor Wounds, Light, Resistance 1- Cause Fear, Change Self, Summon Monster I

Domains: Trickery (Bluff, Disguise and Hide are class skills.) Evil (Cast evil spells at +1 caster level.)

Fulk, Male Human (Oeridian) Ncr1 CR 1; Size: M Type Humanoid; HD (1d4)+5; hp 9; Init +2 (+2 Dex, +0 Misc); Spd Walk 30'; AC 12 (flatfooted 10, touch 12), Quarterstaff +0 0'/B (1d6 20/x2 Both L) or Crossbow (Light) +2 80'/P (1d8 19-20/x2 Both S); SA: Summon Familiar; Vision: Normal AL: CE; Sv: Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

Skills and Feats: Alchemy +7, Concentration +6, Hide +4, Knowledge (Arcana) +7, Scry +7, Spellcraft +7; Scribe Scroll, Spell Focus (Necromancy), Toughness (1x)

Possessions: 10 Bolts (Crossbow), Case (Map or Scroll), Crossbow (Light), Pouch (Spell Component), Quarterstaff, Spellbook (Wizard's/Blank), Scroll (Sleep), Scroll (Ray of Enfeeblement), Vestments (Cleric's)

Spells: (3+1/2+1, base DC = 12 + spell level) 0-Daze, Disrupt Undead, Ray of Frost, Resistance, 1-Cause Fear, Negative Energy Ray, Ray of Enfeeblement

Spellbook: 0-Arcane Mark, Dancing Lights, Daze, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance 1-Cause Fear, Magic Missile, Negative Energy Ray, Ray of Enfeeblement, Shield, Sleep

Jarag, Male Human (Oeridian) Rgr2 CR 2; Size: M Type Humanoid; HD (2d10)+4; hp 20; Init +3 (+3 Dex, +0 Misc); Spd Walk 30'; AC 16 (flatfooted 13, touch 13), Longbow (+2 Mighty/Composite/Masterwork) +6 110'/P (1d8+2 20/x3 Both L) or Sword (Long/Masterwork) +3 0'/S (1d8+2 19-20/x2 Primary M)

or Sword (Short/Masterwork) +3 0'/P (1d6+1 19-20/x2 Off-hand S); SA: Favored Enemy(Human); Vision: Normal AL: CE; Sv: Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +10, Listen +6, Move Silently +8, Ride +8, Spot +8; Ambidexterity, Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shadow, Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Fighting

Possessions: 20 Arrows, Longbow (+2 Mighty/Composite/Masterwork), Outfit (Explorer's), 3 Potions (Cure Light Wounds), Potion (Hiding), Studded Leather (Masterwork), Sword (Long/Masterwork), Sword (Short/Masterwork)

APL 4

ENCOUNTER 3-2 (EL 7)

Norril Darkeyes, M Human (Oeridian) Rog2 CR 2; Size: M Type Humanoid; HD (2d6); hp 12; Init +3 (+3 Dex, +0 Misc); Spd Walk 30'; AC 16 (flatfooted 13, touch 13), Crossbow (Hand) +4 30'/P (1d4 19-20/x2 Primary T) or Dagger +1 0'/P (1d4 19-20/x2 Primary T) or Dagger (Thrown) +4 10'/P (1d4 19-20/x2 Primary T) or Sword (Short) +1 0'/P (1d6 19-20/x2 Primary S); SA: Sneak Attack +1d6, Evasion; Vision: Normal AL: NE; Sv: Fort +0, Ref +6, Will +0; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 14

Skills and Feats: Appraise +7, Disable Device +7, Escape Artist +7, Gather Information +7, Hide +7, Listen +5, Move Silently +7, Open Lock +8, Search +7, Spot +5, Use Magic Device +7; Armor Proficiency (Light), Dodge, Exotic Weapon Proficiency, Martial Weapon Proficiency, Mobility

Possessions: 20 Bolts (Crossbow), Crossbow (Hand), Dagger, Flint and Steel, Outfit (Explorer's), Pouch (Belt), Studded Leather, Sword (Short), Thieves' Tools (Masterwork), Waterskin

Quiella Arroway, F Human (Oeridian) Sor2 CR 2; Size: M Type Humanoid; HD (2d4)+3; hp 10; Init +0 (+0 Dex, +0 Misc); Spd Walk 30'; AC 10 (flatfooted 10, touch 10), Crossbow (Light) +1 80'/P (1d8 19-20/x2 Both S) or Shortspear +0 0'/P (1d8-1 20/x3 Primary L) or Shortspear (Thrown) +1 20'/P (1d8-1 20/x3 Primary L); SA: Summon Familiar; Vision: Normal AL: NE; Sv: Fort +0, Ref +0, Will +3; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 18

Skills and Feats: Alchemy +7, Concentration +5, Knowledge (Arcana) +7, Scry +7, Spellcraft +7; Combat Casting, Simple Weapon Proficiency, Toughness (1x)

Possessions: Backpack, 20 Bolts (Crossbow), Crossbow (Light), Flint and Steel, Pouch (Spell Component), 5 Rations (Trail/Per Day), Sack, Shortspear, Waterskin

Spells Known: (6/5, base DC = 14 + spell level) 0-Daze, Detect Magic, Mage Hand, Ray of Frost, Read Magic 1-Detect Secret Doors, Magic Missile

Shaben Swordhand, M Human (Oeridian) Ftr2 CR 2; Size: M Type Humanoid; HD (2d10)+4; hp 24; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 19 (flatfooted 18, touch 11), Crossbow (Heavy) +3 120'/P (1d10 19-20/x2 Both M) or Sword (Bastard) +7 0'/S (1d10+4 19-20/x2 Primary M); Vision: Normal AL: NE; Sv: Fort +5, Ref +1, Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Jump +1, Ride +6; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Exotic Weapon Proficiency (Bastard Sword 1-H), Iron Will, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Bastard/1-H))

Possessions: Backpack, Banded Mail, 20 Bolts (Crossbow), Crossbow (Heavy), Crowbar, Flint and Steel, Lantern (Hooded), 3 Oil (1 Pt. Flask), Outfit (Explorer's), Rope (Silk/50 Ft.), Shield (Large/Steel), Sword (Bastard), Tent, Waterskin

