

KET1-04

SEARCH FOR THE LOST

A Two-Round D&D LIVING GREYHAWK[®]

A Ket Regional Adventure

Version 1

ROUND 1

by Larry Douglas

You search for a band of missing adventures from the nearby town of Molvar as well as a little adventure for yourself. During the search you learn of a serious threat in the foothills of the Yatil Mountains. Could these two events be related or are they merely a coincidence? An adventure with tough choices dealing with slavery in Ket, for character levels 1-6.

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

PREPARATION

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month.

This adventure starts on Waterday in the month of Patchwall (October) when both Luna and Celene are new and give the least light.

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild: You live in the wild, either as a nomad, or perhaps a cave-dwelling barbarian. You hunt and gather your own food and your clothes consist of furs and whatever else you can put together. At times you go hungry, but you survive. A character must have at least a +6 modifier to Wilderness Lore to use this lifestyle.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough: You live in the wilderness, roaming a specific territory or living in a tent or shack. Your meals mostly come from hunting and foraging though may grow a few crops or herd some animals. You get by well enough to barter for equipment and pay for necessary equipment. A character must have at least a +4 modifier to Wilderness Lore to use this lifestyle.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	10 lances	-2
Wild	0 lances	-2 (-1 in rural areas)
Poor	25 lances	-1
Rough	10 lances	-1 (0 in rural areas)
Common	75 lances	0
High	400 lances	+1
Luxury	1500 lances	+2

(1 lance = 1 sp)

ADVENTURE SUMMARY AND BACKGROUND

Before running this adventure you should read the regional gazetteer. If you do not already have one, you should download it from the regional web site (<http://ket.oerth.com>). We also strongly recommend that you browse the web site and read the regional flyer. It is assumed that you are already familiar with this additional information and has not been attached.

ROUND 1

This is a two-round adventure in which the players will investigate the disappearance of the slaves working in the mines during the first round and then follow up on their path during the second. The choices that the players make in the first round will have an impact on the outcome of the second round. Make sure that you pay close attention to what path the players follow in the first round so that you can ensure that they experience the correct path in the second round.

At the start of the adventure the player characters will find themselves together for one of a variety of personal reasons looking for a band of missing adventurers in the foothills of the Yatil Mountains near Molvar. When the adventurers settle down for the night, a wounded man staggers into the camp. The man is a slightly delirious, escaped slave from the mining camp in the foothills of the Yatil Mountains near Molvar

Ketite PCs should be able to guess that the injured man is an escaped slave from the nearby mining camp (from various clues) while PCs from other regions will have to heal the man and question him to learn this information. If the man is treated by non-Ketites, he will tell them of the story of how he was unfairly bound into captivity and he will urge the group to go and free the other slaves while he "guards" their horses and equipment (which he will steal if the PCs are gullible enough to fall for this).

Through a variety of methods the PCs can make their way to the mining camp. Essentially the camp will be recovering from an attack that occurred not too long ago. At this point the PCs can either approach the mining camp guards at the gate or search the ground outside the compound (which will draw the attention of the guards).

After some negotiations with the compound guards, the PCs might be able to win an audience with Abi-dazier. Abi-dazier will tell the PCs about the smoke that filled the mines causing an evacuation of the tunnels. As the slaves were being evacuated, a raiding party of gnolls launched an attack and broke through the walls.

While the gnolls distracted the guards, some of the prisoners also turned on their captors. When the fighting was quelled, a large number of slaves were found to be missing.

Next the PCs will have to go and search the outside of the compound for clues. There will be tracks that will lead in many directions although the largest group of tracks lead onto paths heading further into the

mountains. A separate group of tracks, much smaller than the rest lead to the South. Should the PCs search a short ways in that direction they will discover a body in a ditch.

Depending on which lead the heroes choose to follow, they will be heading in a different direction and following a different path. Players who follow the large number of tracks into the hills should play Round 2 Version A while those who follow the smaller tracks to the South should play Round 2 Version B.

INTRODUCTION

While visiting the city of Molvar, you overhear the talk that a band of adventurers came up missing somewhere near the foothills of the nearby Yatil Mountains. The bard at the tavern mentioned that the group had ventured before into the mountains and returned with vast wealth that they spent freely. When people asked the adventurers where they obtained their wealth, they never disclosed the source but instead flipped a gold coin to the person asking them.

After the adventurers ran out of money, they left for the mountains supposedly to retrieve more treasures. The last report regarding the group was from a merchant supply caravan that services the copper mines to the South West. According to the merchant he thought he spotted the adventurers heading back from the foothills.

However that was five days ago and the place where the merchant caravan spotted the adventurers was a mere two days journey. After completing his tale the bard aroused the interest of the crowd by speculating what fate might have befallen the adventuring band. Many in the crowd sat in awe at the possibilities mentioned in the bard's tale and when it was finished, you met many others who were spirited enough to investigate the matter.

For whatever personal reasons, be it noble or material, you all agreed to venture out as a group and search for the missing adventurers. Your journey on the first day was uneventful and as the second day comes to a close you still haven't found any clues. With night approaching you prepare to make camp.

At this time tell the PCs to describe their PCs and introduce them to each other. Tell them to share any obvious characteristics that others might have observed or learned during the past two days.

Ask the players how they are going to set up their watch for the night. When the party is finished, continue on to the next section- The Escapee.

THE ESCAPEE

Just before dawn an escaped slave from the nearby mining camp stumbles into the area. He will behave differently based on the group composition of the PCs. However shortly after the slave appears so do the ants that are hunting him:

If any PCs are on watch, have those PCs make Listen checks at DC 15. If anyone successfully makes the check give them the following information:

In the dark, early hours of morning you hear rustling in the bushes at the edge of your campsite. It sounds like something is moving into the camp!

Wait and see what the PC on watch does. If they attack the figure, he is an AC 10 (no Dex in this case), and currently at 2 hp. Should the PC either wait or awake the others continue:

A lone injured figure dressed in tattered rags stumbles into view. The man gives you a pained, delirious look before collapsing.

The giant ants in pursuit make chattering noises as they emerge from the underbrush. Have the PCs make a listen check against DC 15. Any PCs who fail the check will need to roll initiative with the ants. PCs who made the check are not surprised and can have one round to prepare for the ants before they arrive. The giant ants were tracking their prey- the escaped slave. Now the ants attack the PCs as well. If the PCs do not intercept the ants, they will spend the first round tearing the fallen slave to pieces. However this should only happen if no PCs specifically draw the attention of the ants or protect the fallen slave.

TIER 1 (EL 5)

🐜 **Giant Ant, Worker** (5): hp 9 (x5); see *Monster Manual* page 191.

TIER 2 (EL 7)

🐜 **Giant Ant, Soldier** (6): hp 11 (x8); see *Monster Manual* page 191.

TIER 3 (EL 9)

🐜 **Giant Ant, Soldier, advanced** (9): CR 3; Medium-size vermin; HD 4d8+2; hp 19; Init +0; Spd 50, climb 20 ft.; AC 17 (touch 10, flat-footed 17 natural); Atks bite +5 melee (2d4+3, bite); SA Improved Grab, acid sting; AQ Vermin; AL N; SV Fort +4, Ref +0, Will +1; Str 14, Dex 10, Con 13, Int -, Wis 13, Cha 11.

Skills and Feats: Climb +10, Listen +6, Spot +6.

Vermin: Immune to mind-influencing effects.

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that that gets a hold can sting.

Acid Sting (Ex): The giant ant soldier has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

When this fight ends, the rest of the night will pass uneventfully. The ants were just a wandering patrol searching for food and they thought they had found some. Kalim has been chased since that time. After dealing with the ants the PCs should attend to the fallen slave.

It will be unproductive (not to mention foolish) for the party to track the ants back to their lair, as it is quite a distance away. However, if they do, the nest is an underground labyrinth with 40 additional workers and 12 additional soldiers and 1 queen, plus the ants from the other two tiers. We are not detailing this, so grab a *Monster Manual* and have fun!

🐜 **Kalim ben Fascede, male human ComI:** CR 1; Medium-size humanoid; HD 1d6; hp 6; Init +8; Spd 30; AC 14 (+4 Dex); Atks +0 melee (1d3 fist); AL N; SV Fort +0, Ref +4, Wil +0; Str 10, Dex 18, Con 10, Int 12, Wis 11, Cha 11.

Skills and Feats: Listen +4, Spot +4, Use Rope +8; Improved Initiative.

Equipment: None.

Should Kalim survive, he is a 16-year-old young man dressed in simple brown rags. Under his rags (and not noticeable unless the rags are removed) is a brand on his left shoulder that marks him as a mining slave. For Ketites to recognize the mark, it is a DC 10 Knowledge check (common knowledge) for Ketites to recognize the mark as a mining slave, and DC 20 to know it was for murder. The DC is 5 higher for non-Ketites. Many different Knowledge skills would apply, (law, heraldry, customs, etc) so use your judgement to what applies.

Kalim honestly believes he was wrongfully enslaved. The fact is Kalim "accidentally killed" a man who he and his friends had caught cheating in the process of "teaching him a lesson." The details of Kalim's crimes are outside the scope of this adventure, but if the party is able to use magic to get the details, they would agree it was murder.

Trying to outrun the ants, Kalim has taken subdual damage exceeding his hit points. He will need some minor healing (either a cure minor wounds spell at the minimum or a heal check against DC 15) in order to be revived.

Telling the party how he got to be chased by ants, Kalim starts his story as a lie... but one that is fairly close to the truth. (Kalim is thinking on his feet, so the judge will have to as well.) Kalim is hoping that the PCs don't care enough to delve too deeply and just let him go on his way. Kalim is also attempting to assess the party to determine which way the wind is blowing to decide what he should do next. Depending on the composition and sentiments of the party, Kalim will react differently:

KALIM'S REACTION TO GROUPS WITHOUT KETITE NATIVES

Kalim will mention how he has been wrongfully enslaved and he will urge the PCs to go and free the other slaves at the nearby mining camp. Kalim will even volunteer to

guard the PCs horses and equipment since the mining camp is not that far away.

Any PCs with Knowledge: Geography can make a check against DC 10 if it is specific to Ket or against DC 15 if it is general to know that slavery is legal in Ket. Further a Knowledge: Geography check against DC 15 (if the PC has Knowledge: Local- Ket) or DC 25 using the general Knowledge Geography skill will allow the PC to know the following: the nearby copper mines are the largest in Ket, the fortified mining compound is heavily defended and tales say that no slave has ever escaped the mines.

If asked, Kalim will mention that he fled from savage beasts that attacked the mining camp he was at. He will rant about fire, and smoke and blood everywhere. Kalim will say that he barely escaped with his life and he does not want to return.

Should the PCs fall for the ploy Kalim proposes (watching the PCs items while they go to rescue the slaves) he will steal whatever possessions he feasibly can that the PCs entrust him with. Kalim isn't happy to betray the trust he is given, but he feels his situation requires it if he is to escape recapture.

Should the PCs let Kalim have his freedom he will leave. If the PCs state that they plan to return Kalim to the mining camp, he will plead for his freedom but become quiet if threatened.

KALIM'S REACTION TO GROUPS WITH KETITE NATIVES

Kalim will remain sullen and quiet. Although he will answer questions, he will be brief. If he can convince the non-Ketites in a mixed nationality group to listen, he will beg for his freedom and mention that he was wrongfully enslaved.

Ketite PCs will know that the slave is probably from the nearby copper mines in the foothills of the Yatil Mountains. A Knowledge Geography check against DC 15 (if the PC has knowledge local- Ket) or DC 25 if using the general knowledge geography skill will allow the PC to know the following: the nearby copper mines are the largest in Ket, the fortified mining compound is heavily defended and tales say that no slave has ever escaped the mines. An additional check at DC 5 for Ketites should remind them that criminals are sent to the mines for violent crimes and dishonorable crimes.

If asked, Kalim will mention that he fled from savage beasts that attacked the mining camp he was at. He will rant about fire, and smoke and blood everywhere. Kalim will say that he barely escaped with his life and he does not want to return.

PROCEEDING ONWARD

Once the PCs have either finished questioning Kalim or slain the ants, they can continue onward toward the mining camp the next day in one of many ways:

- Follow Kalim's tracks toward the outskirts of the mining camp (wilderness lore check at DC 15 for firm ground in daylight).
- Ask Kalim for directions.
- Force Kalim to show them back to the camp.
- Make a Knowledge Geography check against DC 15 (if Ket specific) or DC 25 (if general) to know the way to the mining camp.
- Notice a plume of smoke in the distance. (Spot DC 25 if on high ground, Spot DC 35 otherwise.)

THE MINING CAMP

After breaking camp you travel a couple of hours until you reach the foothills. You proceed up a trail, which becomes rocky and narrow. After a few more hours of walking, you start to see the outline of the walled keep of the mining camp in the distance.

Approaching the area, you can see plumes of smoke rising into the air. The charred ruins of many buildings lie smoldering in front of the keep. As you get closer, you can see the evidence of a recent battle. Broken arrows, charred piles of bones and dark stains cover the area.

To your left through the ruins you can see a path leading up to a mine entrance in the hills. It looks like the mine opening has been fortified with a makeshift wooden stockade and it appears that there are guards peering over the top.