Kenneth Silverkin, M Human (Oeridian) Ft1 CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +8 (+4 Dex, +4 Misc); Spd Walk 30'; AC 17 (flatfooted 13, touch 14), Crossbow (Light) +5 80'/P (1d8 19-20/x2 Both S) or Rapier +5 0'/P (1d6 18-20/x2 Primary M); Vision: Normal AL: NE; Sv: Fort +4, Ref +4, Will +0; Str 10, Dex 18, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Climb +3, Jump +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse (Rapier)

Possessions: Backpack, 20 Bolts (Crossbow), Crossbow (Light), Flint and Steel, Rapier, 5 Rations (Trail/Per Day), Sack, Studded Leather, Waterskin

ENCOUNTER 18C (EL 6)

Guards 1 & 2: Male Human (Oeridian) Ftr1 CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 17 (flatfooted 16, touch 11), Sword (Long) +4 0'/S (1d8+2 19-20/x2 Primary M) or Crossbow (Heavy) +2 120'/P (1d10 19-20/x2 Both M); Vision: Normal AL: LN; Sv: Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +0, Jump +0, Ride +5; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Long))

Possessions: Bolts 20 (Crossbow), Crossbow (Heavy), Scale Mail, Shield (Large/Steel), Sword (Long)

Additional Guards (4): Male Human (Oeridian) Ftr1 CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 17 (flatfooted 16, touch 11), Sword (Long) +4 0'/S (1d8+2 19-20/x2 Primary M) or Crossbow (Heavy) +2 120'/P (1d10 19-20/x2 Both M); Vision: Normal AL: LN; Sv: Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +0, Jump +0, Ride +5; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Long))

Possessions: Bolts 20 (Crossbow), Crossbow (Heavy), Scale Mail, Shield (Large/Steel), Sword (Long)

ENCOUNTER 23 (EL 6)

Ebbo, M Human (Oeridian) Clr2 CR 2; Size: M Type Humanoid; HD (2d8)+4; hp 17; Init +0 (+0 Dex, +0 Misc); Spd Walk 20'; AC 17 (flatfooted 17, touch 10), Sword (Great/Masterwork) +4 0'/S (2d6+3 19-20/x2 Both L) or Crossbow (Light) +1 80'/P (1d8 19-20/x2 Both S); SA: Spontaneous Casting, Rebuke Undead 4/day; Vision: Normal AL: CE; Sv: Fort +5, Ref +0, Will +5; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 12

Skills and Feats: Bluff +3, Concentration +7, Disguise +3, Hide +6, Knowledge (Religion) +1, Spellcraft +4; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Combat Casting, Martial Weapon Proficiency (Sword/Great), Shield Proficiency, Simple Weapon Proficiency

Possessions: 10 Bolts (Crossbow), Crossbow (Light), Half-Plate, Holy Symbol (Silver/Masterwork), Outfit (Explorer's), Potion (Blur), Potion (Levitate), 2 Scrolls (Hold Person), Sword (Great/Masterwork)

Deity: Iuz

Spells Prepared: (4/3+1, base DC = 12 + spell level) 0- Guidance, Inflict Minor Wounds, Light, Resistance 1-Bane, Cause Fear, Change Self, Summon Monster I

Domains: Trickery (Bluff, Disguise and Hide are class skills.) Evil (Cast evil spells at +1 caster level.)

Fulk, M Human (Oeridian) Ncr2 CR 2; Size: M Type Humanoid; HD (2d4)+7; hp 14; Init +2 (+2 Dex, +0 Misc); Spd Walk 30'; AC 12 (flatfooted 10, touch 12), Quarterstaff +1 0'/B (1d6 20/x2 Both L) or Crossbow (Light) +3 80'/P (1d8 19-20/x2 Both S); SA: Summon Familiar; Vision: Normal AL: CE; Sv: Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

Skills and Feats: Alchemy +8, Concentration +7, Hide +4, Knowledge (Arcana) +8, Scry +8, Spellcraft +8; Scribe Scroll, Spell Focus (Necromancy), Toughness (1x),

Possessions: 10 Bolts (Crossbow), Case (Map or Scroll), Crossbow (Light), Pouch (Spell Component), Quarterstaff, 2 Scrolls (Sleep), Scroll (Ray of Enfeeblement), Spellbook (Wizard's/Blank), Vestments (Cleric's)

Spells Prepared: (4+1/3+1, base DC = 13 + spell level) 0-Daze(2), Disrupt Undead, Ray of Frost, Resistance, 1-Cause Fear, Ray of Enfeeblement, Shield, Sleep

Spellbook: 0-Arcane Mark, Dancing Lights, Daze, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance 1-Cause Fear, Chill Touch, Hypnotism, Magic Missile, Negative Energy Ray, Ray of Enfeeblement, Shield, Sleep

Jarag, M Human (Oeridian) Rgr2 CR 2; Size: M Type Humanoid; HD (2d10)+4; hp 20; Init +3 (+3 Dex, +0 Misc); Spd Walk 30'; AC 16 (flatfooted 13, touch 13), Longbow (+2 Mighty/Composite/Masterwork) +6 110'/P

(1d8+2 20/x3 Both L) or Sword (Long/Masterwork) +3 0'/S (1d8+2 19-20/x2 Primary M) or Sword (Short/Masterwork) +3 0'/P (1d6+1 19-20/x2 Off-hand S); SA: Favored Enemy(Human); Vision: Normal AL: CE; Sv: Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +10, Listen +6, Move Silently +8, Ride +8, Spot +8; Ambidexterity, Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shadow, Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Fighting

Possessions: 20 Arrows, Longbow (+2 Mighty/Composite/Masterwork), Outfit (Explorer's), 3 Potions (Cure Light Wounds), Potion (Hiding), Studded Leather (Masterwork), Sword (Long/Masterwork), Sword (Short/Masterwork)

APL 6

ENCOUNTER 3-2 (EL 9)

Norril Darkeyes, M Human (Oeridian) Rog3 CR 3; Size: M Type Humanoid; HD (3d6); hp 16; Init +3 (+3 Dex, +0 Misc); Spd Walk 30'; AC 16 (flatfooted 16, touch 13), Crossbow (Hand) +5 30'/P (1d4 19-20/x2 Primary T) or Dagger +2 0'/P (1d4 19-20/x2 Primary T) or Dagger (Thrown) +5 10'/P (1d4 19-20/x2 Primary T) or Sword (Short/Masterwork) +6 0'/P (1d6 19-20/x2 Primary S); SA: Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC); Vision: Normal AL: NE; Sv: Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 14, Wis 10, Cha 14

Skills and Feats: Appraise +8, Disable Device +8, Escape Artist +9, Gather Information +8, Hide +9, Listen +6, Move Silently +9, Open Lock +9, Search +8, Spot +6, Use Magic Device +8; Armor Proficiency (Light), Dodge, Exotic Weapon Proficiency, Martial Weapon Proficiency, Mobility, Weapon Finesse (Sword (Short))

Possessions: 20 Bolts (Crossbow), Crossbow (Hand), Dagger, Flint and Steel, Outfit (Explorer's), Pouch (Belt), Studded Leather (Masterwork), Sword (Short/Masterwork), Thieves' Tools (Masterwork), Waterskin

Quiella Arroway, F Human (Oeridian) Sor3 CR 3; Size: M Type Humanoid; HD (3d4)+3; hp 13; Init +0 (+0 Dex, +0 Misc); Spd Walk 30'; AC 10 (flatfooted 10, touch 10), Crossbow (Light) +1 80'/P (1d8 19-20/x2 Both S) or Shortspear +0 0'/P (1d8-1 20/x3 Primary L) or *Shortspear (Thrown) +1 20'/P (1d8-1 20/x3 Primary L); SA: Summon Familiar; Vision: Normal AL: NE; Sv: Fort +1, Ref +1, Will +3; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 18

Skills and Feats: Alchemy +8, Concentration +6, Knowledge (Arcana) +8, Scry +8, Spellcraft +8; Combat Casting, Simple Weapon Proficiency, Spell Focus (Necromancy), Toughness (1x)

Possessions: Backpack, 20 Bolts (Crossbow), Crossbow (Light), Flint and Steel, Pouch (Spell Component), 5 Rations (Trail/Per Day), Sack, Shortspear, Wand (Magic Missile/1st Level Caster) (5 Charges), Waterskin

Spells Known: (6/6, base DC = 14 + spell level) 0-Daze, Detect Magic, Mage Hand, Ray of Frost, Read Magic 1-Cause Fear, Detect Secret Doors, Magic Missile

Shaben Swordhand, M Human (Oeridian) Ftr2 CR 2; Size: M Type Humanoid; HD (2d10)+4; hp 24; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 19 (flatfooted 18, touch 11), Crossbow (Heavy) +3 120'/P (1d10 19-20/x2 Both M) or Sword (Bastard) +7 0'/S (1d10+4 19-20/x2 Primary M); Vision: Normal AL: NE; Sv: Fort +5, Ref +1, Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Jump +1, Ride +6; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Exotic Weapon Proficiency

(Bastard Sword 1-H), Iron Will, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Bastard/1-H))

Possessions: Backpack, Banded Mail, 20 Bolts (Crossbow), Crossbow (Heavy), Crowbar, Flint and Steel, Lantern (Hooded), 3 Oil (1 Pt. Flask), Outfit (Explorer's), Rope (Silk/50 Ft.), Shield (Large/Steel), Sword (Bastard), Tent, Waterskin

Kenneth Silverkin, M Human (Oeridian) Ft1 CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +8 (+4 Dex, +4 Misc); Spd Walk 30'; AC 17 (flatfooted 13, touch 14), Crossbow (Light) +5 80'/P (1d8 19-20/x2 Both S) or Rapier +5 0'/P (1d6 18-20/x2 Primary M); Vision: Normal AL: NE; Sv: Fort +4, Ref +4, Will +0; Str 10, Dex 18, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Climb +3, Jump +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse (Rapier)

Possessions: Backpack, 20 Bolts (Crossbow), Crossbow (Light), Flint and Steel, Rapier, 5 Rations (Trail/Per Day), Sack, Studded Leather, Waterskin

ENCOUNTER 18C (EL 8)

Guards 1 & 2: Male Human (Oeridian) Ftr2 CR 2; Size: M Type Humanoid; HD (2d10)+4; hp 20; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 19 (flatfooted 19, touch 10), Sword (Long/Masterwork) +6 0'/S (1d8+2 19-20/x2 Primary M) or Longbow (+2 Mighty/Composite) +3 110'/P (1d8+2 20/x3 Both L); Vision: Normal AL: LN; Sv: Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb -2, Jump -2, Ride +6; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Long))

Possessions: Arrows (20), Half-Plate, Longbow (+2 Mighty/Composite), Shield (Large/Steel), Sword (Long/Masterwork)

Additional Guards (4): Male Human (Oeridian) Ftr1 CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 17 (flatfooted 16, touch 11), Sword (Long) +4 0'/S (1d8+2 19-20/x2 Primary M) or Crossbow (Heavy) +2 120'/P (1d10 19-20/x2 Both M); Vision: Normal AL: LN; Sv: Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +0, Jump +0, Ride +5; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Precise Shot,

Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Long))

Possessions: Bolts 20 (Crossbow), Crossbow (Heavy), Scale Mail, Shield (Large/Steel), Sword (Long)

ENCOUNTER 26 (EL 8)

Ebbo, M Human (Oeridian) Clr3 CR 3; Size: M Type Humanoid; HD (3d8)+6; hp 24; Init +0 (+0 Dex, +0 Misc); Spd Walk 20'; AC 18 (flatfooted 18, touch 10), Sword (Great/Masterwork) +5 0'/S (2d6+3 19-20/x2 Both L) or Crossbow (Light) +2 80'/P (1d8 19-20/x2 Both S); SA: Spontaneous Casting, Rebuke Undead 4/day; Vision: Normal AL: CE; Sv: Fort +5, Ref +1, Will +5; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 12