Wait and see what the PCs do. If the PCs head to the mine entrance, go to the section entitled: Mine Checkpoint. If they start to search around the area outside the mining compound go to the section Searching the Ruins of the Mining Camp. If the PCs do not use stealth or they spend a decent amount of time searching the ruins, guards from the compound will spot them and hail them to the gate. If the PCs approach, proceed to the section entitled The Keep, otherwise the guards will hail the PCs and even threaten them if they ignore the initial request to approach. Should the PCs leave the area following the obvious tracks, they can skip most of the encounters in this camp and proceed directly to the section Which Path to Follow?

THE KEEP

Approaching the front gate of the walled compound, you see two guards on top of the wall. "State your business!" calls down one of the guards as he eyes you suspiciously.

The guards will listen to whatever stories the PCs tell them. Should the party have Kalim and state that they are returning him, the guards will allow them in, take Kalim away and escort the party to Abi-dazier. If the party mentions that they want to know what happened here and that they would like to help, the guards will allow them in to see Abi-dazier. Before the PCs can enter they must remove all weapons, spell component pouches, etc.

If they don't, they are denied access to the keep at the very least.

The guards from the wall disappear from your view. You can hear the grating of metal and slowly the iron gate begins to open. Standing before you are two armed guards.

"Follow me" states one of the guards gruffly. As you enter, you see many smaller buildings and a large keep at the far side of the compound.

Following the guards toward the large keep, you pass several bonfires. A rotting stench fills the air as you pass and notice piles of bodies stacked near each fire. Slaves supervised by armed guards are busy throwing corpses into the flames adding to the horrid smell.

Finally the guards stop in front of the doorway to the keep and one enters. Unlike the other buildings of the compound this one is nicely painted. Impressive sculptures of horned humanoid creatures emerging from flames stare down upon you as enter the front door and step into a lavish lounge.

"Please wait here" says one guard as he leaves the room. The other guard stands at attention at the doorway watching you silently.

Find out if the PCs plan to do anything. The guard at the door will remain silent unless the PCs try and steal anything or leave. In either case the guard will yell for assistance and attack the offender. Once the PCs settle down to wait, continue:

Just as you start to settle down in the room a nicely dressed man emerges from behind a tapestry. This man appears middle-aged and his dark hair is tinged with a bit of gray. Before you can react the man speaks "Greetings I am Abi-dazier the overseer of the Viprosch Mines and you are?"

🗡️ **Abi-dazier:** Baklunish Male human Ftr6/Exp3.

Abi-dazier will wait for each person to introduce themselves before continuing. Further he will ask each person what he or she does for a living and what he or she is good at. After learning about his guests.

After the last of the introductions, Abi-dazier rings a bell and a servant enters the room. The servant carries a large tray filled with fruits, pastries, sweets, decanters of wine and goblets. Abi-dazier waits for the servant to sit the tray on the table and leave before continuing: "Please help yourself to what meager refreshments I can offer".

Abi-dazier eats and drinks the food and expects the PCs to do likewise. Abi-dazier will ask the PCs what they are doing in the area and if they tell him the truth, he will laugh. If the PCs are diplomatic, Abi-dazier will share the following information:

- Yesterday evening, smoke filled the mines and we evacuated the slaves in order to save them from the fire that somehow started below.

- Just as the slaves were being evacuated from the mines, a large force of gnolls attacked the encampment.
- My guards fought fiercely but they were hard pressed against the numerous beasts. Furthermore some of the slaves joined in the attack on my guards.
- After suffering heavy losses, my guards retreated into the keep taking as many non-hostile slaves into safety as we could.
- We were lucky to have survived the attack since a large contingent of my soldiers was away searching for a missing supply caravan from Molvar.
- The supply caravan was a week overdue and it still hasn't shown up. This has caused some concern here in the mining camp. Things might get a bit scarce until the next caravan arrives.
- Unfortunately the escaping gnolls destroyed most of the quarters for the support personnel. Houses for soldier's families, the blacksmith, practice yards, the homes of mining foremen, the stables, etc. Further these gnolls managed to capture many of my slaves as they fled.
- Abi-dazier will give the PCs his permission (in the form of a wax seal) to search the ruins of the camp and the lands around it.

Information the PCs can gain by asking:

- If the PCs ask Abi-dazier whether he will reward the PCs if they return his slaves, he will think about it and state **"Yes, A bounty would be in order."** Abi-dazier agrees to pay 100 lances per head, and 250 lances if the slave still draws breath.
- Abi-dazier prefers the slaves alive so that he can determine which ones fought against the guards. However Abi-dazier will also pay for evidence of each dead slave that the PCs can procure as it is a matter of honor that Abi-dazier account for Kette property that the gnolls stole from his care.
- Slaves stolen by the gnolls will be returned to the mines, those that fought against the guards will be put to death as an example to the other slaves as to what happens to those who disobey.

Abi-dazier is suspicious of the adventures. (Sense Motive DC 25 to get a hunch about this.) Abi-dazier believes it is extremely coincidental that the PCs showed up when they did, and doesn't trust them as they might have had a hand in the attack on the mine. Additionally he thinks poorly of adventurers in general, but he recognizes that they would be a cheap and expendable force to recover the slaves.

If the PCs are intent on going after the gnolls, Abi-dazier knows there isn't much he can do about it short of holding them here (something he considers but decides against.) Abi-dazier does ask that the party give their word of honor to return the slaves to him. If Abi-dazier is sufficiently unhappy with how individual PCs react to this conversation (especially the oath) he has them kept

here long enough that they could free the slaves. (Like if it rains or snows, and the gnolls' tracks are destroyed.)

MINE CHECKPOINT

Following the path past the ruins into the hills you approach the makeshift stockade surrounding the mine entrance. "Halt and state your business!" yells out one of the guards from atop the wall as he points a crossbow at you.

The man calling out is one of the two guards who is hidden behind the barricade. If the PCs explain that Abi-dazier sent them, the guards will order the heroes to approach slowly and show them evidence. All the PCs need to do is approach slowly without weapons drawn and with someone holding out the wax seal obtained from Abi-dazier at the keep if they have it. If anyone acts hostile or refuses to sheath their weapons or leave, the guards will open fire.

☠ **Guards, Human Fighter 5** (4): CR 5; Medium-size humanoid; HD 5d10; hp 38; Init +6; Spd 20; AC 19 (touch 12, flat-footed 17); Atks +7/+2 melee (1d6+1, scimitar) +9 missile (1d8+2, light crossbow); AL N; SV Fort +0, Ref +2, Wil +1; Str 13, Dex 14, Con 12, Int 10, Wis 11, Cha 10.

Skills & Feats: Listen +6, Spot +6, Sense Motive +4; Alertness, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

The guards can relate the following from atop the wall to any peaceful PCs who bear the wax seal of Abi-dazier:

- The mines are still being worked but now we are guarding them after that attack by those beasts.
- The gnoll attack was fierce and although we slew many more of them than they slew of us, they still forced us back into the keep.
- If we had the rest of our forces, we would have slaughtered those scum for certain. We still did well despite being highly outnumbered.
- Those treacherous slaves that turned on us got what they deserved if you ask me. I hope those beasts eat every last one of them!

If the PCs ask whether some of the slaves might have escaped without being captured, the guards will say:

Not a chance. Even if they somehow survived the fight with us guards, the gnolls have surely eaten the slaves by now. Good riddance to the treacherous filth!

Other than general conversation, the guards at the mine entrance have nothing else of use to tell the PCs.

SEARCHING THE RUINS OF THE MINE CAMP

When the PCs decide to search the ruins of the mining camp, tell them about the following main places:

THE BURNT RUBBLE OF VARIOUS BUILDINGS

The PCs can spend time looking through the rubble of dozens of burnt-out buildings. Charred furniture, blackened bones and melted dishes are the most commonly identifiable objects that the PCs will find.

SEARCHING AROUND THE PERIMETER OF THE RUINS

It will be extremely easy (DC 3) for the PCs to discover the tracks of the gnolls and human slaves that were captured (due to their large numbers, the ashes they dragged, the blood trails, etc). Should the PCs follow the tracks on the paths leading into the foothills, proceed onto the next section entitled Which Way to Go?

WHICH WAY TO GO?

You follow the obvious tracks from the edge of the ruined camp. The trail is quite plain and leads for a ways into the hills. Eventually the tracks reach a path and appear to follow the path up into the foothills.

The path leads for quite some distance going over and between foothills as you gradual ascend toward the Yatils. When you reach some of the last of the foothills at the base of mountains, you notice that the path continues northwest into the mountains. Just East of the path a large pile of rocks appears to have fallen from the cliff above.

Have the PCs make a spot check against DC 15 as they near this area. In a gully nearby is the bottom half of a body that is being gnawed on by giant rats. If a PC makes the spot check go to the next section: Dead Men and Rats Tell Tales.

If the PCs search each area they will discover the following:

EXAMINING THE PATH LEADING INTO THE MOUNTAINS

- Any PC looking at this path will easily see that the tracks continue on this path up into the Yatil Mountains. Should the PCs decide to follow this path into the mountains, they will play Round 2 Version A.

EXAMINING THE ROCKSLIDE

- Any PC searching the fallen rock will have to climb on top of the roughly twenty-foot high rubble pile after climbing (DC 5) 100 ft down a slippery incline. A successful search check against DC 20 will allow a PC to discover the lower half of the dead body that

was buried by a rockslide. The fallen rock covers about a six hundred foot section of a path that proceeds East along the foothills of the Yatils. If the PCs cross over the debris and investigate the path on the other side they might find tracks. It is DC 19 to discover the swept tracks of several humanoids heading south along the trail. Should the PCs follow this path it will lead the heroes toward Round 2 Version B.

DEAD MEN AND RATS TELL TALES

As you approach the point where the path ascends into the mountains, you happen to see something strange in gully near the fallen rocks. In the bottom of the gully lies the half-eaten body of a humanoid that is being gnawed on by several huge rats. The rats squeak and look up at you for a moment before returning to their meal.

Any PC that has the Tracking feat and wishes can make a wilderness lore check to track against DC 15. Success indicates that the PC notices the faint blood trail from the half of the corpse to a place atop the rock heap. The PCs are faced with several possibilities if they wish to investigate:

1) Speak with the rats: If the PCs have the ability to cast speak with animals they can learn many things. The rats know the following:

- Many two legs went up way toward the rocks.
- A two leg made noise moving rocks and rocks fall make more noise.
- Two legs not move. Two legs tasty!
- Some two legs under rock. Try to get. You help?

The rats can show the PCs the place where the escaped prisoner set off the avalanche to cover the existence of the other path. About a half-mile away from the avalanche down the hidden trail, the escaped bandits stopped sweeping their tracks and they discarded several leafy tree branches into the bushes in the nearby gully (search DC 15 to find). PCs can locate tracks beyond this point with a wilderness lore check to track against DC 14.

2) Speak with the corpse: If the PCs have the ability to cast speak with dead on the remains of the prisoner they can learn many things. (Remember that the party needs to find the completely buried upper half of the corpse as the head is needed at the bare minimum for the spell to work.)

- The prisoners name is Jalid-har and he helped the group of slaves fight the guards near the mines.
- However he noticed that a small group of slaves stood back and tried to skirt the fighting.
- He followed the skulking slaves and eventually found himself hiding with them.

- He hid for quite some time with the slaves until after the fighting ceased.
- Shortly after the gnolls left the mining camp, Jalid-har joined the men who followed the path the gnolls had taken.

The leader of the men told Jalid-har he would be allowed to accompany the band if he set off the avalanche that would cover their tracks.

3) Search the body: Searching the body will be difficult unless the rats are either attacked or influenced to leave. Influencing the rats can be done through speaking with them or through an animal empathy check at DC 20 (or DC 15 if the PC offers the rats some other type of food). Examining the lower half of the body in the gully (or the upper half if it is discovered) will reveal that it has been badly crushed and half-eaten. A heal check at DC 10 can determine that the slave was crushed by the falling rock and then gnawed on by the rats. Neither half of the body has any equipment or valuables.

4) Fight the Rats: If the PCs rather attack the rats, their stats are as follows:

☛ Dire Rats (4): CR 1/3; Small Animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atks Bite +4 melee; Dmg 1d4; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever - bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (See Disease, page 74 in the Dungeon Master's Guide). If any characters contract the fever, make a note of it so you don't forget for round 2, and after the adventure is over.

If the PCs choose to follow the path into the hills that has the obvious tracks, the party will proceed into Round 2 Version A. Should the party head along the path covered by the landslide with the concealed tracks which parallels the mountains and eventually heads South, the party will proceed into Round 2 Version B.

Experience Points should be awarded once at the end of the adventure, do not give out any experience in-between rounds.

KET1-04

SEARCH FOR THE LOST

A Two-Round D&D LIVING GREYHAWK[®]

A Ket Regional Adventure

Version 1

ROUND 2

by Larry Douglas

Why are you looking at this? It isn't a blurb. There is no reason to put a blurb between rounds. If you want a blurb, read the first page.

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Some groups may want to follow both trails. This will not be possible. After a few days a light snow will blanket this area of the mountains making it effectively impossible to track either group. Additionally the gnolls will abandon their lair to join with one of the other tribes of gnolls in the mountains. Likewise the bandits will have met up with the people they are waiting for. They will leave by the time the PCs have dealt with the gnolls and are now the trail of the bandits. There is no way to get more than 1000 xp for this adventure.

ROUND 2 VERSION A

This version of round 2 is to be run if the PCs followed the obvious tracks that lead along the path winding up into the Yatil Mountains. Any group that took the path with the concealed tracks that headed south parallel to the mountains should be playing Version B of Round 2.