Skills and Feats: Bluff +4, Concentration +8, Disguise +4, Hide +5, Knowledge (Religion) +1, Spellcraft +4; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Combat Casting, Martial Weapon Proficiency (Sword(Great)), Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Enchantment)

Possessions: 10 Bolts (Crossbow), Crossbow (Light), Full Plate, Holy Symbol (Silver/Masterwork), Outfit (Explorer's), Potion (Blur), Potion (Levitate), 2 Scrolls (Hold Person), Sword (Great/Masterwork)

Deity: Iuz

Spells Prepared: (4/3+1/2+1, base DC = 12 + spell level) 0- Guidance, Inflict Minor Wounds, Light, Resistance 1- Bane, Cause Fear, Change Self, Summon Monster I, 2-Inflict Moderate Wounds, Invisibility, Spiritual Weapon

Domains: Trickery (Bluff, Disguise and Hide are class skills.) Evil (Cast evil spells at +1 caster level.)

Fulk, M Human (Oeridian) Ncr3 CR 3; Size: M Type Humanoid; HD (3d4)+9; hp 19; Init +2 (+2 Dex, +0 Misc); Spd Walk 30'; AC 12 (flatfooted 10, touch 12), Quarterstaff +1 0'/B (1d6 20/x2 Both L) or Crossbow (Light) +3 80'/P (1d8 19-20/x2 Both S); SA: Summon Familiar; Vision: Normal AL: CE; Sv: Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

Skills and Feats: Alchemy +9, Concentration +8, Hide +5, Knowledge (Arcana) +9, Scry +9, Spellcraft +9; Scribe Scroll, Spell Focus (Necromancy), Toughness (1x), Weapon Focus (Ray)

Possessions: 10 Bolts (Crossbow), Case (Map or Scroll), Crossbow (Light), Pouch (Spell Component), Quarterstaff, Scroll (Blindness/Deafness), 2 Scrolls (Ray of Enfeeblement), 2 Scrolls (Sleep), Scroll (Summon Monster I), Spellbook (Wizard's/Blank), Vestments (Cleric's)

Spells Prepared: (4+1/3+1/2+1, base DC = 13 + spell level) 0-Daze(2), Disrupt Undead, Ray of Frost, Resistance, 1-Cause Fear, Ray of Enfeeblement, Shield, Sleep, 2-Ghoul Touch, Scare, Darkness

Spellbook: 0-Arcane Mark, Dancing Lights, Daze, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close,

Prestidigitation, Ray of Frost, Read Magic, Resistance 1-Cause Fear, Chill Touch, Hypnotism, Magic Missile, Negative Energy Ray, Ray of Enfeeblement, Shield, Sleep 2-Ghoul Touch, Scare, Darkness

Jarag, M Human (Oeridian) Rgr2 CR 2; Size: M Type Humanoid; HD (2d10)+4; hp 20; Init +3 (+3 Dex, +0 Misc); Spd Walk 30'; AC 16 (flatfooted 13, touch 13), Longbow (+2 Mighty/Composite/Masterwork) +6 110'/P (1d8+2 20/x3 Both L) or Sword (Long/Masterwork) +3 0'/S (1d8+2 19-20/x2 Primary M) or Sword (Short/Masterwork) +3 0'/P (1d6+1 19-20/x2 Off-hand S); SA: Favored Enemy(Human); Vision: Normal AL: CE; Sv: Fort +5, Ref +3, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +10, Listen +6, Move Silently +8, Ride +8, Spot +8; Ambidexterity, Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shadow, Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Fighting

Possessions: 20 Arrows, Longbow (+2 Mighty/Composite/Masterwork), Outfit (Explorer's), 3 Potions (Cure Light Wounds), Potion (Hiding), Studded Leather (Masterwork), Sword (Long/Masterwork), Sword (Short/Masterwork)

Syagris, Male Human (Oeridian) Com2 CR 1; Size: M Type Humanoid; HD (2d4)+4; hp 11; Init +1 (+1 Dex, +0 Misc); Spd Walk 30'; AC 11 (flatfooted 10, touch 11), Quarterstaff +4 0'/B (1d6+3 20/x2 Both L); Vision: Normal AL: NE; Sv: Fort +2, Ref +1, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 8

Skills and Feats: Handle Animal +4, Listen +4, Profession (Farmer) +7, Ride +3, Spot +5; Simple Weapon Proficiency, Weapon Focus (Quarterstaff)

Possessions: Outfit (Peasant's), Quarterstaff

Gisler, Male Human (Oeridian) Com2 CR 1; Size: M Type Humanoid; HD (2d4)+4; hp 11; Init +1 (+1 Dex, +0 Misc); Spd Walk 30'; AC 11 (flatfooted 10, touch 11), Quarterstaff +4 0'/B (1d6+3 20/x2 Both L); Vision: Normal AL: NE; Sv: Fort +2, Ref +1, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 8

Skills and Feats: Handle Animal +4, Listen +4, Profession (Farmer) +7, Ride +3, Spot +5; Simple Weapon Proficiency, Weapon Focus (Quarterstaff)

Possessions: Outfit (Peasant's), Quarterstaff

APL 8

ENCOUNTER 3-2 (EL 11)

Norril Darkeyes, M Human (Oeridian) Rog4 CR 4; Size: M Type Humanoid; HD (4d6); hp 20; Init +3 (+3 Dex, +0 Misc); Spd Walk 30'; AC 16 (flatfooted 16, touch 13), Crossbow (Hand) +6 30'/P (1d4 19-20/x2 Primary T) or Dagger +3 0'/P (1d4 19-20/x2 Primary T) or Dagger (Thrown) +6 10'/P (1d4 19-20/x2 Primary T) or Sword (Short/Masterwork) +7 0'/P (1d6 19-20/x2 Primary S); SA: Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC); Vision: Normal AL: NE; Sv: Fort +1, Ref +7, Will +1; Str 10, Dex 17, Con 10, Int 14, Wis 10, Cha 14