HEADING INTO THE MOUNTAINS

Following the tracks you head into the mountains. The path begins to wind back and forth around the mountains edge as you ascend. Over the next couple of hours you encounter several paths that split off from the one you are on although none of the other paths appear to have been taken by those you follow.

After a couple more hours of climbing, the path emerges into a small mountain valley. The tracks obviously lead into the valley and in the distance you can see a large mine opening.

This valley is fairly small being only about a quarter of a mile across with sheer edges and only one visible exit (being the path with another exit being into the mine). This valley is one of the nicest lairs amongst the various nearby abandoned mines and caves that the gnolls inhabit. Since this gnoll tribe suffered great casualties in the raid, there is now enough room for all the gnolls in the nicest lair.

Provide the visible details (i.e. the rocky area, the pine woods and the small central pool of water which has a 10% chance every ten minutes of having the geyser located there erupting) to the PCs so that they can make plans accordingly. Should the geyser erupt, it will last 1d10 minutes rising to a height of 40 feet. Hearing anything will be 10 points more difficult (10 higher DC) during an eruption.

If the party approaches the mine immediately, they will be confronted by the gnoll patrol and the mine forces will be alerted to the threat. However if the PCs take some time to scope out the valley from behind the rocks near the path or from the pinewoods, they will see that a gnoll patrol walks the perimeter of the valley. It takes the patrol about an hour to walk the perimeter.

PCs can use horse for combats that occur outdoors but they will have to restrict the movements of the mount to 60 ft. a round or less due to the unstable, rocky terrain.

Of course the PCs cannot realistically ride horses into the mine (although riding dogs would be possible).

Once the PCs have decided what to do proceed to dealing with the patrol.

DEALING WITH THE PATROL

If the PCs wait to ambush the patrol from the entrance to the valley, they can dispatch them without alerting the gnolls in the mine to the threat. However if the PCs decide to attack the gnolls within one-half the diameter of the valley from the mine entrance, the gnolls can make listen checks to hear the commotion and ascertain that the patrol is being attacked. Determine the DC based on what you think is reasonable and using the rules on Encounter Distance in the DMG on pages 59-60.

Another option that the PCs can choose if they spend more than an hour watching the patrol is to try and avoid the patrol by following it after it passes. Of course this strategy should only be possible if the party can move quietly and it doesn't have any heavily armored PCs (do not forget the armor check penalties for moving silently). This strategy could also work if the PCs wait until the gnoll patrol is on the opposite side of the valley (which might make it possible for even heavily armored parties to sneak in).

Patrols that are bypassed by parties will have a chance of hearing loud noises from the mine each round that they occur. The DC should be similar to the guidelines mentioned above for the mine occupants hearing the patrol being attacked.

This particular patrol is the only one in the area right now. There are more patrols out in the mountains that may come back to cause problems for the PCs (especially in higher tiers). Feel free to use patrols as needed.

ALL TIERS

➤ **Gnoll Patrol Leader:** CR 1; Medium-size humanoid; HD 2d8+2; hp 13; Init +0; Spd 20 ft. (scale mail); AC 15 (+1 natural, +4 scale); Atks Silver Falchion +4 or shortbow +1 ranged; Dmg Battleaxe 2d4+2 (18-20 x2) or shortbow 1d6; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +3, Spot +3. Power Attack.

Equipment: Scale mail, masterwork silver falchion with the cup and talisman of Al' Akbar engraved on the blade, shortbow, quiver with 10 arrows.

➤ **Gnolls (5):** hp 11 (x5); See Monster Manual page 105.

INTO THE GNOLL LAIR

This section deals with the gnoll lair, which is where most of the escaped slaves are being held. The party approaches the lair from off of the map entering into the 10' wide tunnel at the bottom of the map (A). Each letter on the map is detailed below. It is not lit inside save for a

cooking fire in (D). The gnoll occupants are detailed for each section as well as what their behavior and default tactics. Make sure to adjust locations and tactics based on the actions of the PCs. For instance, if the gnolls inside the lair were alerted to the threat, they may be in different locations.

A: ENTRANCE HALLWAY:

The tunnel you stand in is a 10 foot wide passage carved out of stone. The walls, floor and ceiling are all very rough. Ahead you can barely make out a point where the tunnel branches into two smaller 5-foot wide passages.

This 10' wide hallway leads to a split in which two different 5' wide tunnels branch off from the main tunnel.

↗**Pit:** Right before the split lies a concealed pit that can be discovered with a search roll of DC 21. Disabling the device has a DC 20. Failure to notice the trap will result in a 10' section of floor collapsing as soon as 250 lb. are on it. The gnolls bypass it using logs that are further down the tunnel.

Tier 1: Concealed pit: 10 ft. deep (1d6); Reflex save to avoid (DC 20); Search (DC 21); Disable Device (DC 20).

Tier 2: Concealed pit: 20 ft. deep (2d6); Reflex save to avoid (DC 20); Search (DC 21); Disable Device (DC 20).

Tier 3: Concealed pit: 30 ft. deep (3d6); Reflex save to avoid (DC 20); Search (DC 21); Disable Device (DC 20). Spikes(4): +10 melee (1d4+2)

B: SMALL BRANCHING HALLWAYS AND T HALLWAY:

This description applies for either hallway:

This five-foot wide hallway makes some slight twists but continues in a relative straight path. A log of wood 15 feet long and flat on the top and bottom lies next to the wall. After following the tunnel for about 50 feet you come to a T-intersection. The air seems to be more humid and moist as you near the end of the tunnel.

↗**Steam vent traps:** Each 5-foot section where the branching tunnels intersect with the T tunnel contain a steam vent trap. Natural steam vents from far below have been sealed. Stepping on a pressure plate opens the hole in the opposite wall which shoots steam into the 5 foot area with the pressure plate and 5 feet further into the small tunnel opposite the hole where the trap is triggered.

A Search roll of DC 21 will allow a person to discover the pressure plate. A Disable Device of DC 20 is required to successfully disable the device. If the character triggering the trap fails his save he provides 50% cover for any character in the T intersection, otherwise he provides 25% cover or no cover if the character has evasion. Failing to locate the trap results in any person stepping on the pressure plate releasing a loud, hissing blast of steam. The steam does the following based on tier:

Tier 1: Steam Trap: 10ft steam spray (2d6); Reflex save for half damage (DC 15); Search (DC 21); Disable Device (DC 20).

Tier 2: Steam Trap: 10ft steam spray (4d6); Reflex save for half damage (DC 15); Search (DC 21); Disable Device (DC 20).

Tier 3: Steam Trap: 10ft steam spray (8d6); Reflex save for half damage (DC 15); Search (DC 21); Disable Device (DC 20).

The T-branch hallway connects the rooms with the branching tunnels. It has a door at either end and a small five-foot hallway. If the party activates the steam traps or makes too much noise, the guards at either end of the tunnel will open fire on the party though the one-person arrowslits in each door. Another door is also located between the two branching smaller hallways.

INSIDE THE LAIR

C) THRONE ROOM:

This throne room has two locked doors all constructed of strong wood (Hardness 5, Hit Points 20 hp, Break DC 25, Open Lock DC 20) and contains an arrowslit that can be open and closed. (All the wooden doors in the complex are like this.) The doors (wooden and secret) can all be locked and unlocked without a key from inside. One of the wooden doors connects the room to a short hallway that connects to the T-intersection while the other wooden door opens into a mining tunnel that eventually leads to a collapsed tunnel. A secret door leads to Gargrel's quarters.

This large, roughly triangular shaped room appears to be well maintained. Near the northernmost wall appears a large throne carved out of some black material. Behind it appears to be a door.

In this room Gargrel rules over the gnoll outpost and trains his followers in martial skills. If the party makes enough noise (either activating the steam traps, trying to break open any of the wooden doors or engaging in fighting with gnolls in other rooms) Gargrel will try and sneak up on the party from behind. If the party has made noise and starts to fumble with his room first, Gargrel will flee out the secret door to his quarters hoping to lay low and come out to fight the party later.

TIER 1 (EL 4):

↘**Gargrel, Male Gnoll Mnk2:** CR 4; Medium-size Humanoid; HD 2d8+2 (gnoll) + 2d8 (monk); hp 21; Init +2; Spd 30 ft.; AC 15 (touch 14, flat-footed 13); Atk +5 melee (spiked chain 2d4+2) or +4 melee unarmed (1d6+2); SA Unarmed strike, flurry of blows, stunning attack; SQ Evasion; AL LE; SV Fort +7, Ref +5, Will +5; Str 15, Dex 14, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Listen +7, Spot +3, Climb +6, Move Silently +5, Tumble +5, Jump +6, Hide +5; Combat Reflexes, Deflect Arrows, Exotic Weapon- Spiked Chain.

Special Attacks: Unarmed strike- No attacks of opportunity for fighting unarmed. Flurry of blows- Two unarmed attacks per round, at +2/ +2. Stunning attack- Two times per day, opponent must succeed at Fort save (DC 13) or be stunned for one round.

Special Qualities: Darkvision 60 ft., Evasion- Take no damage with successful Reflex save for half.

Possessions: Masterwork Spiked Chain, pouch of caltrops, key that opens rooms F & G.

TIER 2 (EL 6):

☛**Gargrell, Male Gnoll Mnk4:** CR 6; Medium-size Humanoid; HD 2d8+2 (gnoll) + 4d8 (monk); hp 33; Init +2; Spd 40 ft.; AC 15 (touch 14, flat-footed 13); Atk +7 melee (spiked chain, 2d4+3) or +6 melee unarmed (1d8+3); SA Unarmed strike, flurry of blows, stunning attack; SQ Evasion, still mind, slow fall; AL LE; SV Fort +8, Ref +6, Will +6; Str 16, Dex 14, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Listen +9, Spot +3, Climb +8, Move Silently +7, Tumble +7, Jump +8, Hide +7; Exotic Weapon: Spiked Chain, Deflect Arrows, Combat Reflexes, Power Attack.

Special Attacks: Unarmed strike- No attacks of opportunity for fighting unarmed. Flurry of blows- Two unarmed attacks per round, at +4/ +4. Stunning attack- Four times per day, opponent must succeed at Fort save (DC 14) or be stunned for one round.

Special Qualities: Darkvision 60 ft., Evasion- Take no damage with successful Reflex save for half. Slow Fall- Take falling damage as if fall were 20 ft. shorter than actual, if within arm's reach of the wall.

Possessions: Masterwork Spiked Chain, pouch of caltrops. Key to room F.

TIER 3 (EL 8):

☛**Gargrell, Male Gnoll Mnk6:** CR 8; Medium Humanoid; HD 2d8+2 (gnoll) + 6d8 (monk); hp 45; Init +2; Spd 50 ft.; AC 16 (touch 15, flat-footed 14); Atk +9/+4 melee (2d4+3, spiked chain) or +8/ +3 melee unarmed (1d8+3); SA Unarmed strike, flurry of blows, stunning attack; SQ Evasion, still mind, slow fall; AL LE; SV Fort +8, Ref +6, Will +6; Str 16, Dex 14, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Listen +9, Spot +3, Climb +8, Move Silently +7, Tumble +7, Jump +8, Hide +7; Exotic Weapon- Spiked Chain, Deflect Arrows, Combat Reflexes, Improved Trip, Power Attack.

Special Attacks: Unarmed strike- No attacks of opportunity for fighting unarmed. Flurry of blows- Three unarmed attacks per round, at +6/ +6/ +1. Stunning attack- Six times per day, opponent must succeed at Fort save (DC 15) or be stunned for one round.

Special Qualities: Darkvision 60 ft., Evasion- Take no damage with successful Reflex save for half. Slow Fall- Take falling damage as if fall were 30 ft. shorter than actual, if within arm's reach of the wall. Purity of body- immune to nonmagical diseases.

Possessions: Masterwork Spiked Chain, pouch of caltrops. Key to room F.

D) DINING ROOM:

This roughly 30 foot by 30 foot room is sealed from the hallway by a locked door constructed of strong wood (Hardness 5, Hit Points 20 hp, Break DC 25 locked). The room contains a wooden dining table surrounded by eight chairs, a cauldron for cooking, (with chimney above) a warning drum and crates, chests and barrels with food and water. The cauldron has a metal grate on top to keep things inside. If emptied, evidence of their last meal can be found.

The other main feature in the room is an open 10-foot by 10-foot by 10-foot pit filled with spikes. Gnolls are stationed in this room and one will look out the arrow slit in the door and fire on the party if they attract attention.

Upon entering this rectangular room you can see that it is filled with furnishings and storage containers. In the center of the room behind a large square opening in the floor rests a circular table surrounded by chairs. Against one wall you can see a couple of barrels. In a corner a couple of crates are stacked immediately behind a large iron cauldron that rests over a cooking pit. Above the pit is an opening leading into a 5-foot wide shaft. Also near that wall you spot a kettle drum.

The gnolls stationed in this room will fight fiercely to protect their females and children in the rooms beyond. They will not unlock the door for anyone except another gnoll. If the party enters the room, the gnolls will try and bull-rush any party members they can into the 10 foot deep spiked pit (which will cause 1d6 damage and result in 1d4 attacks at +10 melee doing 1d4+1 per successful attack).

TIER 1 (EL 5)

☛**Gnolls (2):** hp 11 (x2); see *Monster Manual* page 105.