Skills and Feats: Appraise +9, Disable Device +9, Escape Artist +10, Gather Information +9, Hide +10, Listen +7, Move Silently +10, Open Lock +10, Search +9, Spot +7, Use Magic Device +9; Armor Proficiency (Light), Dodge, Exotic Weapon Proficiency, Martial Weapon Proficiency, Mobility, Weapon Finesse (Sword (Short)),

Possessions: 20 Bolts (Crossbow), Crossbow (Hand), Dagger, Flint and Steel, Outfit (Explorer's), Pouch (Belt), Studded Leather (Masterwork), Sword (Short/Masterwork), Thieves' Tools (Masterwork), Waterskin

Quiella Arroway, F Human (Oeridian) Sor3 CR 3; Size: M Type Humanoid; HD (3d4)+3; hp 13; Init +0 (+0 Dex, +0 Misc); Spd Walk 30'; AC 10 (flatfooted 10, touch 10), Crossbow (Light) +1 80'/P (1d8 19-20/x2 Both S) or Shortspear +0 0'/P (1d8-1 20/x3 Primary L) or *Shortspear (Thrown) +1 20'/P (1d8-1 20/x3 Primary L); SA: Summon Familiar; Vision: Normal AL: NE; Sv: Fort +1, Ref +1, Will +3; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 18

Skills and Feats: Alchemy +8, Concentration +6, Knowledge (Arcana) +8, Scry +8, Spellcraft +8; Combat Casting, Simple Weapon Proficiency, Spell Focus (Necromancy), Toughness (1x)

Possessions: Backpack, 20 Bolts (Crossbow), Crossbow (Light), Flint and Steel, Pouch (Spell Component), 5 Rations (Trail/Per Day), Sack, Shortspear, Wand (Magic Missile/1st Level Caster) (5 Charges), Waterskin

Spells Known: (6/6, base DC = 14 + spell level) 0-Daze, Detect Magic, Mage Hand, Ray of Frost, Read Magic 1-Cause Fear, Detect Secret Doors, Magic Missile

Shaben Swordhand, M Human (Oeridian) Ft2 CR 2; Size: M Type Humanoid; HD (2d10)+4; hp 24; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 19 (flatfooted 18, touch 11), Crossbow (Heavy) +3 120'/P (1d10 19-20/x2 Both M) or Sword (Bastard/Masterwork) +8 0'/S (1d10+4 19-20/x2 Primary M); Vision: Normal AL: NE; Sv: Fort +5, Ref +1, Will +2; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Jump +1, Ride +6; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor

Proficiency (Medium), Exotic Weapon Proficiency (Bastard Sword 1-H), Iron Will, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Bastard/1-H))

Possessions: Backpack, Banded Mail, 20 Bolts (Crossbow), Crossbow (Heavy), Crowbar, Flint and Steel, Lantern (Hooded), 3 Oil (1 Pt. Flask), Outfit (Explorer's), Rope (Silk/50 Ft.), Shield (Large/Steel), Sword (Bastard/Masterwork), Tent, Waterskin

Kenneth Silverkin, M Human (Oeridian) Ftr2 CR 2; Size: M Type Humanoid; HD (2d10)+4; hp 20; Init +8 (+4 Dex, +4 Misc); Spd Walk 30'; AC 17 (flatfooted 13, touch 14), Crossbow (Light) +6 80'/P (1d8 19-20/x2 Both S) or Rapier (Masterwork) +7 0'/P (1d6 18-20/x2 Primary M); Vision: Normal AL: NE; Sv: Fort +5, Ref +4, Will +0; Str 10, Dex 18, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Climb +5, Jump +5; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Combat Reflexes, Expert Tactician, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse (Rapier)

Possessions: Backpack, 20 Bolts (Crossbow), Crossbow (Light), Flint and Steel, Rapier (Masterwork), 5 Rations (Trail/Per Day), Sack, Studded Leather (Masterwork), Waterskin

ENCOUNTER 18C (EL 10)

Guards 1 & 2: Male Human (Oeridian) Ftr3 CR 3; Size: M Type Humanoid; HD (3d10)+6; hp 28; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 19 (flatfooted 19, touch 10), Sword (Long/Masterwork) +7 0'/S (1d8+2 19-20/x2 Primary M) or Longbow (+2 Mighty/Composite) +4 110'/P (1d8+2 20/x3 Both L); Vision: Normal AL: LN; Sv: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb -1, Jump -1, Ride +7; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Cleave, Martial Weapon Proficiency, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Long))

Possessions: Arrows (20), Half-Plate, Longbow (+2 Mighty/Composite), Shield (Large/Steel), Sword (Long/Masterwork)

Additional Guards (4): Male Human (Oeridian) Ftr1 CR 1; Size: M Type Humanoid; HD (1d10)+2; hp 12; Init +1 (+1 Dex, +0 Misc); Spd Walk 20'; AC 17 (flatfooted 16, touch 11), Sword (Long) +4 0'/S (1d8+2 19-20/x2 Primary M) or Crossbow (Heavy) +2 120'/P (1d10 19-20/x2 Both M); Vision: Normal AL: LN; Sv: Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Climb +0, Jump +0, Ride +5; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial

Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Long))

Possessions: Bolts 20 (Crossbow), Crossbow (Heavy), Scale Mail, Shield (Large/Steel), Sword (Long)

ENCOUNTER 23 (EL 10)

Ebbo, M Human (Oeridian) Clr4 CR 4; Size: M Type Humanoid; HD (4d8)+8; hp 31; Init +0 (+0 Dex, +0 Misc); Spd Walk 20'; AC 18 (flatfooted 18, touch 10), Sword (Great/Masterwork) +6 0'/S (2d6+3 19-20/x2 Both L) or Crossbow (Light) +3 80'/P (1d8 19-20/x2 Both S) or ; SA: Spontaneous Casting, Rebuke Undead 4/day; Vision: Normal AL: CE; Sv: Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Bluff +5, Concentration +9, Disguise +5, Hide +5, Knowledge (Religion) +1, Spellcraft +4; Armor Proficiency (Heavy) (1x), Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Combat Casting, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Enchantment)

Possessions: Outfit (Explorer's), Sword (Great/Masterwork), Crossbow (Light), 10 Bolts (Crossbow), Holy Symbol (Silver/Masterwork), Potion (Blur), 3 Scrolls (Hold Person), Potion (Levitate), Full Plate

Spells Prepared: (5/4+1/3+1, base DC = 12 + spell level) 0- Guidance, Inflict Minor Wounds(2), Light, Resistance 1- Bane, Cause Fear, Change Self, Obscuring Mist, Summon Monster I, 2-Inflict Moderate Wounds, Invisibility, Sound Burst, Spiritual Weapon

Domains: Trickery (Bluff, Disguise and Hide are class skills.) Evil (Cast evil spells at +1 caster level.)