☛**Razrok, Male Gnoll Ftr2:** CR 4; Medium-size Humanoid; HD 2d8+2 (gnoll) + 2d10 (fighter); hp 23; Init +0; Spd 20 ft. (scale mail); AC 17 (touch 10, flat-footed 17); Atk +7 melee (1d6+3/18-20, scimitar) or +3 ranged (1d6/x3, shortbow); AL LE; SV Fort +7, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +3, Spot +3. Power Attack, Weapon Focus (scimitar), Sunder, Cleave.

Special Qualities: Darkvision 60 ft. Possessions: Masterwork scimitar, scale mail, large shield, shortbow, quiver with 10 arrows.

TIER 2 (EL 7)

☛**Gnolls (4):** hp 11 (x4); see *Monster Manual* page 105.

☛**Razrok, Male Gnoll Ftr4:** CR 6; Medium-size Humanoid; HD 2d8+4d10+6; hp 35; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +9 melee (1d6+5/18-20, scimitar) or +5 ranged (1d6/x3, shortbow); AL LE; SV Fort +7, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +3, Spot +3. Power Attack, Weapon Focus (scimitar), Sunder, Cleave, Weapon Specialization (scimitar).

Special Qualities: Darkvision 60 ft.

Possessions: Masterwork scimitar, scale mail, large shield, shortbow, quiver with 10 arrows.

TIER 3 (EL 9)

➤ **Gnolls (10):** hp 11 (x10); see *Monster Manual* page 105.

➤ **Razrok, Male Gnoll Ftr6:** CR 8; Medium Humanoid; HD 2d8+2 (gnoll) + 6d10 (fighter); hp 47; Init +0; Spd 20 ft. (scale mail); AC 17 (touch 10, flat-footed 17); Atk +11/+6 melee (1d6+5/18-20, scimitar) or +7/+2 ranged (1d6/x3, shortbow); Dmg Scimitar 1d6+3 or shortbow 1d6; AL LE; SV Fort +7, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Listen +3, Spot +3. Power Attack, Weapon Focus (scimitar), Sunder, Cleave, Weapon Specialization (scimitar).

Special Qualities: Darkvision 60 ft.

Possessions: Masterwork scimitar, scale mail, large shield, shortbow, quiver with 10 arrows.

E) PRISON CELL:

This is the area where the surviving escaped slaves from the mine are being kept. The area is sealed from the hallway by a locked door constructed of strong wood (Hardness 5, Hit Points 20 hp, Break DC 25 locked). There are two gnoll guards in small dome-shaped area near the door to the room that are watching the prisoners. If the party makes enough noise, one of the guards will look out of the arrowslit in the door and start shooting.

The prisoners are located in the circular room where they are chained and manacled to the far walls. It would take a DC of 25 to pick the locks and there are 14 surviving slaves (18 slaves were captured by the gnolls, 2 slaves are eaten each day after the attack, the PCs are expected to arrive at the gnoll lair 2 days after the attack. If the characters take longer than 2 days to get to this room, then 2 less slave will be alive for each additional day that passes). The heads of dead slaves are in rooms D, G or H.

The slaves will pretend to be helpful and subservient to the PCs but they will rise up against any group that does not promise the slaves their freedom should the PCs ask the slaves to carry weapons out of the lair. Only armed slaves will feel brave enough to take on the PCs should the party not promise the slaves freedom.

Upon entering this room you see that it is a roughly 10-foot dome that opens into a slightly larger circular room. The dome area contains two chairs. Sets into the far wall are large iron rings to which several figures are chained and shackled.

The gnoll guards are the same for each tier:

➤ **Gnolls (2):** hp 11 (x2); see *Monster Manual* page 105.

Under no circumstances will these guards either open the door or leave this room without Gargrel ordering them to do so. Once rescued the slaves will ask who the PCs are and what they plan to do. The slaves will be quiet and solemn if the PCs state that they plan to return the slaves to the mine supervisor and they will plan an attack if they can get the PCs to give them weapons. (See *The Journey Home*.)

The stats for the various slaves are:

➤ **Slaves (13):** CR 1; Medium-size humanoid; HD various; hp 3; Init +0; Spd 30 ft.; AC 10; Atks -1; Dmg Based on weapon given -1; AL N; SV Fort +0, Ref +0, Will +0; Str 8, Dex 10, Con 11, Int 9, Wis 10, Cha 8.

Skills and Feats: Various

Possessions: None except what the PCs give them.

These are the slave's stats right now. They have various injuries and other ailments. At full health they would have different stats. Assume that someone in the group has any given feat or a +4 in any given skill. The 14th slave is detailed in *The Return Journey*.

THE HIDDEN CHAMBERS

The rooms (but not the hallways) in pink on the map are hidden rooms. The secret stone door entrances (Hardness 8, Hit Points 60 hp, Break DC 28, Open Lock DC 20) is also located in the room and is disguised as part of the wall (Search DC 20). The two secret doors are alike.

F) GARGRELL'S CHAMBERS:

This room serves both as a secret bedroom and a treasure storage place for the gnolls. Gargrel has kept this room a secret to all the gnolls under his command. Although they suspect that he has a hidden place where he lives, they do not know of the secret door in the throne room.

Gargrel will retreat to this area from the throne room if the heroes decide to try and enter the throne room before engaging the other gnolls. Here Gargrel will hide and await a better time to emerge and attack the party from behind (by sneaking up using his move silently).

This 20-foot by 10-foot room contains a bed opposite the door. Against the corner to your right is a pile of coins and gems heaped into a pile on the floor.

This room contains the following treasure:

- 430 sp.
- 1 black agate worth 10 gp.
- 1 yellow topaz worth 15 gp.
- 1 red garnet worth 25 gp.
- 1 fire opal worth 50 gp.

G) GUARD BARRACKS:

This room is filled with bunk beds for the remaining guards. Currently there are no gnolls in the room and a

large hallway without doors leads into a larger room, which serves as a nursery/ infirmary.

Crude bunk beds fill this roughly 25-foot by 15-foot rectangle room. Makeshift clothes and leathers hang from the end of the bedposts and several wooden boxes sit at the foot of each bed. A 10-foot wide passage leads out of the room from the South wall.

This barracks is empty of occupants but looks like it could sleep twenty gnolls. In the crude wooden chests PCs will find more clothes and 30 sp. scattered about.

The passage is as follows:

The 10-foot wide passage leading out of the room to the South ends in a closed wooden door.

The closed door is locked and opens into the Nursery/ Infirmary (see H).

H) NURSERY/ INFIRMARY:

This roughly 30-foot by 20-foot room is sealed from the hallway by a locked door constructed of strong wood (Hardness 5, Hit Points 20 hp, Break DC 25 locked).

The nursery/ infirmary is where the women, children and wounded are being held. Currently there are 14 wounded gnolls (who are unable to fight back), 20 gnoll infants 10 mostly non-combative gnoll women and children.

The gnoll women and children will cower away from the PCs but the women will fiercely defend themselves and the children if the PCs attack.

Upon entering this 30-foot by 20-foot room you can see that it is a combination of nursery and infirmary. Severely injured gnolls are lying on beds and are being tended by female gnolls. In the far corner a group of gnoll children appear to be struggling over pieces of a human corpse. Next to the children sits a large pen of baby gnolls. One these infants eye the children contentedly while gnawing on a human head.

🔪 **Domestic gnoll females** (10): CR 1/2; Medium-size humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 11; Atks Pan -4; Dmg Pan 1d4; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8. Skills: Listen +3, Spot +3. Feats: None.

Possessions: Bed or frying pan, keys to the wooden doors.

🔪 **Non-combative gnoll children** (20): CR 1/4; Medium-size humanoid; HD 1d8-4; hp 2; Init +0; Spd 30 ft.; AC 10; Atks None; Dmg Fist None; AL CE; SV Fort +3, Ref +0, Will +0; Str 10, Dex 9, Con 10, Int 7, Wis 10, Cha 8. Skills: Listen +3, Spot +3. Feats: None.

Possessions: None.

THE RETURN JOURNEY

After rescuing the prisoners from the gnoll lair, the PCs will likely return the slaves to Abi-dazier. When the party does this read the following (Adjust accordingly if the characters failed to rescue the slaves):

After rescuing the prisoners from the gnolls, you make your way back down the mountain path. It is not too difficult to retrace your steps back to the place where the path splits at the edge of the foothills.

As you march, the prisoners limp along half-heartedly. Those who can walk support those who cannot as they try and keep up. When you near the edge of mountains and start into the foothills, one of the slaves speaks up quietly "Could you take us out of the mines away from the camp? We would like our freedom. Please have mercy!"

This is a role-playing opportunity. One of the slaves named Dali-shar will plead for the freedom of all of the slaves. If that doesn't work, he will plead for his own freedom. The other slaves will sit quietly while the conversation proceeds.

🔪 **Dali-shar, Human Rogue 1**: CR 1; Medium-size humanoid; HD 1d6; hp 8; Init +6; Spd 30; AC 14 (+2 leather armor and +2 dexterity); Atks +0 melee (1d6 short sword); AL N; SV Fort +0, Ref +4, Wil +0; Str 10, Dex 14, Con 11, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +8, Sense Motive+4, (and other irrelevant skills); Skill Focus-Diplomacy, Toughness.

Equipment: None.

Dali-shar is a young man in his early twenties with brown hair and eyes. He stands 5' 4" and weighs 94 pounds. Dali-shar was caught spying for the Knights of the Watch. He was sentenced to work in the mines for life as punishment (only his noble blood saved him from a death sentence). Dali-shar is against slavery now and will argue how it is cruel. He wants to escape Ket and will ask for help in doing this. A fact he will neglect to mention is that he murdered a number of people before he was caught in an effort to protect his identity.

After the PCs decide what they plan to do in the role-playing situation, continue onward to the section Returning the Slaves, otherwise ask the PCs what they are doing on their journey back. Freeing the slaves will probably not be harmful to PCs who are passing through Ket but this action could come back to haunt native Ketites if it is discovered by the authorities in the future. This is not true of PCs that are foolish enough to return to Abi-dazier after releasing slaves. They are in serious trouble. Note that should the PCs be foolish enough to try and sell the slaves themselves at any market (such as Molvar), they will be caught. (They simply tell people what the PCs have done, and it is obvious from the brands on their backs that they are criminal mining slaves.)

RETURNING THE SLAVES

This section involves the PCs returning the slaves back to the mine overseer. If they do this proceed with the following section. Should the PCs flee with any of the captured slaves (or try to sell them) carefully document what occurred and provide the narration complete with character and player names to the Ket triad POC for consideration of the ramifications of the actions of the characters (if any).

After a long journey you make your way down the path through the foothills. Eventually you reach the ruins of the mining camp and see the keep in the distance. As you approach the keep the guards from the wall hurry down and open the gate. Over a dozen guards emerge and eye the slaves suspiciously. After a few moments the guards usher the slaves into a building inside the keep.

Shortly after the slaves are taken away, one of the guards returns and states "Abi-dazier will see you now." Following the guard you enter the lavish reception room of the overseer of the mines.

"Thank you for returning Ket property to me" states Abi-dazier as he enters the room. "Would you care for some refreshments?" Abi-dazier asks as he rings a bell. Moments later a servant enters the room with a large tray containing an assortment of fruits, pastries, breads and wines.

If the PCs accept Abi-dazier's hospitality and then ask for a reward, he will provide them with one. Should the PCs ask about the reward before the refreshments are consumed, Abi-dazier will frown and mention that there is no need to be rude- all things in time.

PCs with knowledge geography or knowledge local can make a check against DC 25 (DC 15 if the knowledge is specific to Ket) to know that it is not polite to talk business until after the entertainment is provided by both sides. Native Ketites with knowledge geography or local should get this information automatically.

The monetary reward is:

- 25 gold pieces per slave returned alive.
- 10 gold pieces for evidence of each dead slave.

Assuming the PCs have returned to the mine and have spoken to Abi-dazier, Abi-dazier needs to confirm that the story the PCs just gave is true and complete.

After refreshments, Abi-dazier pulls a cord and a bell sounds. Two men clad in arms and armour enter the room carrying a writing desk with ink and paper already prepared upon it. Following them is a man who is obviously a scribe and is soon sitting at the desk and ready to write something on his volumes of paper. After the scribe has made himself comfortable, Abi-dazier addresses your group.

"Now that you are refreshed from your journey, we can deal with the business at hand. Please recount the full story of what has happened since you left Molvar.

The players may start telling the story of what has happened starting at the beginning. For brevity you should have the players sum up to you out of character what they *omit* rather than the story they tell.

Abi-dazier listens intently to your story and repeatedly asks for further details on everything you say. Hours pass. At last there seems nothing left to say and you have answered Abi-dazier's questions as completely as you can.

"Thank you for your aid in this matter, and I apologize profusely for asking you to give such a full account. It is that the circumstances involving the gnoll attack were very odd and any details that you may know could be important. I have but a couple of final questions."

With that Abi-dazier pulls the cord twice and a mullah of the True Faith enters. Abi-dazier nods to the mullah and soon a spell is cast.

The spell is *detect magic*. Ask if the characters have any magic items. The following text assumes the PCs have at least a scroll or something magical. Alter the text if the party doesn't.

The mullah concentrates for a few moments and then points to a few items in your group. Abi-dazier asks you to remove those items and set them on a table 40 feet away.

After you have done so, the mullah then casts another spell. You now feel as though it would be very difficult to speak an untruth.

The spell that was just cast is *zone of truth* (Will save DC:16 to resist). The mullah has five more such spells memorized and two *discern lies* before having to resort to cast them as needed off scrolls.

Abi-dazier requires that each character answer each of these questions to his complete satisfaction. If characters rephrase questions as they answer them, or are otherwise evasive in their answers, Abi-dazier continually follows up with more questions until they give a clear answer. If characters refuse to answer, they are taken away to be properly interrogated. (Magic is used to find out what they know.)

- *"Is there anything you wish to add before I ask any other questions?"*
- *"Other than the reasons you each have already given, are there any other reasons why you came to this area?"*
- *"Is the story that I have been told both true and complete?"*
- *"Have you or your companions ever actively worked against the interests of Ket?"*
- *"Other than assault, have you ever committed a violent crime in Ket that you have never been punished for?"*

If any of these questions result in a "yes", follow up questions are asked until Abi-dazier knows the who, what, when, where, why and how's of the situation.

If the characters deliberately set any of the slaves free, each character who participated will be sentenced to the stocks for a period of 1 month per slave set free, if less than 6 slaves were allowed to go free. If more than 6

slaves were set free, the characters will instead spend 1 month per slave in the mines

"Replacing the labour they so recklessly lost",

Abi-dazier will note that

"I am tempering Justice with mercy, perhaps too much mercy, but in light of the destruction of the Gnoll Band, I have decided that you should eventually be released from the Mines. The men you let free were murderers, rapists, and the worst type of human filth imaginable. You had better hope that none of those slaves you set free, survive to kill again, or you might find that your sentence grows longer with each life lost."

For other things characters are responsible for that took place before this adventure, use Ket laws and your judgement for what is appropriate.

CONCLUSION- ROUTE A

If the PCs destroyed the gnolls that opposed them in the lair, returned the slaves they found (living or dead) and showed proper respect for the cultural customs. Abi-dazier will remember their names later (gaining those PCs 1 influence point). However individual PCs may not get it depending on their answers to Abi-dazier's questions.

The End

ROUND 2 VERSION B

This version of the module is run for those tables that follow the path heading East with the concealed tracks. This path runs parallel to the mountains until it turns south. Parties will then be able to follow the trail of the escaped slaves along the path, down into the fields, through the marshes and finally into the nearby woods. There the heroes will discover the bandit hideout and have a chance to confront them.

The real story behind what happened is that bandits from the Bramblewood Forest enacted plans to free some of their colleagues. Part of the plan involved a master thief who allowed himself to be caught in Molvar knowing that he would be sentenced to work in the mine nearby where a group of captured colleagues had been sent.

He merely waited for his colleagues outside the camp to enact their part of the plan.

Knowing that the supply caravan is crucial to the camp, the bandits staged a raid on the caravan. In addition to obtaining a profit, the bandits knew that the mining camp would send out some of its soldiers in a search for the missing caravan.

As soon as the mine camp sent out their search party, a wizard working for the bandits used a message spell on the shaman of a nearby gnoll camp. At the end of the gnoll's prayer session she heard a growling voice on the wind tell her "You will slaughter the humans at the mines one day west of here, if you leave now." With the military force of the mine significantly reduced, the gnolls still might not have succeeded, but the master thief was warned to start the fire about hour before the gnoll attack commenced by a sending (scroll) from the wizard. Shortly after the slaves emerged from the "fires" in the mine, the gnolls attacked.

As the chaos started, the master thief incited some of the slaves to attack the nearby guards. Undermanned, outnumbered, and attacked on two fronts, the guards retreated into the keep while the victorious gnolls captured as many slaves as they could.

During the confusion the master thief and the men he had been hired to free him remained hidden. After the battle was over, the bandits followed the gnolls at a safe distance as a way of covering their tracks and throwing anyone off the fact that they even escaped.

The bandits thought that this diversion would prevent anyone from learning about their role in the raid. After the raid the bandits traveled through the foothills and into a nearby hideout in the ruins of Shar-Had. There they planned to rest and heal until their companions arrived from the Bramblewood Forest to escort them deep into the woods.

Laying low for one week would be easy, or so the bandits thought. What they didn't plan on was that a group of clever heroes would stumble upon their path, follow the trail of the bandits and track them back to their temporary hideout. It will be up to the PCs to determine what course of action they take when they reach the hideout.

The plan was excellent and would have worked brilliantly were it not for the inquisitiveness of the PCs. Now the PCs follow the path that will lead not only to a hideout and a fierce fight, but perhaps to the discovery of a much larger secret...

FOLLOWING THE EAST THEN SOUTH PATH

This section deals with the PCs following the Southern path that parallels the foothills.

After travelling down the path for almost half a mile you come to a place with thick bushes. The path continues on to the South.

If the PCs search in the bushes at the side of the path they will find discarded branches with leaves (used to cover tracks, as any tracker would know). A wilderness lore check at DC 10 will allow the PCs to find the tracks of the group heading on the path to the South and around the side of the road (have the PCs make this check only if they still haven't found the tracks). Should the PCs continue, proceed. If they decide to go back to the juncture and take the other path, proceed to Round 2 Version A.

You follow the tracks for many hours through the foothills. Several times you stop and spend time searching for the tracks when it appears that you lost them on your way. Eventually you follow the tracks off the path to the edge of the foothills. After some searching you find that the tracks continue south into the grasslands.

If the party continues into the grassland following the tracks, proceed:

INTO THE GRASSLAND

The party will not have any trouble following the tracks of the bandits. The path will lead them into the woods.

After following the tracks for a couple more hours you find the tracks approaching a line of trees to the South.

MEETING THE TRAVELERS

From the woods you see a group of about a dozen humans emerge. A few of the men near the rear of the group lead mules that are loaded with sacks while others near the front appear to be heavily armoured. The armoured men halt the group and stare at you for a moment.

From the woods the PCs will see a group of travelers emerging. The travelers are merchants with an armed guard and they are not associated with the bandits. The travelers also do not know anything about the bandits. How the Travelers react to the PCs will depend on the

initial reactions of the PCs as well as their group composition.

Groups comprised of mostly Ketite natives who react in a friendly, peaceful manner will be treated to a conversation and a meal. Groups comprised of mostly non-Ketite natives who do not try and react friendly (diplomacy DC 15), groups with many half-orcs (or other monstrous races) or hostile individuals will be attacked by the men if they attempt to attack or approach. If the characters do not approach, the traders will watch them warily for a few minutes before turning west and continuing their journey.

The leader of the caravan, Jarid Asal, will invite friendly groups to settle in and dine with him and his men. Jarid is a wealthy merchant who is returning from his latest trading expedition. As a somewhat cautious merchant, he does not travel with much wealth beyond that which he needs to sustain his men. Since this expedition is returning to Molvar, they have spent most of their wealth so enterprising heroes looking for loot will not find much. This is not the caravan that Abi-dazier mentioned was late. This caravan does not go to the mine.

Jarid Asal will ask the PCs to tell him about themselves. He will also ask what news the PCs might have heard. Jarid will state that he is but a simple merchant from Molvar returning from a trade he conducted in Polvar. Jarid knows the following bits of information that he will divulge during the meal with the PCs:

- The gnolls in the nearby Yatil's have been restless I hear ever since that strange cry was heard echoing from the mountains.
- No one knows what the cry was although some now think that maybe it was someone or something trying to incite the gnolls to attack.
- Lately bandits from the Bramblewood Forest have become increasingly bold in their attacks. They even reportedly have been attacking well-guarded supply caravans. Needless to say I will not travel near that forest until the bandits are dealt with.

Tactics: The characters begin at a distance of 420 feet, half-orcs (and other monstrous creatures) who attempt to approach peacefully will be given a single warning shot. Traders should be considered “unfriendly” (See *Dungeon Master's Guide* page 149) to half-orcs (and other monstrous creatures) because of the frequent attacks by orcs, bandits and barbarians from the nearby mountains.

Should the PCs give Jarid's band a reason to attack or should the PCs attack, the travelers will yell “Bandits” and fight fiercely. They will use tactics such as hiding behind trees in the woods and shooting at the PCs as they charge across the open field. The travelers have the following statistics:

☛ **Jarid Asal:** Male human Rog4; CR 4; Medium-size humanoid; HD 4d6; hp 19; Init +6; Spd 30; AC 14 (touch 12, flat-footed 14); Atk +3 melee (1d6/19-20, short sword);

SA: Sneak Attack +2d6; SQ: Evasion, Uncanny dodge; AL N; SV Fort +1, Ref +6, Wil +3; Str 10, Dex 14, Con 11, Int 12, Wis 14, Cha 14.

Skills and Feats: Diplomacy +9, Sense Motive +9; Improved Initiative, Skill Focus (Diplomacy), Toughness.

Sneak attack (Ex): +2d6.

Evasion (Ex): No damage from successful reflex saves.

Uncanny dodge (Ex): Retains dex bonus to armour class even when flat-footed.

Possessions: Short sword, leather armor, pouch with 55 lances (sp).

☛ **Animal Handlers** (4): Male human Exp1; CR 1/2; Medium-size humanoid; HD 1d6 +3; hp 7; Init +1; Spd 30; AC 13 (touch 11, flat-footed 12); Atk +0 melee (1d6/19-20, short sword); AL N; SV Fort +0, Ref +1, Wil +2; Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 14.

Skills and Feats: Animal Handling +6, Sense Motive +4; Skill Focus (Animal Handling), Toughness.

Possessions: Short sword, leather armor, mule, 5 lances (sp).

☛ **Caravan Guards** (6): Male human War2; CR 1; Medium Humanoid; HD 2d8; hp 13; Init +1; Spd 20 ft. (scale mail); AC 17 (touch 11, flat-footed 16) [[+1 Dex, +4 scale mail, +2 large steel shield]]; Atk +4 melee (1d6+2 [17-20]); +2 ranged (1d6 [x3] shortbow); AL N; SV Fort +5, Ref +1, Will +2; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +0, Jump +0, Ride +5, Listen +2, Spot +2, Search +2. Weapon Focus (Scimitar), Iron Will.

Possessions: Scale mail, scimitar, large steel shield, shortbow, quiver with 20 arrows, 15 lances (sp).

☛ **Mules** (8): hp 22; See *Monster Manual* page 200; Each carrying 22 lbs. of linen, 200 lbs. of flour, 40 lbs. of tea.

Development: Killing these traders is murder even if it was by mistake.

INTO THE MARSH

The tracks lead into and eventually through the woods. As you emerge from the other side, you follow the tracks across the grasslands, once more.

As the hours slip by, the tracks become visibly easier to follow in the soft ground and you find yourself making steady progress. After a few more hours you reach the edge of the marsh. The tracks become even easier to spot in the muddy ground and they continue onward into the marsh following areas of raised ground.

When the party enters the swamp, continue onward to the next section.

This section deals with the party entering into the marsh as they follow the trail of the bandits. Read the following:

You have been trudging through the muck of the marsh for over an hour. Insects buzz around your face as the sun beats unmercifully down upon you. After a brief pause you prepare to follow the tracks again when sudden movement in the reeds ahead catches your attention.

At this point two snakes rear up directly in front of the party. They are protecting their nest and will attack the PCs unless someone in the party with animal empathy or speak with animals immediately attempts a peaceful resolution. Any conflict will attract four other nearby snakes.

Using animal empathy requires a successful check against DC 15 and then having the party circle around the nest in order to avoid a fight. Casting speak with animals will allow the PC to learn that they need to go away. If the PCs obey the snakes, combat can be avoided.

TIER 1

🐍 **Snake, Medium-Size Viper (6):** hp 9; see *Monster Manual* pages 200 & 202.

TIER 2

🐍 **Snake, Large Viper (6):** hp 13; see *Monster Manual* pages 200 & 202.

TIER 3

🐍 **Snake, Huge Viper (6):** hp 22; see *Monster Manual* pages 200 & 202.

Once the party either avoids this encounter, befriends the snakes or defeats them they can continue to follow the tracks and proceed on to the next section.

If the party defeats the snakes or calms them, they can retrieve the potion cache that is close to the nest (the remaining possessions of a long since eaten meal):

- *Potion of vision* (150 gp)
- 2 *potions of cure light wounds* (50 gp each)
- *Potion of jump* (50 gp)

INTO THE WOODS

When the PCs decide to follow the tracks of the bandits into the woods, continue:

You follow the muddy tracks through the grasslands and into the woods. After an hour of twisting through the woods you eventually reach the edge of a large clearing.

In the distance you can see the ruins of a walled compound. The walls are riddled with holes and overgrown with vegetation. Inside you can barely see the remains of a large and small building.

This is the ruins of Shara-Had, an abandoned monastery that the bandits have chosen to hide in for the

week. When the PCs proceed into the monastery, continue into the next section titled The Ruins of Shara-Had.

THE RUINS OF SHARA-HAD

The ruins of Shara-Had are the long abandoned remains of a small monastery that was constructed of granite. There are many smaller holes in the exterior walls and buildings and a few major holes surrounded by debris. The ceilings of the buildings have long since collapsed littering the floor of the ruins with rocks and some large piles of stone. One area of the smaller building still has a slight overhanging section of roof that provides some shelter to the roughly constructed beds that the bandits are sleeping on.

The bandits are not expecting trouble so they have a minimal level of watch set. One bandit rests atop the roof of the barn and peers down at the front gate. Occasionally the sentry looks around the rest of the compound and it would be an opposed roll of the sentry's spot and listen versus approaching PCs move silently and hide rolls. Please apply modifiers to the rolls based on environmental factors (such as if the PCs are sneaking in without light during the night).