Fulk, M Human (Oeridian) Ncr3 CR 3; Size: M Type Humanoid; HD (3d4)+9; hp 19; Init +2 (+2 Dex, +0 Misc); Spd Walk 30'; AC 12 (flatfooted 10, touch 12), Quarterstaff +1 0'/B (1d6 20/x2 Both L) or Crossbow (Light) +3 80'/P (1d8 19-20/x2 Both S); SA: Summon Familiar; Vision: Normal AL: CE; Sv: Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

Skills and Feats: Alchemy +9, Concentration +8, Hide +5, Knowledge (Arcana) +9, Scry +9, Spellcraft +9; Scribe Scroll, Spell Focus (Necromancy), Toughness (1x), Weapon Focus (Ray)

Possessions: 10 Bolts (Crossbow), Case (Map or Scroll), Crossbow (Light), Pouch (Spell Component), Quarterstaff, Scroll (Blindness/Deafness), 2 Scrolls (Ray of Enfeeblement), Scroll (Sleep), 2 Scrolls (Summon Monster I), Spellbook (Wizard's/Blank), Vestments (Cleric's)

Spells Prepared: (4+1/3+1/2+1, base DC = 13 + spell level) 0-Daze(2), Disrupt Undead, Ray of Frost, Resistance, 1-Cause Fear, Ray of Enfeeblement, Shield, Sleep, 2-Ghoul Touch, Scare, Darkness

Spellbook: 0-Arcane Mark, Dancing Lights, Daze, Detect Magic, Disrupt Undead, Flare, Ghost Sound,

Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance 1-Cause Fear, Chill Touch, Hypnotism, Magic Missile, Negative Energy Ray, Ray of Enfeeblement, Shield, Sleep 2-Ghoul Touch, Scare, Darkness

Jarag, M Human (Oeridian) Rgr3 CR 3; Size: M Type Humanoid; HD (3d10)+6; hp 28; Init +3 (+3 Dex, +0 Misc); Spd Walk 30'; AC 16 (flatfooted 13, touch 13), Longbow (+2 Mighty/Composite/Masterwork) +7 110'/P (1d8+2 20/x3 Both L) or Sword (Long/Masterwork) +4 0'/S (1d8+2 19-20/x2 Primary M) or Sword (Short/Masterwork) +4 0'/P (1d6+1 19-20/x2 Off-hand S); SA: Favored Enemy(Human); Vision: Normal AL: CE; Sv: Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +11, Listen +7, Move Silently +9, Ride +9, Spot +9; Ambidexterity, Armor Proficiency (Light) (1x), Armor Proficiency (Medium) (1x), Martial Weapon Proficiency (Sword(Great)), Point Blank Shot, Precise Shot, Shadow, Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Fighting

Possessions: 20 Arrows, Longbow (+2 Mighty/Composite/Masterwork), Outfit (Explorer's), 3 Potions (Cure Light Wounds), Potion (Hiding), Studded Leather (Masterwork), Sword (Long/Masterwork), Sword (Short/Masterwork)

Syagris, Male Human (Oeridian) Com2 CR 1; Size: M Type Humanoid; HD (2d4)+4; hp 11; Init +1 (+1 Dex, +0 Misc); Spd Walk 30'; AC 11 (flatfooted 10, touch 11), Quarterstaff +4 0'/B (1d6+3 20/x2 Both L); Vision: Normal AL: NE; Sv: Fort +2, Ref +1, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 8

Skills and Feats: Handle Animal +4, Listen +4, Profession (Farmer) +7, Ride +3, Spot +5; Simple Weapon Proficiency, Weapon Focus (Quarterstaff)

Possessions: Outfit (Peasant's), Quarterstaff

Gisler, Male Human (Oeridian) Com2 CR 1; Size: M Type Humanoid; HD (2d4)+4; hp 11; Init +1 (+1 Dex, +0 Misc); Spd Walk 30'; AC 11 (flatfooted 10, touch 11), Quarterstaff +4 0'/B (1d6+3 20/x2 Both L); Vision: Normal AL: NE; Sv: Fort +2, Ref +1, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 8

Skills and Feats: Handle Animal +4, Listen +4, Profession (Farmer) +7, Ride +3, Spot +5; Simple Weapon Proficiency, Weapon Focus (Quarterstaff)

Possessions: Outfit (Peasant's), Quarterstaff

APPENDIX B – PLAYER HANDOUTS

PLAYER HANDOUT 1

Thegan and his obnoxious spawn are starting to get close. I believe he should be the next attacked. Godecin's death can be easily hidden once he's gone.

R.

PLAYER HANDOUT 3

I overheard Molet talking again yesterday. You should take care of this issue before too much is said.

B.

PLAYER HANDOUT 2

That weasel Molet was talking with Emmeran again. If you don't do something about him soon, I will.

R.

PLAYER HANDOUT 4

Basina is too close. I don't know how she is learning what she knows, but she knows too much. She must expire from old age, soon.

B.

PLAYER HANDOUT 5

The clearing east of town is prepared as you commanded. All of the supplies are in place. We await your order to proceed.

R.

PLAYER HANDOUT 7

I have the list of people that must be taken care of. I will hand it over to you tonight.

B.