PCs who scout the monastery can make a spot check to notice the sentry on the roof of the barn. It should be much more difficult for the PCs to see the sentry unless they scout from a treetop or from the air.

PCs can use horse for combats that occur outdoors but they will have to restrict the movements of the mount to 60 ft. a round or less due to the unstable, rocky terrain

The bandits generally have one of their healthy number serve as a sentry while the others rest. The sentry is located on the intact section of roof over the barn. This sentry is generally seated with his bow next to him. PCs who either conduct an aerial reconnaissance or climb a tree to scout the complex can see the sentry on a DC 10 spot check.

Each section of the monastery is described below:

A) MONASTERY ENTRANCE:

The remains of the massive, closed double doors leading into the ruins are riddled with holes. Pieces of wood that are rotting into mulch lie scattered about the entryway. Beyond the gate you see the crumbling remains of a larger building lying in the courtyard ahead. A smaller ruined building sits to your right.

Essentially the boxed text assumes that the party enters from the front gate. If the party enters the complex from one of the larger holes indicated on the exterior walls, then adjust the description accordingly.

The exterior walls used to be 15 feet tall and the door in the gate was 10 feet tall. The party should be able to easily enter the compound by pushing the front door open (it is too rotted to lock) or by entering through one of the holes.

Caltrops are positioned at each major hole in the exterior wall to the compound. If the PCs state that they

are looking on the ground they will easily spot the objects. Otherwise a PC must make a spot check at DC 15 or the person in the lead will be attacked by the caltrops at a wall breach as they step on them (see PHB for rules).

B) BARN:

This small stone building looks as if it might have been one large room of some kind. A few small holes exist in the outer walls and the roof appears to have collapsed in the center. The front double doors appear to be somewhat sturdy, perhaps newer than the rest of the building.

When the party tries to enter the barn they will discover that the doors are barred from the inside. The bandits have repaired the front door in order to secure it from intrusion. PCs who have the capability, can climb the barn walls and peer into the building through the massive holes in the roof.

The doors to the barn have the following stats: Hardness 5, Hit Points 20 hp, Break DC 25 locked. If the PCs try and either pick the lock or bash down the door, the bandits will climb the walls from the inside and shoot at the PCs from the roof (assuming the bandits make their listen rolls to hear the PCs).

Once the PCs enter the barn, read the following:

The inside of this open room is filled with rubble. You also see two sets of bunk beds underneath an intact section of roof against one wall. Several pairs of clothes hang from the ends of the beds. Against the opposite wall appears to be a large washtub.

When the party finally enters this room, the rogues here will try and hide in order to sneak attack the party (unless the rogues have already climbed to the roof of the building and attacked with their bows). Two more rogues lie helpless on beds from their injuries and sickness. They are not included below since they are unable to act.

TIER 1 (EL 4):

➤ **Bandits** (4): Male human Rog1; CR 1; Medium-size Humanoid; HD 1d6+4; hp 7; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +0 melee (1d6/18-20, rapier); +3 ranged (1d6/x3 shortbow); SA Sneak attack +1d6; AL NE; SV Fort +1, Ref +5, Will +0; Str 10, Dex 16, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Move Silently +7, Hide +7, Climb +4, Listen +4, Search +4, Spot +4, Pick Pocket +7; Improved Initiative, Toughness.

Sneak attack (Ex): +1d6 damage.

Possessions: Leather, rapier, shortbow, quiver with 12 arrows.

TIER 2 (EL 7):

➤ **Bandits** (4): Male human Rog3; CR 3; Medium-size Humanoid; HD 3d6+6; hp 16; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6/18-20, rapier); +5 ranged (1d6/x3, shortbow); SA Sneak attack +2d6; SQ Evasion, Uncanny dodge; AL NE; SV Fort +2,

Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Move Silently +9, Hide +9, Climb +6, Listen +6, Search +6, Spot +6, Pick Pocket +9; Improved Initiative, Toughness, Weapon Finesse (Rapier).

Sneak attack (Ex): +2d6 damage.

Evasion (Ex): Take no damage with successful Reflex save for half.

Uncanny Dodge (Ex): Retains Dex bonus to AC even when caught flat-footed.

Possessions: Leather, rapier, shortbow, quiver with 12 arrows.

TIER 3 (EL 9):

➤ **Bandits** (4): Male human Rog5; CR 3; Medium-size Humanoid; HD 5d6+8; hp 25; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 melee (1d6/18-20, rapier); +6 ranged (1d6/x3, shortbow); SA Sneak attack +3d6; SQ Evasion, Uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +2; Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Move Silently +11, Hide +11, Climb +8, Listen +9, Search +8, Spot +9, Pick Pocket +11; Improved Initiative, Toughness, Weapon Finesse (Rapier).

Sneak attack (Ex): +3d6 damage.

Evasion (Ex): Take no damage with successful Reflex save for half.

Uncanny Dodge (Ex): Retains Dex bonus to AC even when caught flat-footed.

Possessions: Leather, rapier, shortbow, quiver with 12 arrows.

After the PCs defeat the bandits, they can search the barn. A thorough search through the rubble will allow the party to find six coin purses filled with a total of 72 stags (sp).

C) MONASTERY RUINS:

The monastery ruins are much worse off than the barn. In several places the walls have gaping holes and the front doors are broken off their hinges. Inside the monastery ruins rubble covers the floor making it more difficult to move silently (-2 to any checks). Large piles of what remains of the fallen roof and internal walls are situated within the building.

Off to one side of a line of rubble sits a couple of wooden crates. A couple of barrels and a table with chairs sit in this area as well. Against one pile of rubble sits an iron pot resting over a small fire pit.

As you approach the remains of the larger building it becomes easy to see inside through the gaping holes in the walls. The inside of the building is filled with large piles of fallen rock and debris. Starlight (Sunlight) from above illuminates the ruin through the hole where the roof of the building once stood.

If the players succeed at a move silently roll opposed by the listen rolls of the two leaders, they can sneak up on

them. The leaders are sitting at the table studying a map, which they will burn if given a chance. The leaders will also blow out the dim light and try and hide in ambush for the party if they hear any noise.

TIER 1 (EL 5):

➤ **Calihm:** Male human Rog3; CR 3; Medium-size Humanoid; HD 3d6+9; hp 19; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 16); Atk +7 melee (1d6/18-20, rapier); +6 ranged (1d6/x3, shortbow); SA Sneak attack +2d6; SQ Evasion, Uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +1; Str 11, Dex 18, Con 14, Int 10, Wis 11, Cha 11.

Skills and Feats: Move Silently +10, Hide +10, Climb +6, Listen +6, Search +6, Spot +6, Pick Pocket +9; Improved Initiative, Toughness, Weapon Finesse (Rapier).

Sneak attack (Ex): +2d6 damage.

Evasion (Ex): Take no damage with successful Reflex save for half.

Uncanny Dodge (Ex): Retains Dex bonus to AC even when caught flat-footed.

Possessions: Leather, masterwork rapier, shortbow, quiver with 14 arrows.

➤ **Assad:** Male human Ftr3; CR 3; Medium-size Humanoid; HD 3d10+6; hp 22; Init +1; Spd 20 ft. (scale mail); AC 17 (touch 11, flat-footed 16); Atk +6 melee (1d8+2/19-20, longsword); +4 ranged (1d6 [x3] shortbow); AL NE; SV Fort +5, Ref +2, Will +3; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +0, Jump +0, Ride +5, Listen +2, Spot +2, Search +2; Power Attack, Cleave, Sunder, Iron Will, Weapon Focus (Longsword).

Possessions: Scale, longsword, shield, shortbow, quiver with 14 arrows.

TIER 2 (EL 7)

➤ **Calihm:** Male human Rog5; CR 5; Medium-size Humanoid; HD 5d6+13; hp 30; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 16); Atk +8 melee (1d6+1/18-20, rapier); +7 ranged (1d6/x3, shortbow); SA Sneak attack +3d6; SQ Evasion, Uncanny dodge; AL NE; SV Fort +3, Ref +8; Will +1; Str 12, Dex 18, Con 14, Int 10, Wis 11, Cha 11.

Skills and Feats: Move silently +12, Hide +12, Climb +8, Listen +8, Search +8, Spot +8, Pick Pocket +11; Improved Initiative, Toughness, Weapon Finesse (Rapier).

Sneak attack (Ex): +3d6 damage.

Evasion (Ex): Take no damage with successful Reflex save for half.

Uncanny Dodge (Ex): Retains Dex bonus to AC even when caught flat-footed.

Possessions: Leather, masterwork rapier, shortbow, quiver with 14 arrows.

➤ **Assad:** Male human Ftr5; CR 5; Medium-size Humanoid; HD 5d10 +10; hp 37; Init +1; Spd 20 ft. (chain mail); AC 18 (touch 11, flat-footed 17); Atk +9 melee (1d8+5/19-20, longsword); +6 ranged (1d6/x3, shortbow); AL NE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +2, Jump +2, Ride +7, Listen +3, Spot +3, Search +3; Power Attack, Cleave, Sunder, Iron Will, Great Cleave, Weapon Focus (Longsword), Weapon specialization (Longsword).

Possessions: Chain mail, longsword, shield, shortbow, quiver with 14 arrows.

TIER 3

➤ **Calihm:** Male human Rog7; CR 7; Medium-size Humanoid; HD 7d6+17; hp 41; Init +8; Spd 30 ft.; AC 16 (touch 12, flat-footed 16) [[+4 Dex, +2 leather armour]]; Atk +10 melee (1d6+1 [19-20] rapier); +9 ranged (1d6 [x3] shortbow); SA Sneak attack +4d6; SQ Evasion, Uncanny dodge; AL NE; SV Fort +4, Ref +9; Will +2;

Str 12, Dex 18, Con 14, Int 10, Wis 11, Cha 11.

Skills and Feats: Move silently +14, Hide +14, Climb +10, Listen +10, Search +10, Spot +10, Pick Pocket +13; Improved Initiative, Toughness, Weapon Finesse (Rapier), Blind-Fight.

Sneak attack (Ex): +4d6 damage.

Evasion (Ex): Take no damage with successful Reflex save for half.

Uncanny Dodge (Ex): Retains Dex bonus to AC even when caught flat-footed and cannot be flanked.

Possessions: Leather, masterwork rapier, shortbow, quiver with 14 arrows.

➤ **Assad:** Male Human Ftr7; CR 7; Medium-size Humanoid; HD 7d10+14; hp 52; Init +1; Spd 20 ft. (scale mail); AC 19 (touch 11, flat-footed 18); Atk +11/+6 melee (1d8+5/19-20, longsword); +8/+3 melee (1d6/x3, shortbow); AL NE; SV Fort +7, Ref +5, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4, Jump +4, Ride +9, Listen +4, Spot +4, Search +4; Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Sunder, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: Banded mail, longsword, shield, shortbow, quiver with 14 arrows.

After the fight, the party can search the two leaders. Each will have their personal equipment and a pouch containing 20 lions (gp). Player Handout #1 will be on the table if it is not destroyed.

Development: If the characters loose, they are out of play. Report the loss to the Ket Triad and have the players contact the Ket Triad.

THE JOURNEY HOME

This section involves the PCs returning the slaves back to the mine overseer. If they do this proceed with the following section. Should the PCs flee with any of the captured slaves (or try to sell them) carefully document what occurred and provide the narration complete with character and player names to the Ket triad POC for consideration of the ramifications of the actions of the characters (if any).

After defeating the ruffians held up in the ruins, you start to make your way back to the mining camp. Although you have not rescued any missing slaves from gnolls, some of them seem to be slaves, but your best guess is that you have defeated some brigands who might have been preying upon the mines supply wagons.

After a long journey you make your way up the path through the foothills. Eventually you reach the ruins of the mining camp and see the keep in the distance. As you approach the keep the guards from the wall hurry down and open the gate. Over a dozen guards emerge and eye the slaves suspiciously.

If the characters are returning with captives, the guards will try to relieve the characters of them, thinking they are recovered slaves:

After a few moments the guards usher your captives into a building inside the keep.

Shortly after the captives are taken away, one of the guards returns and states "Abi-dazier will see you now." Following the guard you enter the lavish reception room of the overseer of the mines.

"Thank you for returning Ket property to me" states Abi-dazier as he enter the room. "Would you care for some refreshments?" Abi-dazier asks as he rings a bell. Moments later a servant enters the room with a large tray containing an assortment of fruits, pastries, breads and wines.

If the PCs accept Abi-dazier's hospitality and then ask for a reward, he will provide them with one. Should the PCs ask about the reward before the refreshments are consumed, Abi-dazier will frown and mention that there is no need to be rude- all things in time.

PCs with knowledge geography or knowledge local can make a check against DC 25 (DC 15 if the knowledge is specific to Ket) to know that it is not polite to talk business until after the entertainment is provided by both sides. Native Ketites with knowledge geography or local should get this information automatically.

The monetary reward is:

- 25 gold pieces per person (including bandits, but not travelers) returned alive.
- 10 gold pieces for evidence of each dead slave.
- 300 gold pieces for the map.

Assuming the PCs have returned to the mine and have spoken to Abi-dazier, Abi-dazier needs to confirm that the story the PCs just gave is true and complete.

After refreshments, Abi-dazier pulls a cord and a bell sounds. Two men clad in arms and armour enter the room carrying a writing desk with ink and paper already prepared upon it. Following them is a man who is obviously a scribe and is soon sitting at the desk and ready to write something on his volumes of paper. After the scribe has made himself comfortable, Abi-dazier addresses your group.

"Now that you are refreshed from your journey, we can deal with the business at hand. Please recount the full story of what has happened since you left Molvar.

The players may start telling the story of what has happened starting at the beginning. For brevity you should have the players sum up to you out of character what they omit rather than the story they tell.

"Even though you have not recovered the slaves taken by the gnolls, you have done Ket a much greater service

Abi-dazier listens intently to your story and repeatedly asks for further details on everything you say. Hours pass. At last there seems nothing left to say and you have answered Abi-dazier's questions as completely as you can.

"Thank you for your aid in this matter, and I apologize profusely for asking you to give such a full account. It is that the circumstances involving the gnoll attack were very odd and any details that you may know could be important. I have but a couple of final questions."

With that Abi-dazier pulls the cord twice and a mullah of the True Faith enters. Abi-dazier nods to the mullah and soon a spell is cast.

The spell is *detect magic*. Ask if the characters have any magic items. The following text assumes the PCs have at least a scroll or something magical. Alter the text if the party doesn't.

The mullah concentrates for a few moments and then points to a few items in your group. Abi-dazier asks you to remove those items and set them on a table 40 feet away. The mullah then casts another spell. You now feel as though it would be very difficult to speak an untruth.

The spell that was just cast is *zone of truth* (Will save DC 16 to resist). The mullah has five more such spells memorized and two *discern lies* before having to resort to cast them as needed off scrolls.

Abi-dazier requires that each character answer each of these questions to his complete satisfaction. If characters rephrase questions as they answer them, or are otherwise evasive in their answers, Abi-dazier continually follows up with more questions until they give a clear answer. If characters refuse to answer, they are taken away to be properly interrogated. (Magic is used to find out what they know.)

- "Is there anything you wish to add before I ask any other questions?"
- "Other than the reasons you each have already given, are there any other reasons why you came to this area?"
- "Is the story that I have been told both true and complete?"

- “Have you or your companions ever actively worked against the interests of Ket?”
- “Other than assault, have you ever committed a violent crime in Ket that you have never been punished for?”

If any of these questions result in a “yes”, follow up questions are asked until Abi-dazier knows the who, what, when, where, why and how's of the situation.

If the characters deliberately set any of the slaves free, each character who participated will be sentenced to the stocks for a period of 1 month per slave set free, if less than 6 slaves were allowed to go free. If more than 6 slaves were set free, the characters will instead spend 1 month per slave in the mines *“Replacing the labour they so recklessly lost”*, Abi-dazier will note that *“I am tempering Justice with mercy, perhaps too much mercy, I have decided that you should eventually be released from the Mines. The men you let free were murderers, rapists, and the worst type of human filth imaginable. You had better hope that none of those slaves you set free, survive to kill again, or you might find that your sentence grows longer with each life lost.”*

For other things characters are responsible for that took place before this adventure, use Ket laws and your judgement for what is appropriate.

CONCLUSION- ROUTE B

If the PCs brought back the dead slaves that escaped. Abi-dazier will remember their names later (gaining those PCs 1 influence point). If the PCs bring back someone alive who can give him details of what happened, Abi-dazier makes sure to remember who the PCs are and what they did (gaining those PCs 2 influence points). However individual PCs may not get it depending on their answers to Abi-dazier's questions.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

ROUND 1 EXPERIENCE

The Escapee

Defeating the giant ants	50 xp
The escapee survived	50 xp
Obtaining information from the escapee	50 xp

The Mining Camp (and related encounters)

Searching the ruins of the mining camp	25 xp
Obtaining information from mine guards	25 xp
Learning information from Abi-dazier	50 xp

Dead Men and Rats Tell Tales

Discovering the dead body	25 xp
Dealing with the dire rats (peaceably or otherwise)	25 xp
Discovering that a second group headed East	50 xp
Figuring out that the avalanche was triggered by the dead man	25 xp

Sub-Total xp for Round 1 375 xp

ROUND 2- ROUTE A EXPERIENCE

Dealing With the Patrol

Defeating gnoll patrol	25 xp
Preventing lair from being alerted	25 xp

Into the Gnoll Lair

Surviving the pit trap in section A	25 xp
Surviving the steam vent traps in section B	25 xp

Inside the Lair

Defeating Gargrell	75 xp
Defeating Razrok	75 xp
Defeating gnolls from section D	25 xp
Defeating gnolls from section E	25 xp
Rescuing slaves from gnolls	25 xp

The Hidden Chambers

Discovering section F	25 xp
Discovering sections G & H	25 xp

The Return Journey

Not getting tricked by the slaves	25 xp
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Returning the Slaves

Returning to Abi-dazier if you have nothing to hide	100 xp
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OR

Not returning to Abi-dazier if you have something to hide	100 xp
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Discretionary roleplaying award	0-100 xp
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Total possible xp for Route B 975 xp

ROUND 2- ROUTE B EXPERIENCE

Following the East then South Path

Following the bandits trail into the plains	25 xp
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Meeting the Travelers

Finding out what the travelers know (and don't)	25 xp
Not attacking the travelers in error	50 xp

Or

Defeating the travelers knowing full well the PCs are engaging in banditry 50 xp

Into the Marsh

Dealing with the vipers (peaceably or otherwise) 25 xp

The Ruins of Shara-Had

Entering hideout without alerting bandits 25 xp

Defeating the rogues in the barn 75 xp

Defeating Calihm 75 xp

Defeating Assad 75 xp

Giving the map to Abi-dazier 50 xp

The Journey Home

Returning to Abi-dazier if you have nothing to hide 100 xp

OR

Not returning to Abi-dazier if you have something to hide 100 xp

Discretionary roleplaying award 0-100 xp

Total possible xp for Route B 1000 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

ROUND 1 TREASURE SUMMARY

The Mining Camp

- 25gp/10gp for returning Kalim alive/dead

Dead Men and Rats Tell Tales

- Four Dire Rats: PCs can gain these animals as companions with *animal friendship*. Note it on the character's logsheet, and that the animal was on the Treasure Summary for the adventure.

ROUND 2- VERSION A TREASURE SUMMARY

Each standard gnomish has the following equipment that can be sold at half value:

- 1 suit of scale mail, 50 gp each. 30 lbs. each.
- 1 large steel shield, 20 gp each. 15 lbs. each.
- 1 battleaxe, 10 gp each. 7 lbs. each.
- 1 shortbow, 30 gp each. 2 lbs. each.
- 1 quiver of 20 arrows (1 gp). 3 lbs.

Dealing With the Patrol

- Masterwork Silver Falchion (415gp; Large; Weapon; YES; Unusual; 16 lbs.): This finely crafted silver falchion has Al'Akbar's symbol of the cup and talisman etched into the blade's surface. The handguard of this blade is made of nickel and is shaped in the form of a wolf's paw. The leather wrapping the steel handle is well worn and requires replacement. This falchion's pommel is shaped in the form of a wolf's head. It appears as though small gems once studded the handguard and pommel's surface, but were pried off long ago.
- Scale mail (50gp)
- Shortbow (30gp)
- 1 quiver of arrows (1gp)

Inside the Lair

- Masterwork Spiked Chain (325 gp; Large; Weapon; YES; Unusual; 15 lbs.): This masterwork chain has links that are both very strong and very sharp. These links tear at the flesh of opponents when they hit, and have the unpleasant side effect of being hard to clean.
- Masterwork Scimitar (315gp; Medium; Weapon; YES; Unusual; 16 lbs.): This expertly crafted scimitar is made for functionality. It is made of steel and has a simple yet elegant design.
- Scale Mail (50 gp)

- Large steel shield (20 gp)
- Shortbow (30gp)
- 1 quiver of arrows (1gp)
- Pouch of caltrops

The Hidden Chambers (Room F)

- 430 sp.
- 1 black agate worth 10 gp.
- 1 yellow topaz worth 15 gp.
- 1 red garnet worth 25 gp.
- 1 fire opal worth 50 gp.

The Hidden Chambers (Room G)

- 30 sp.

Returning the Slaves

- 25 gold pieces per slave returned alive. (max possible 350 gp. if the PCs rescue the remaining slaves before more are eaten)
- 10 gold pieces for evidence of each dead slave. (4 are dead to start with, plus 1 dead in gully.)

Conclusion- Route A

- Influence point with the Military of Ket (ogp; N/A; 1; YES; Unusual; 0 lbs.): This point will be useful in future adventures and meta-campaign aspects dealing with the Ketite Military. When going through the proper channels somebody will remember your character's name and what he or she did, and may be willing to do a favor in the future.

ROUND 2- VERSION B TREASURE SUMMARY

Meeting the Travelers

- Ill gotten trade goods with a total value of 800gp.

Into the Marsh

- Six Vipers (see Tier for size): PCs can gain these animals as companions with *animal friendship*. Note it on the character's logsheet, and that the animal was on the Treasure Summary for the adventure.
- *Potion of vision* (150 gp; Tiny; Potion; YES; Common; 0 lbs.): Drinking this potion grants the imbiber the ability to notice acute details with great accuracy (+10 to his Search checks for 1 hour). See pg 192 of the DMG for description. The vial storing the potion is made of metal and fitted with a tight stopper. This potion will expire 18 months after it was obtained.
- *Potion of cure light wounds* (50gp; Tiny; Potion; YES; Common; 0 lbs.): This potion contains the spell Cure Light Wounds cast at 1st level. The vial storing the potion is made of metal and fitted with a tight

stopper. This potion will expire 18 months after it was obtained.

- *Potion of cure light wounds* (50gp; Tiny; Potion; YES; Common; 0 lbs.): This potion contains the spell Cure Light Wounds cast at 1st level. The vial storing the potion is made of metal and fitted with a tight stopper. This potion will expire 18 months after it was obtained.
- *Potion of jump* (50 gp; Tiny; Potion; YES; Common; 0 lbs.): This potion contains the spell Jump cast at 1st level. The vial storing the potion is made of metal and fitted with a tight stopper. This potion will expire 18 months after it was obtained.

The Ruins of Shara-Had

Barn

- 4 suits of leather, 10 gp each. 15 lbs. each.
- 4 rapiers, 20 gp each. 3 lbs. each.
- 4 shortbows, 30 gp each. 2 lbs. each.
- 2 quivers of 20 arrows, 1 gp each. 3 lbs. each.
- 72 sp scattered amongst rubble in the barn

Ruins

- Leather (10 gp). 15 lbs.
- Shortbow (30 gp). 2 lbs.
- Pouch with 60 sp
- Scale armor (50 gp). 30 lbs.
- Longsword (15 gp). 4 lbs.
- Large Steel Shield (20 gp). 15 lbs.
- Shortbow (30 gp). 2 lbs.
- Pouch with 60 sp
- Quiver of 20 arrows (1 gp). 3 lbs.
- Masterwork Rapier (320 gp; Medium; Weapon; YES; Unusual; 3 lbs.): This weapon of obvious foreign make is very flexible despite the blood grove running along its surface.

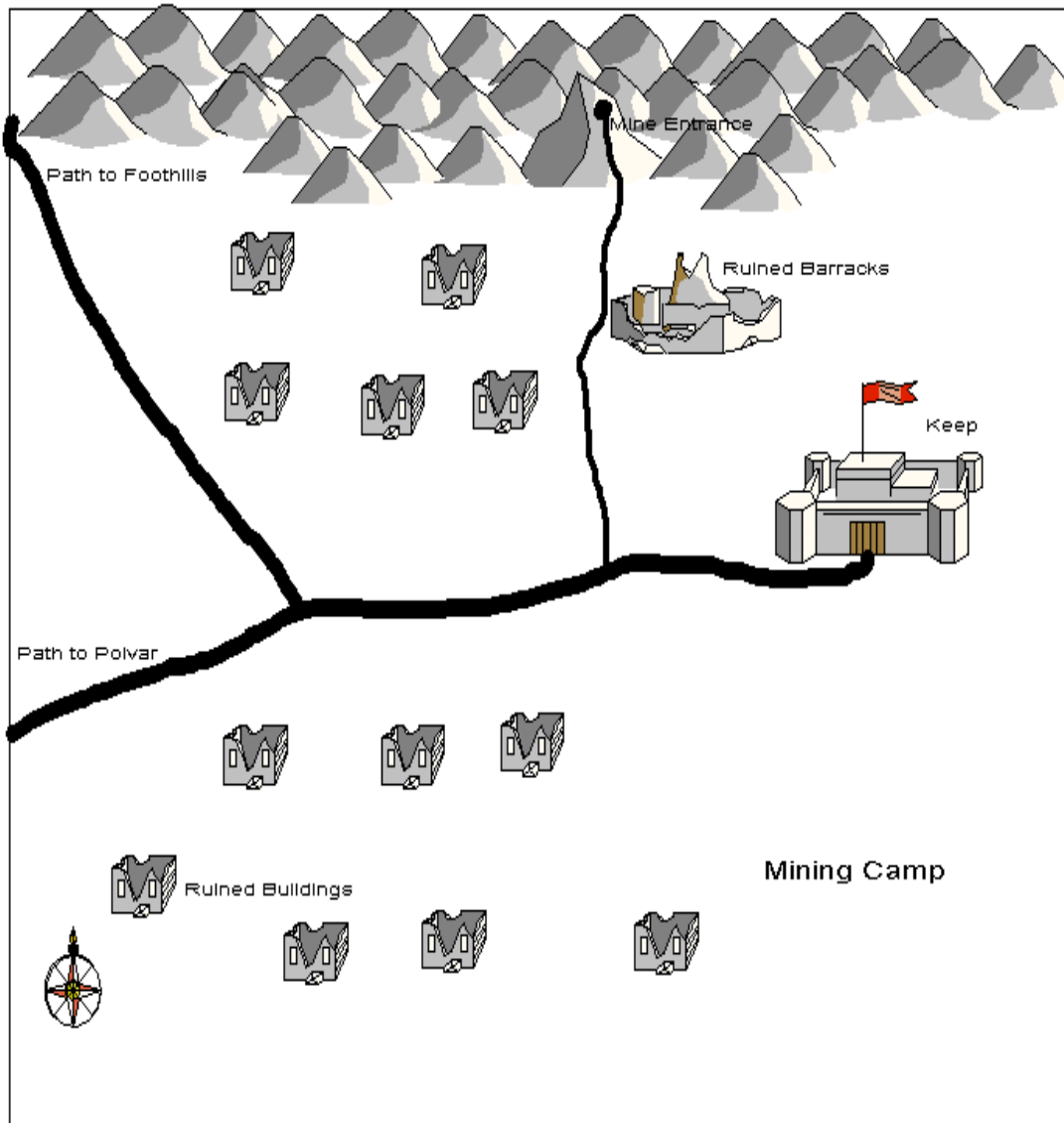
The Journey Home

- 25 gold pieces per bandit/ slave returned alive.
- 300 gold pieces from the Ketite government (awarded from Abi-dazier) if the PCs recovered the map and presented it to Abi-dazier.