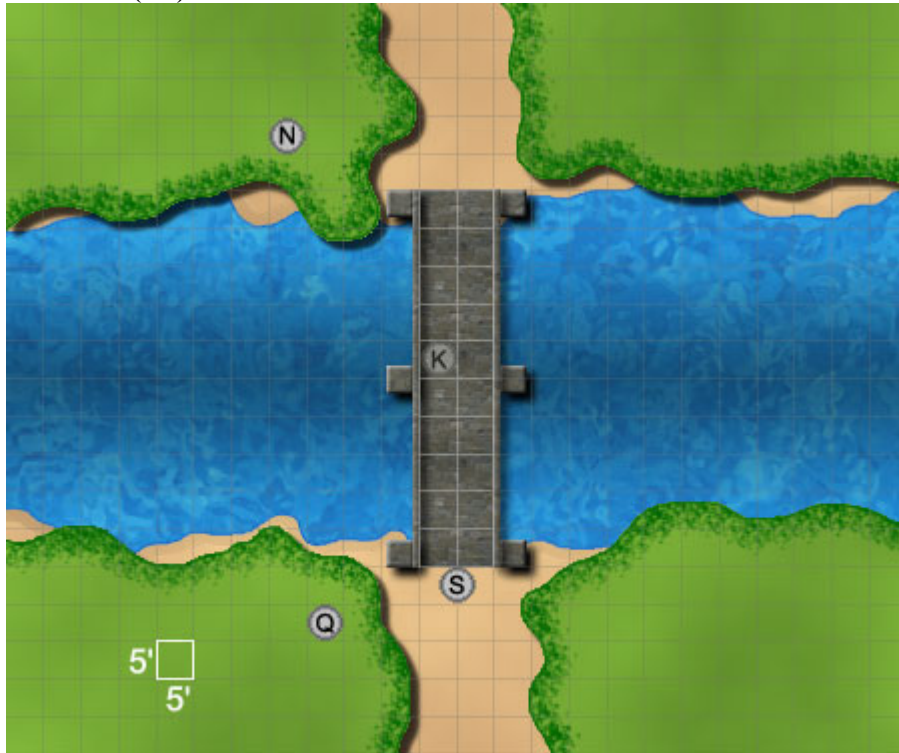
PLAYER HANDOUT 6

The additional men have been taken as you suggested. We are ready to proceed with the next stage.

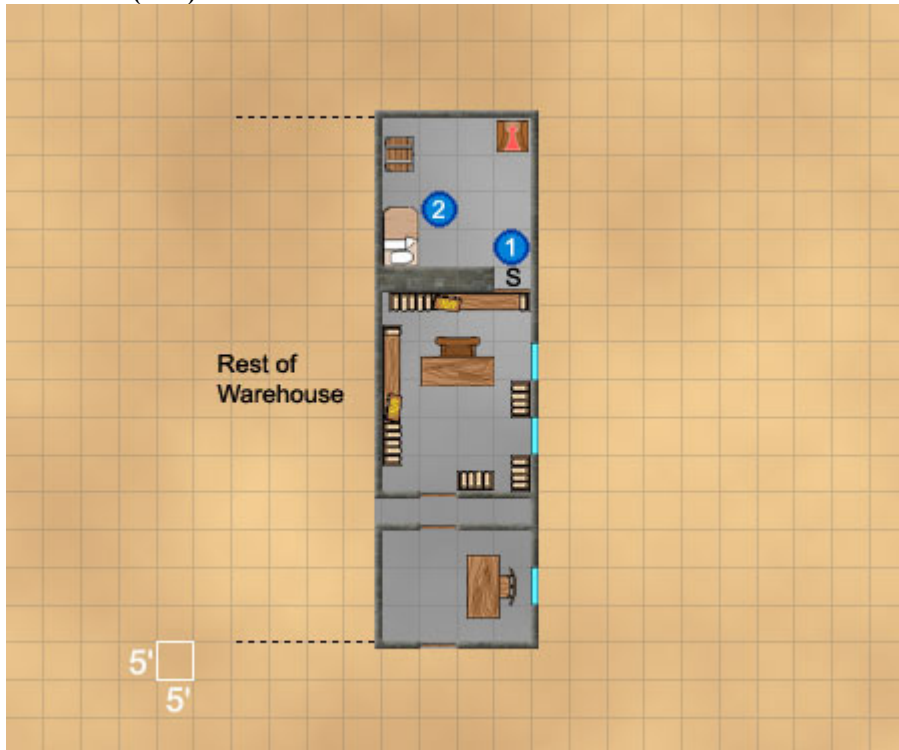
R.

APPENDIX C - MAPS

Encounter (3-2)



Encounter (18C)



Encounter (23)



APPENDIX D – HASKERN SUMMARY

This appendix lists the NPCs within the town of Haskern and summarizes the information the party can learn from them. NPCs that do not provide information are not listed though they are still present at the encounter. The number in parentheses is the encounter in which the person can be found. Some of the information requires prompting by the PCs. These prompts are listed in italics at the start of the bullet.

Genofeva (7) - wife of Burchard, owner of Farlanghn's Rest

- Husband Burchard was on the council with Hunulf, Fredegar (14), Thegan (13) and Majorian (15).
- They met regularly. Lately Burchard had been agitated about something but he wouldn't tell her what.
- Burchard was taken from the inn by three men. They had three more in the square that performed the ceremony.
- Burchard was left blind and barely able to take care of himself.
- He is now in the care of the Church of Pelor (21). She hopes that that Vicelin can heal what is wrong with him when he returns.

Lantaura (7) - waitress at Farlanghn's Rest

- Believes that Bertruda (16) is somehow connected with the attacks. It is not something she knows, but rather something she senses. Only Basina (17) believes her.
- Basina seems to have an uncanny knowledge about those in town. If the party wishes to find something out about someone, they should see her first.

Meinsent (7) - waitress at Farlanghn's Rest, childhood friend of Rechiar

- Firmly believes that Toven part of the group that has been attacking. She also believes she was responsible for him being caught.
- She knows for sure that Godecin (13) is another member of the group and all she needs to do is find proof.