Conclusion- Route A

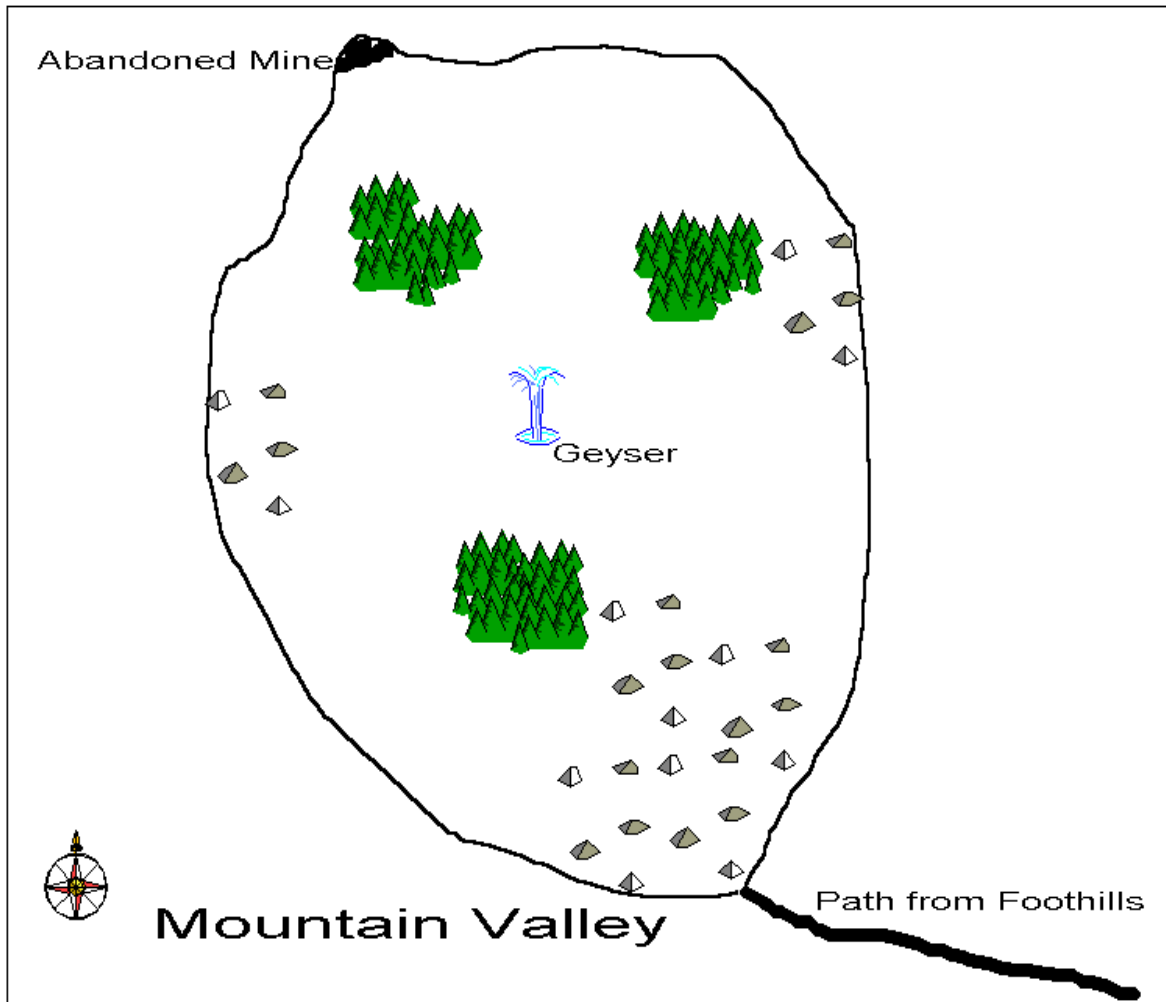
- Two Influence points with the Military of Ket (ogp; N/A; 2; YES; Unusual; 0 lbs.): These points will be useful in future adventures and meta-campaign aspects dealing with the Ketite Military. When going through the proper channels somebody will remember your character's name and what he or she did, and may be willing to do a favor in the future.

MAP #1- THE MINING CAMP

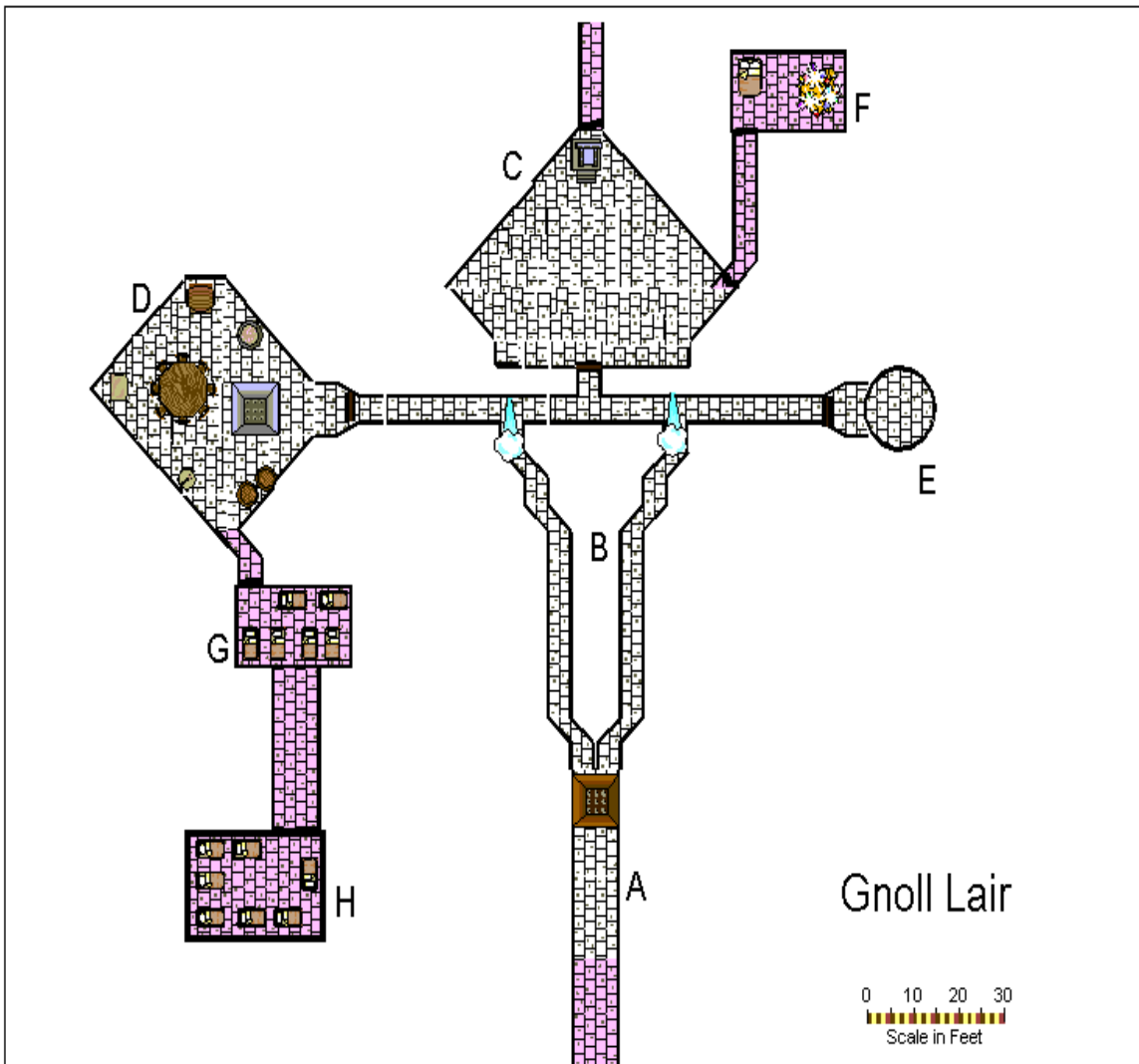


Mining Camp

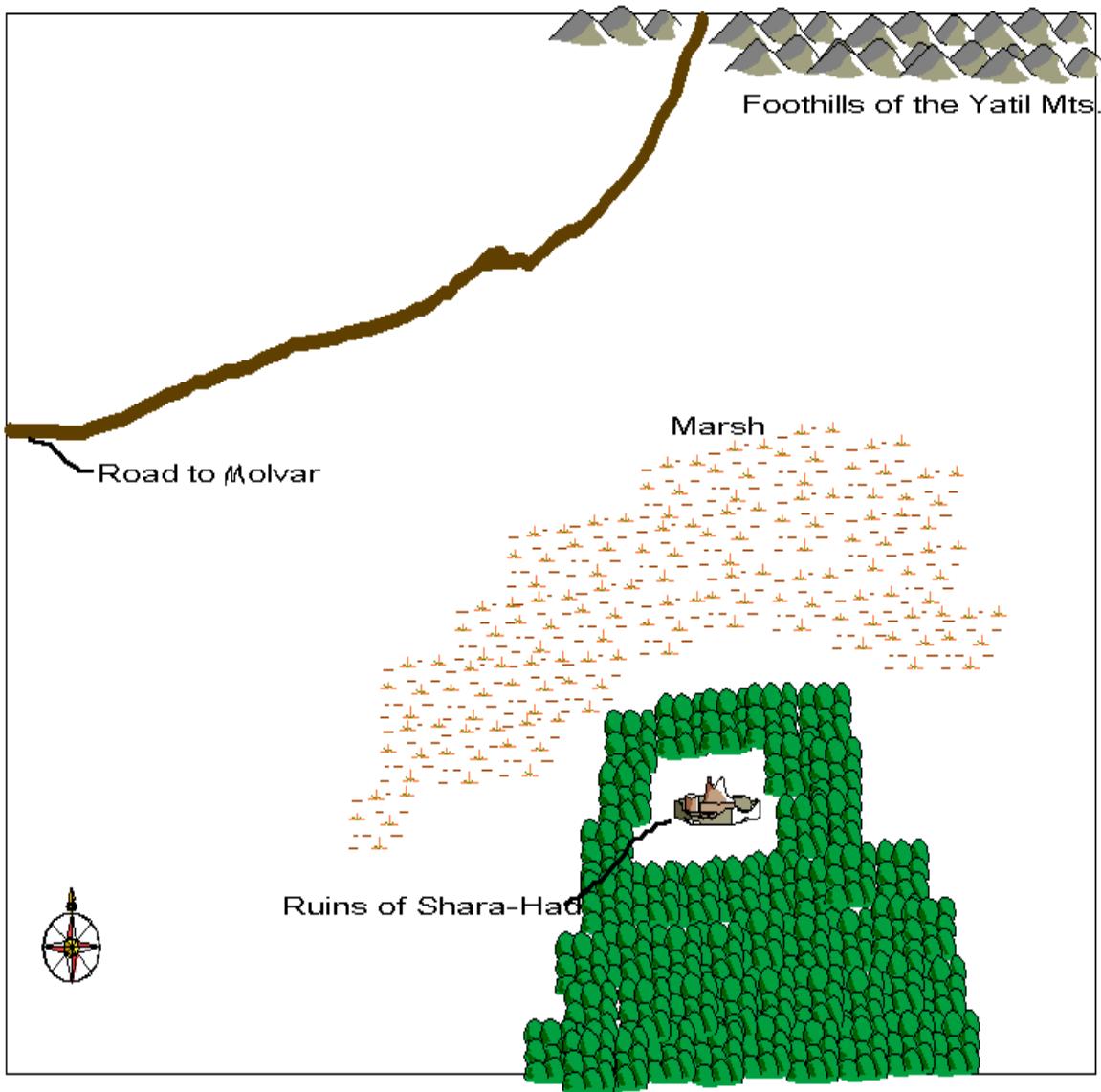
MAP #2- THE MOUNTAIN VALLEY



THE GNOLL LAIR



AREA AROUND BANDIT HIDEOUT



THE RUINS OF SHARA-HAD