Videric (8a) - second in command of the watch, chief investigator of the attacks

- The only tie between the three men that were attacked was that they were all members of the unofficial town council. The other members were Fredegar (14), Thegan (13) and Majorian (15).
- *Get a writ.* Before Videric will give the party a writ to investigate someone, they must have tangible evidence of wrong doing.
- *Get a writ for Marcoul.* This is even more difficult than a writ for just anyone. Marcoul is a very

influential member of town. Multiple sources of evidence must be provided before he will be considered part of the attack.

- *Bring evidence implicating Rechiar.* Videric will thank them for their hard work and tell them his men will see to Rechiar's capture. He will ask that they keep looking since stopping just Rechiar will not end the attacks. He will then send them to Areagne (22). She sent word that she had information involving the attacks.
- *Bring evidence implicating Bertruda.* Videric will thank them for their hard work and tell them his men will see to Bertruda's capture. He will ask that they keep looking since stopping just Bertruda will not end the attacks. He will then send them to Areagne (22). She sent word that she had information involving the attacks.
- *See about Rechiar after visiting Areagne.* Videric will tell them that Rechiar was killed during the attempt to capture him. Thankfully neither Thegan nor Godecin were hurt.
- *See about Bertruda after visiting Areagne.* It seems that Bertruda knew they were coming and managed to flee town with most of her possessions before they even made it to her shop.
- *Bring evidence implicating Marcoul.* Videric will recommend that the party investigate the clearing while he and his men arrest Marcoul.

Ideswif (9) - wife of Ronduulf, a missing farmer

- Her husband Ronduulf was worried about something and planned to meet with Fredegar (14). Ronduulf disappeared the night before the meeting.

Folcard (10) - son of Vulmar, one of the missing farmers

- His father Vulmar planned to meet with Thegan (13). Folcard doesn't know what. Vulmar disappeared the night before the meeting.

Adalind (11) - wife of Gisler, one of the missing farmers

- Her husband Gisler was on his way to see Marcoul (18) when he disappeared.
- Gisler has had a working relationship with Marcoul for many years.

Irmegard (12) - wife of Syagris, one of the missing farmers

- Her husband Syagris left to speak with Marcoul (18). He had not returned by late evening.
- Syagris was visiting Marcoul to finalize the shipment of this year's harvest.
- Marcoul told her that he had shown up and left before dark.
- The men that Marcoul sent out to search for Syagris found his horse but no evidence of Syagris.

Thegan (13) - blacksmith, member of the council, Godecin's father

- They know that someone within the town has been orchestrating the attacks, or at least feeding information to the attackers.
- Thegan's prime suspect is Marcoul, but both Fredegar and Majorian are all but in Marcoul's pocket. Neither of them will hear a word against Marcoul.

Rechiar (13) - betrothed to Godecin, second to Marcoul in Iuz cult

- His room contains evidence implicating him in the attacks on the town.

Godecin (13) - daughter of Thegan, betrothed to Rechiar

- Is innocent of Meinsent's charges.
- Rechiar is trying to use Thegan's influence in the council.
- Rechiar has become more violent recently.
- Will let the party in to Rechiar's room if they return when Thegan and Rechiar are gone.

Fredegar (14) - magistrate, member of the town council

- Will tell the party to speak to Edeberga (19).

Majorian (15) - miller, member of the town council

- Will tell the party to speak to Edeberga (19).

Bertruda (16) - baker, second to Marcoul in the Iuz cult

- Will tell the party very little. She was baking during the attacks.
- Her house contains evidence implicating her in the attacks on the town.

Basina (17) - town wise-woman, network of birds allows her to spy on the townspeople

- *Asked about Bertruda.* Bertruda has lunch with a friend at the Fallen Oak, every Waterday. Bertruda also keeps documents in her boudoir (This gives the party a +15 circumstance bonus when searching Bertruda's boudoir). Bertruda is well liked in within the community and makes wonderful tarts.
- *Asked about Rechiar.* Basina has never felt comfortable around Rechiar. Basina believes that Rechiar presents a façade to the rest of town. Rechiar fiddles with his walls constantly, though she doesn't know why (This gives the party a +15 circumstance bonus when searching Rechiar's chamber).
- *Asked about Marcoul.* Marcoul has been a resident as long as Basina. Marcoul is shrouded in mystery. No one in town seems to know more than Marcoul wants them to know. This leads Basina to believe Marcoul is hiding something.

Marcoul (18) - wealthiest merchant in town, head of the Iuz cult

- *Asked about Syagris.* Marcoul put all of his men to the task of finding Syagris when he heard that Syagris was missing. His men turned up nothing. Marcoul feels for Irmegard, but believes he has done all he can. Marcoul was meeting with Syagris to finalize the details on this year's harvest.
- *Asked about Gisler.* Gisler asked for a meeting but never appeared. Marcoul knows that Gisler would not abandon his family. Marcoul is a busy man and has many such appointments every day. Marcoul and Gisler were meeting to finalize the details of this year's harvest.
- *Asked about Vulmar and/or Ronduulf.* Marcoul knows little more than everyone else in town. Marcoul knows that they disappeared around the same time as the other farmers. Marcoul has never dealt with either of the man personally. Marcoul may ship their wares. It is just as likely that Emmeran (20) ships them.
- *Asked about the attacks.* Marcoul knows very little about the attacks. He was in the office during most of them.
- The guarded storage area contains documents that implicate Marcoul in the attacks. These documents also describe the clearing where the attackers are camped.

Edeberga (19) - money-lender, most prominent female citizen

- Edeberga has no evidence, but strong suspicions that Marcoul (18) is behind the attacks.

Molet (19) - Edeberga's clerk

- *Once he is promised amnesty.* Molet will tell the party that he maintains Marcoul's second set of books. Molet will also tell them where in Marcoul's warehouse they are hidden.

Emmeran (20) - merchant

- Handles Vulmar's and Ronduulf's crops.

Unimund (21) - current priest in authority at the church of Pelor

- Shows the party the townspeople that were attacked.

Areagne (22) - druid

- Has heard from the animals that someone has a camp in a clearing east of town. When she investigated it she saw one of the missing farmers. She did not investigate further for fear of her life.